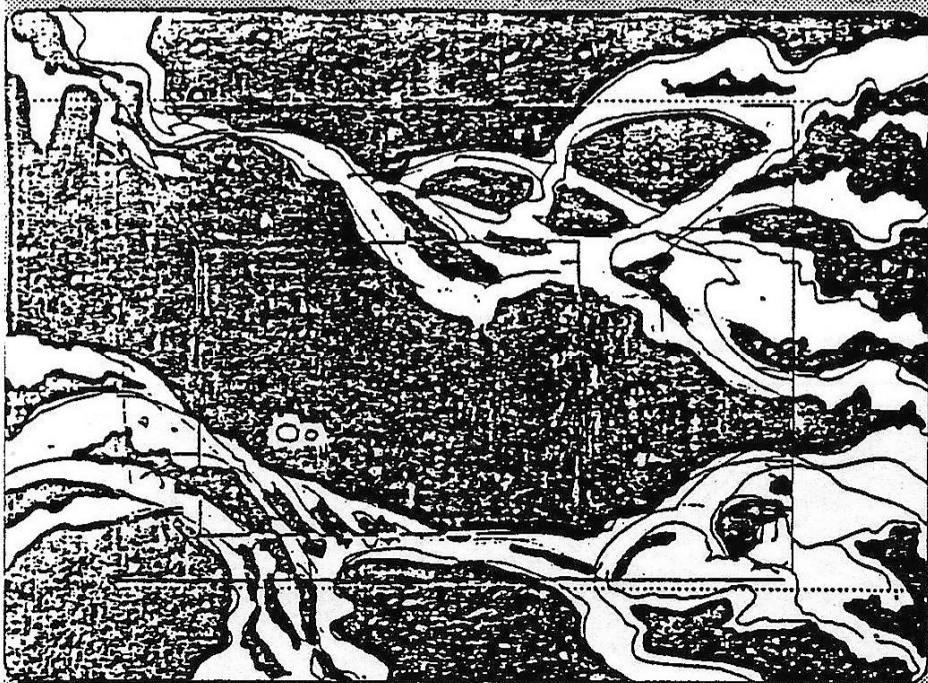


SC. 1-1

SC. CONT.

SEQ. 1

Page 1



TION XLS OUTER SPACE. WE TRAVEL THROUGH A NEBULA TOWARDS A  
DISTANT...

ACTION ...BINARY STAR SYSTEM. THE LARGER STAR IS RED THE SMALLER  
ONE IS BLUE.

DIAL

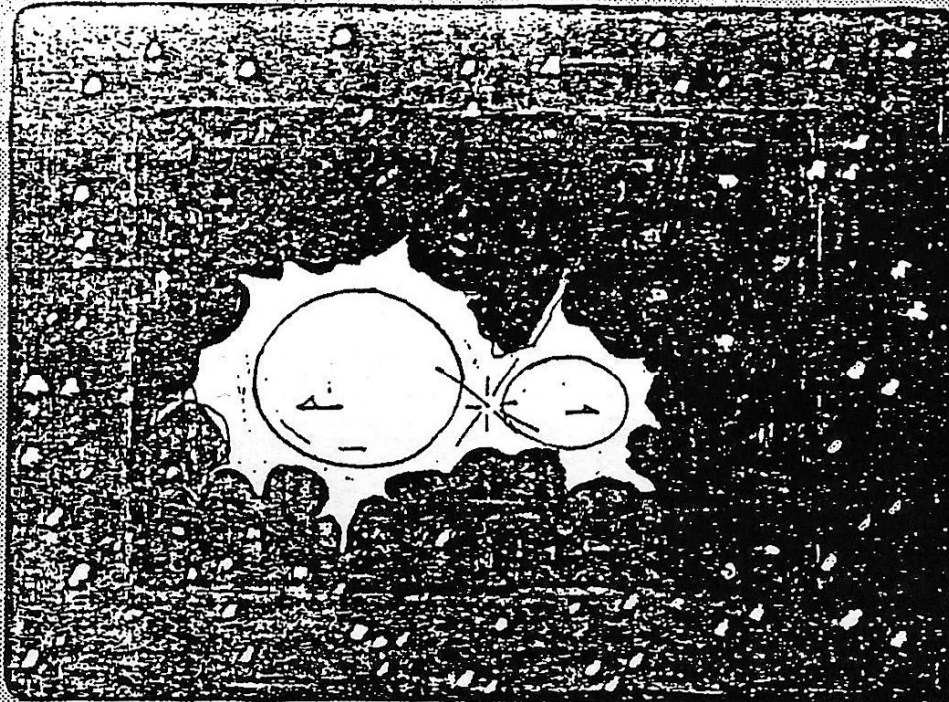
MUSIC/SFX

CAMERA

SIC/SFX



SC. 1-2



ACTION

L.S. THE TWO STARS. IN THE GAP BETWEEN THEM AN OBJECT  
SUDDENLY GLISTENS IN THEIR LIGHT.

DIAL

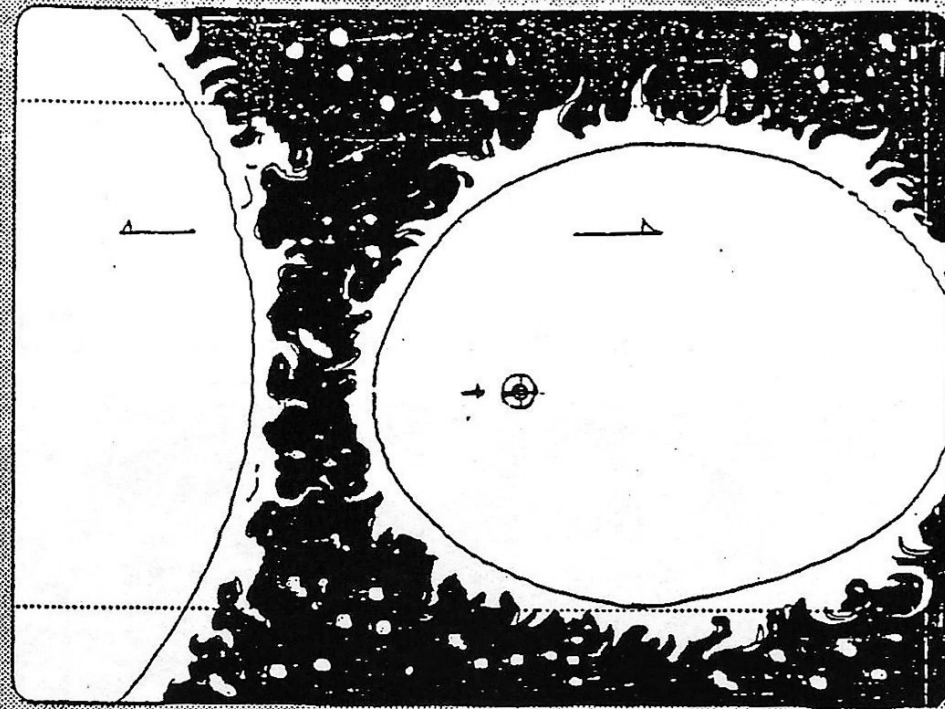
MUSIC/SFX

RAW

From Generation 1 to Beast Hunters and Beyond!!!!

SC. 1-3

SEQ. 1 Page 2



ACTION

M.S. THE TWO STARS. UNICRON GLIDES FORWARD FROM OUT OF THE  
GAP BETWEEN THE TWO STARS.

DIAL

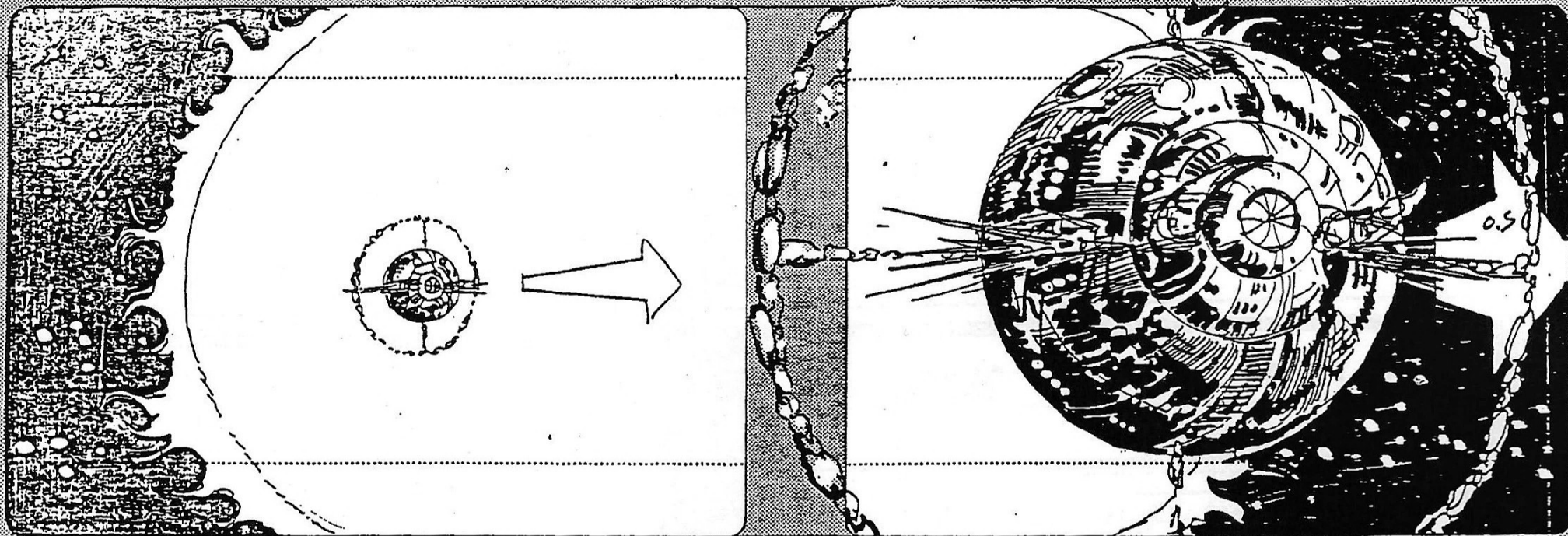
MUSIC/SFX

SC. 1-4

START →

FOLLOW PAN

→ STOP SEQ. 1 - Page 3



ACTION L.S. UNICRON. IT MOVES TOWARDS US, AS IT CROSSES IN FRONT OF THE BLUE STAR.

DIAL

MUSIC/SFX

CAMERA

ACTION UNICRON CONTINUES TO MOVE CLOSER. WE CAN SEE ITS SURFACE FEATURES AS IT PASSES BY AND GLIDES O.S.

DIAL

MUSIC/SFX

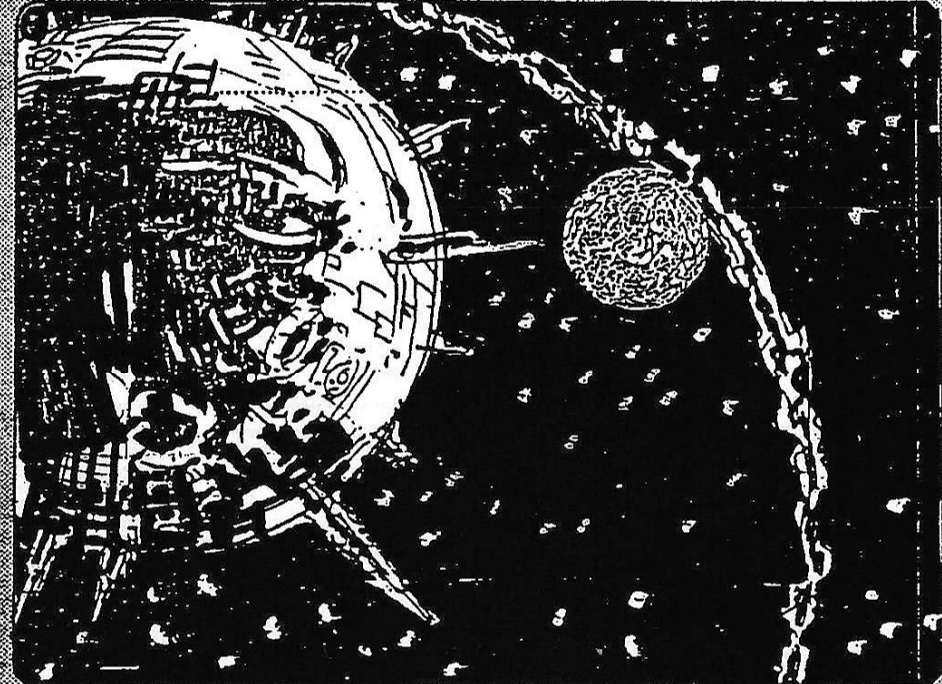
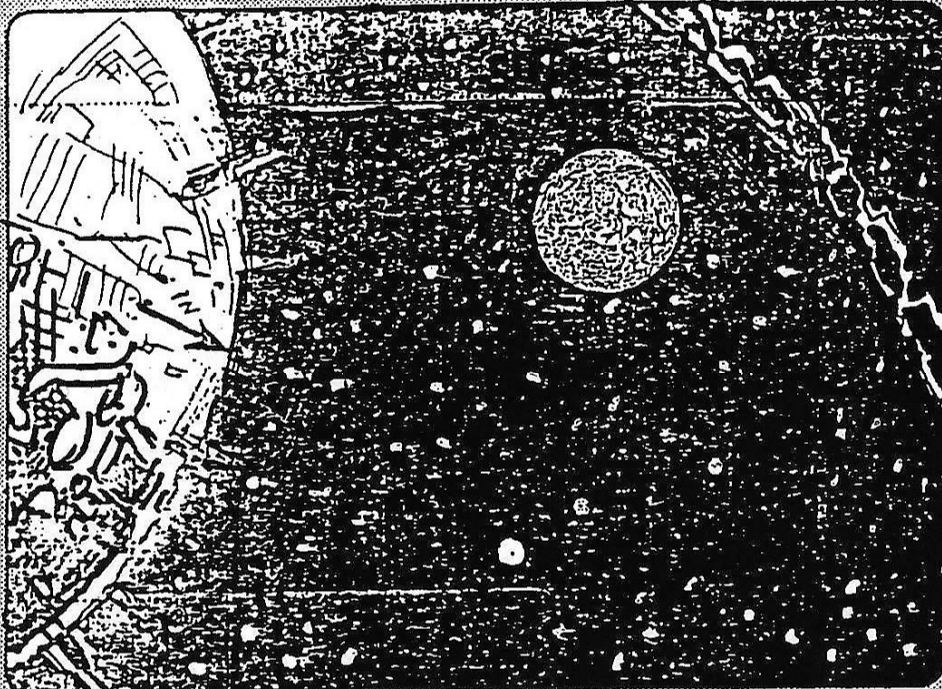
CAMERA

SC. 1-5

SC. CONT

SEQ. 1

Page 4



ACTION X.L.S. THE LITHONE PLANET UNICRON IS IN THE FOREGROUND.  
UNICRON GLIDES AWAY FROM US...

AL

MUSIC/SFX

ACTION ...AND CLOSES IN ON THE SMALL PLANET.

DIAL

MUSIC/SFX

CAMERA



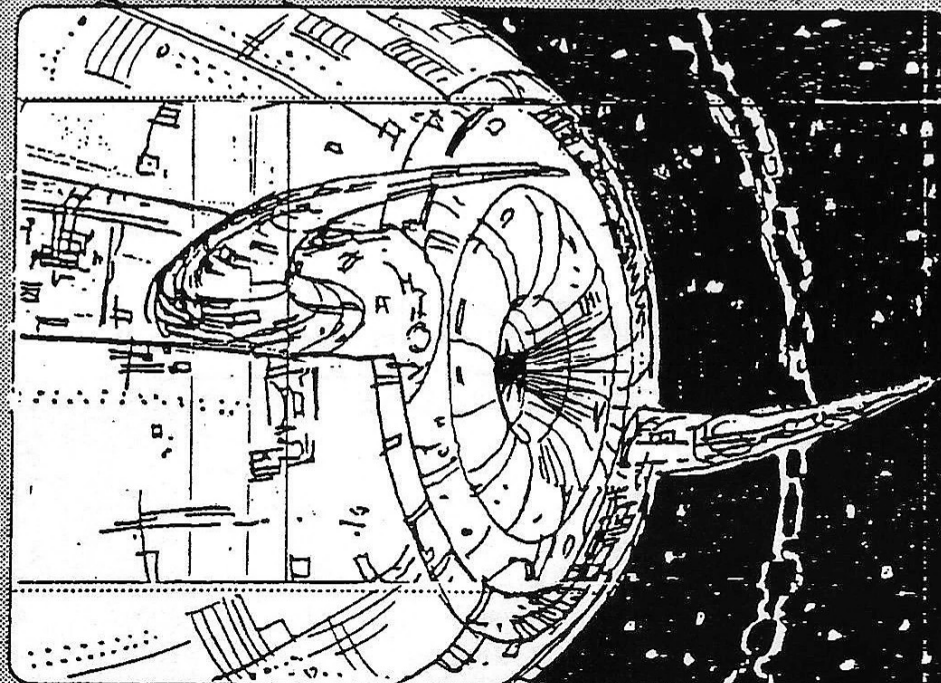
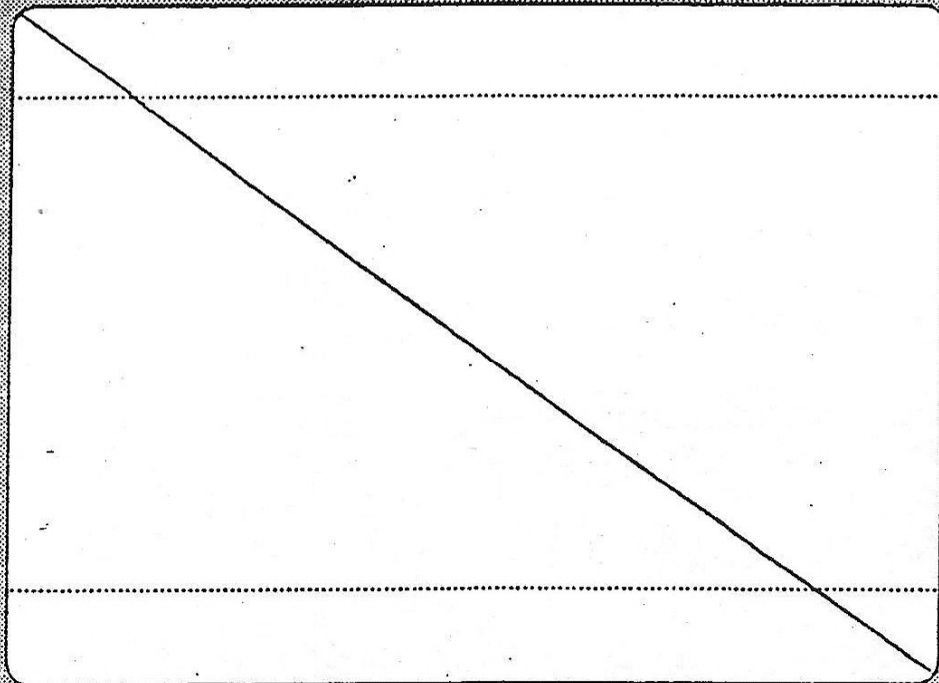
SC.

SC: 1-6

SEQ. 1

Page

5



TION

ACTION M.S. UNICRON. WE TRAVEL ALONG WITH IT AS IT MOVES THROUGH SPACE. IN THE CENTER OF ITS "MOUTH" A SLIT STARTS TO OPEN. A STRANGE RED GLOW SHINES OUT OF THE OPENING.

DIAL

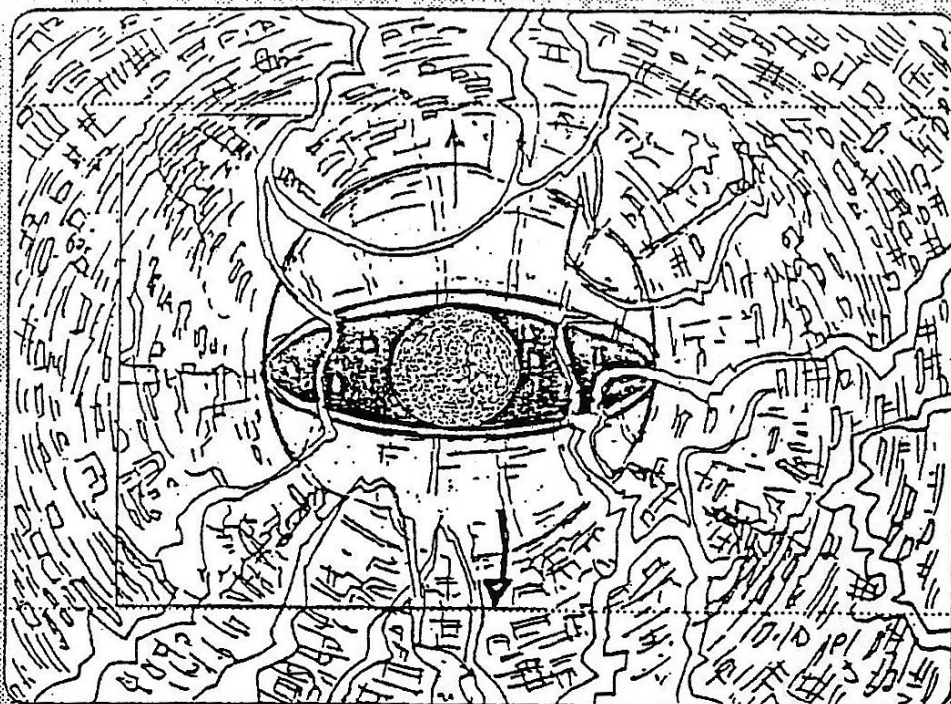
L

SIC/SFX

MUSIC/SFX

CAMERA

SC. 1-7



ACTION

C.U. FROM INSIDE UNICRON. THE "MOUTH" AREA. THE SLIT CONTINUES TO OPEN REVEALING THE PLANET LITHONE DIRECTLY IN FRONT OF US. THE STRANGE RED GLOW LIGHTS THE INSIDE OF UNICRON.

DIAL

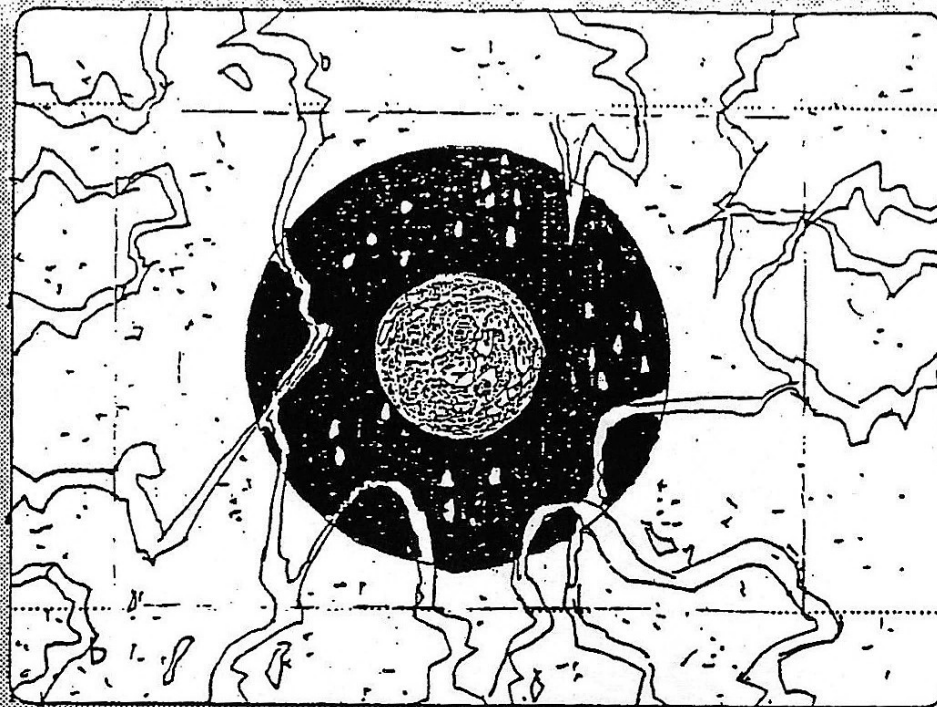
MUSIC/SFX

SC. CONT.

SEQ. 1

Page

6



ACTION

...THE SLIT NOW OPEN WE SEE THAT UNICRON IS CONTINUING TO CLOSE IN ON LITHONE.

DIAL

MUSIC/SFX

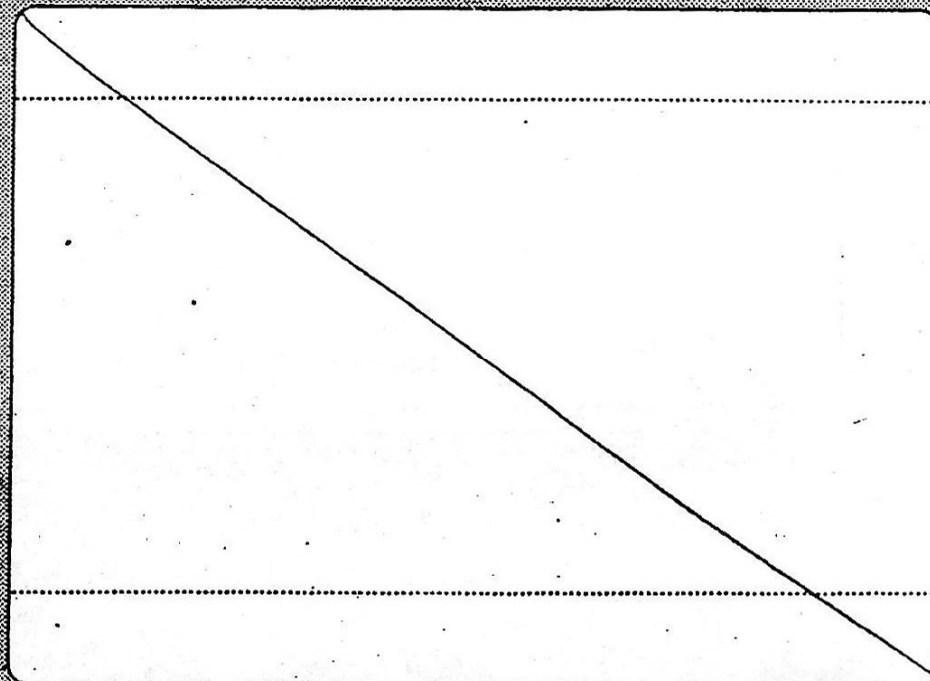
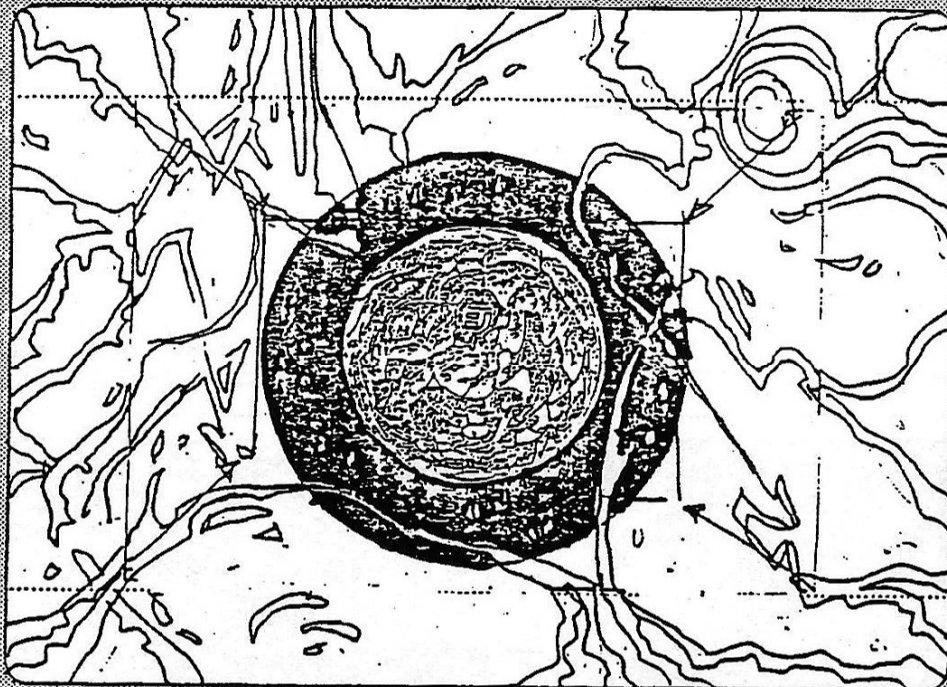
SC. 1-7 CONT. TRUCK-IN

SC.

SEQ. 1

Page

7



ACTION AS UNICRON TRAVELS FORWARD TOWARD THE PLANET LITHONE...  
WE TRUCK IN ON A C.U. OF THE OPENING AND LITHONE BEYOND.

DIAL

MUSIC/SFX

CAMERA

ACTION

DIAL

MUSIC/SFX

CAMERA

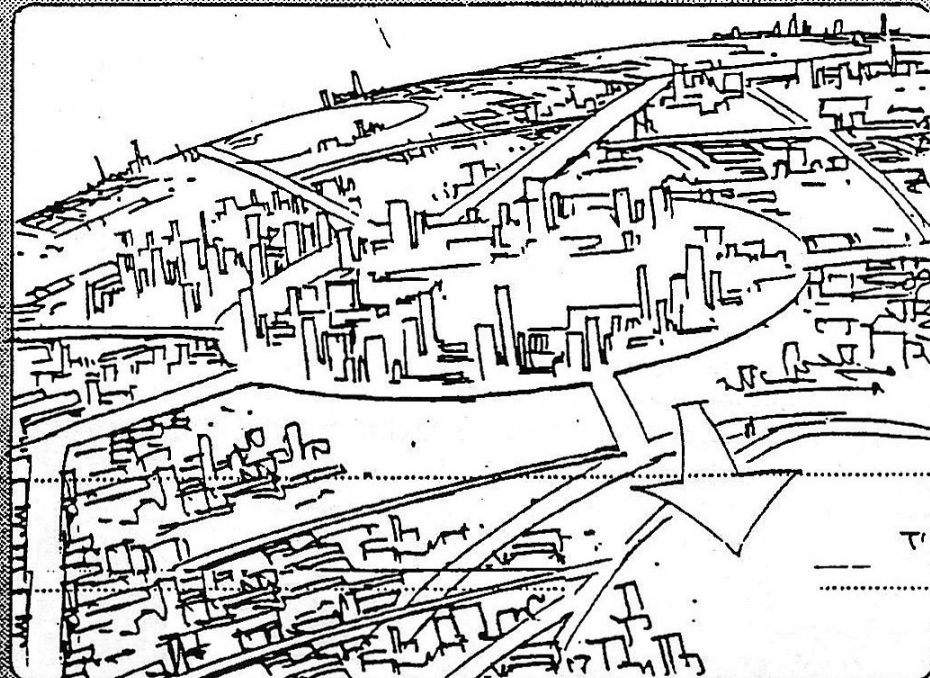
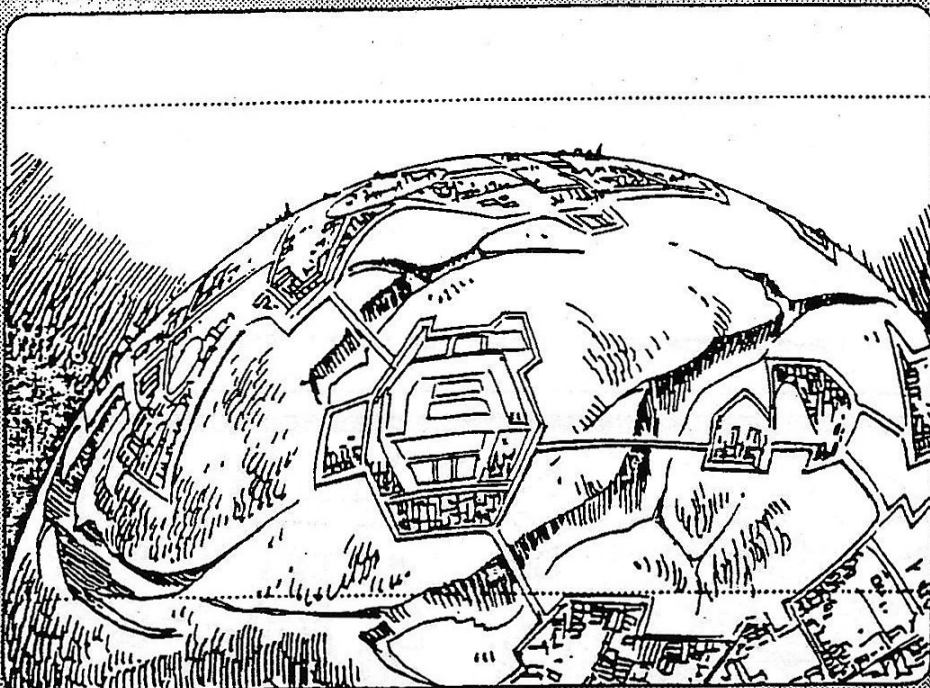


SC. 1-8

SC. CONT

SEQ. 1

Page 8



TION M.L.S. THE SURFACE OF THE PLANET LITHONE. WE TRAVEL TOWARDS  
THE SURFACE OF THE ROCKY PLANET. THE RED GLOW OF MOLTEN  
LAVA SHINES OUT FROM THE BOTTOMS OF THE DEEP CANYONS THAT  
CUT ACROSS ITS FACE. SECTIONS OF THE PLANET ARE ENCRUSTED WITH  
AL HI TECH CITIES AND BRIDGES.

ACTION ...WE MOVE IN CLOSER TOWARD THE CENTER OF ONE OF THESE  
METALLIC CITY AREAS.

DIAL

MUSIC/SFX

CAMERA

ISIC/SFX

IFRAW

From Generation 1 to Beast Hunters and Beyond!!!!

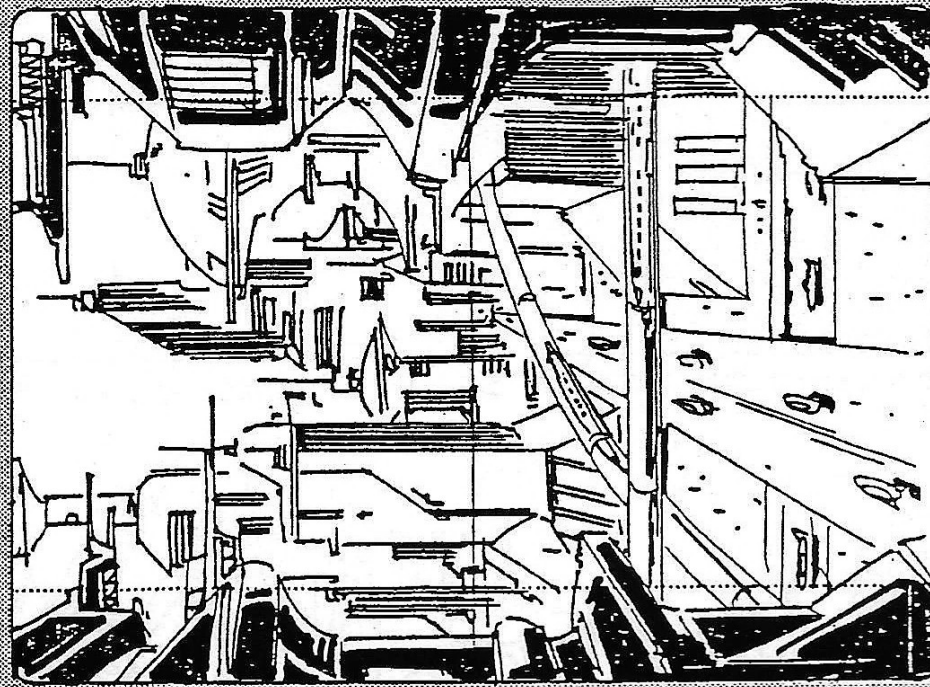
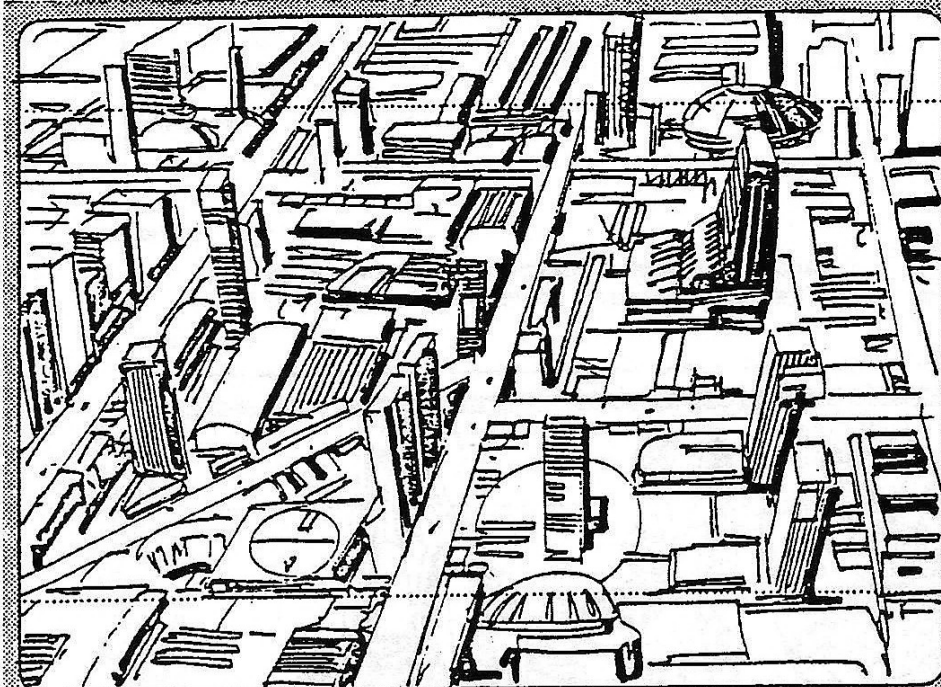
SC. 1-8 CONT

SC. 1-9

PAN

UP SEQ. 1 Page

9



X-DISS TO SC 10

ACTION WE NARROW IN ON A COMPLEX OF STRANGE FUTURISTIC BUILDING.

ACTION M.S. THE BUILDINGS AND STREETS OF THE LITHONE CITY. TRAFFIC MOVES ALONG THE STREETS. STRANGE TRAINS ZOOM THROUGH TRANSPARENT TUBE RAILWAY SYSTEMS.

AL

DIAL

MUSIC/SFX

MUSIC/SFX

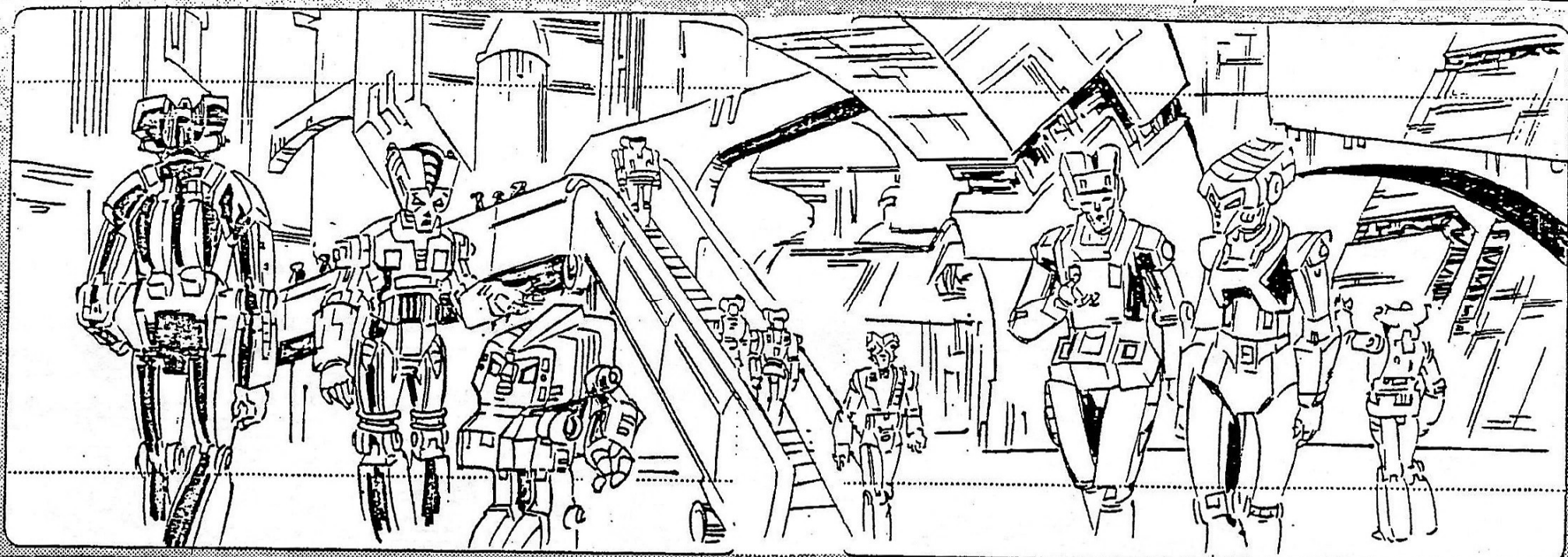
CAMERA

SC.1-10 . START

PAN

STOP

Page 10



ACTION

M.S. THE SIDEWALKS OF LITHONE. WE SEE THAT THE CITIZENS OF LITHONE ARE PEACEFUL ROBOTIC CREATURES.

DIAL

MUSIC/SFX

ACTION

DIAL

MUSIC/SFX

TFRAW

From Generation 1 to Beast Hunters and Beyond!!!!

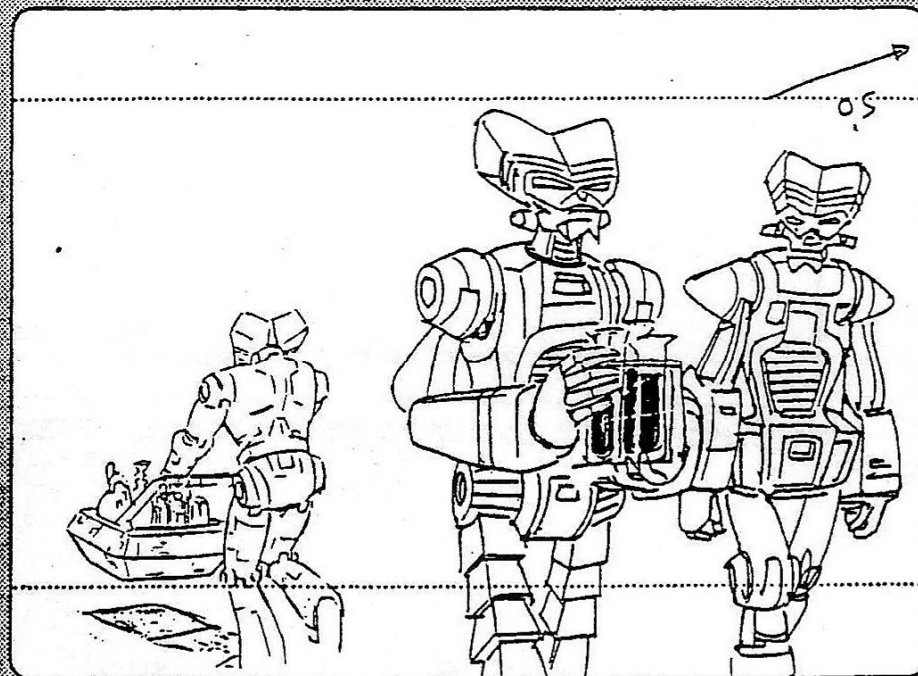
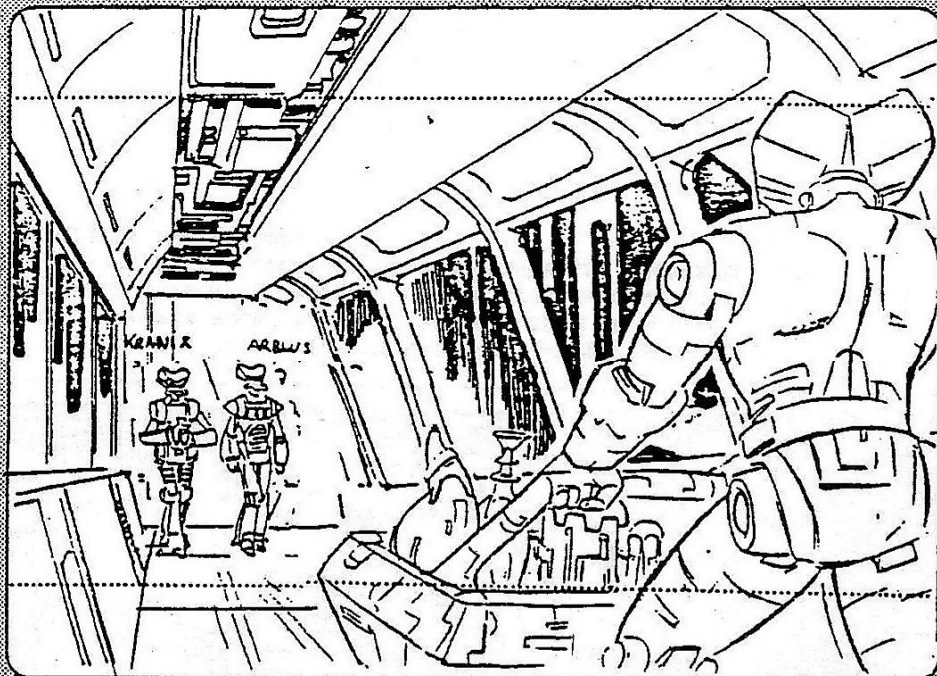


SC.1-11

SC. CONT

SEQ. 1 Page 11

X-DISS FROM SC.10



ACTION

L.S. KRANIX AND ARBLUS. THEY WALK FORWARD...

DIAL

MUSIC/SFX

CAMERA

ACTION

...KRANIX CARRIES A GLASS BOTTLE FILLED WITH A STRANGE LIQUID.

DIAL

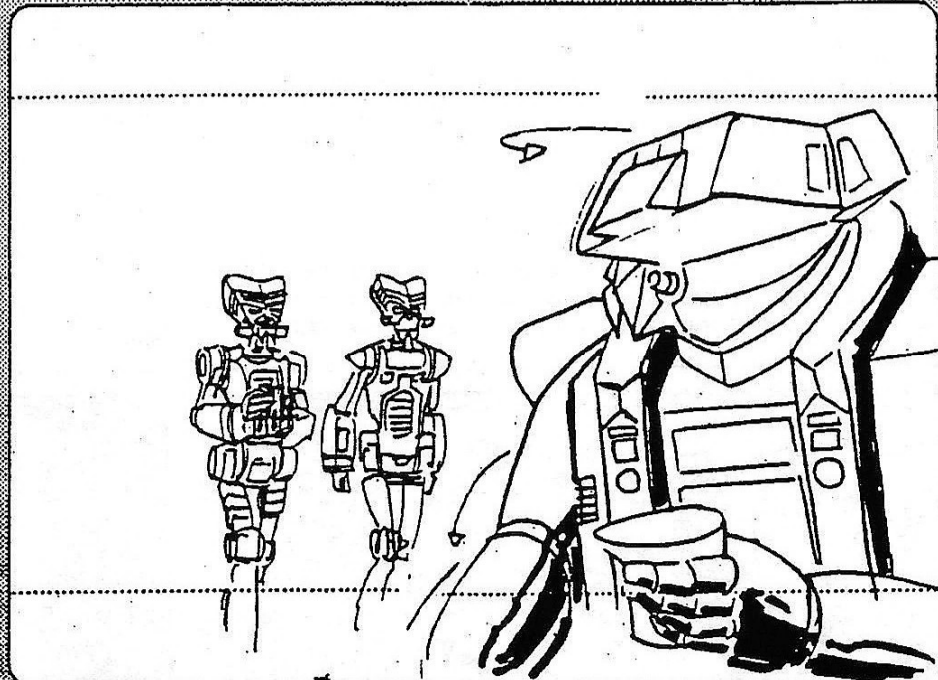
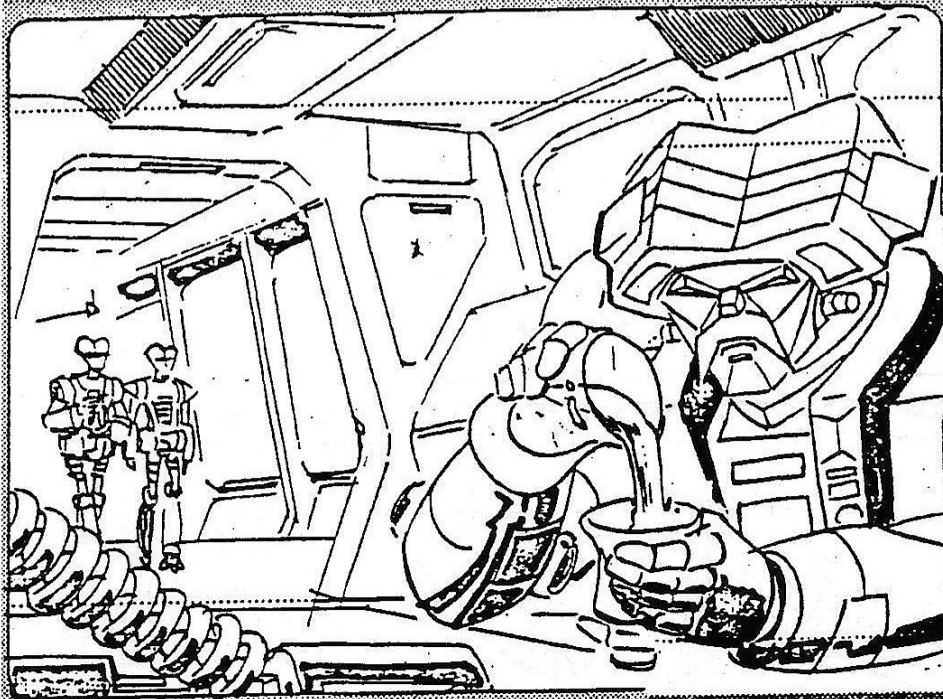
MUSIC/SFX

CAMERA

SC.1-12

SC. CONT

SEQ. 1 Page 12



TION M.S. A LITHONE SCIENTIST ROBOT POURS SOME GLOWING LIQUID FROM A BEAKER AS KRANIX AND ARBLUS ENTER THE LABORATORY IN THE BACKGROUND...

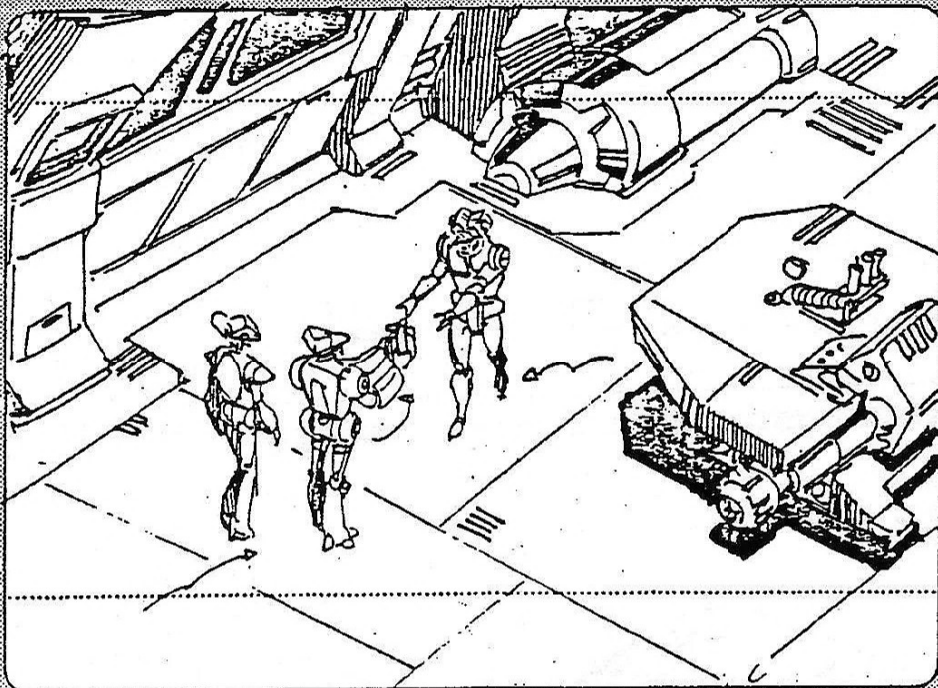
ACTION ...THE LITHONE SCIENTIST ROBOT TURNS TOWARD KRANIX AND ARBLUS AS THEY APPROACH HIM.

DIAL

MUSIC/SFX

SIC/SFX

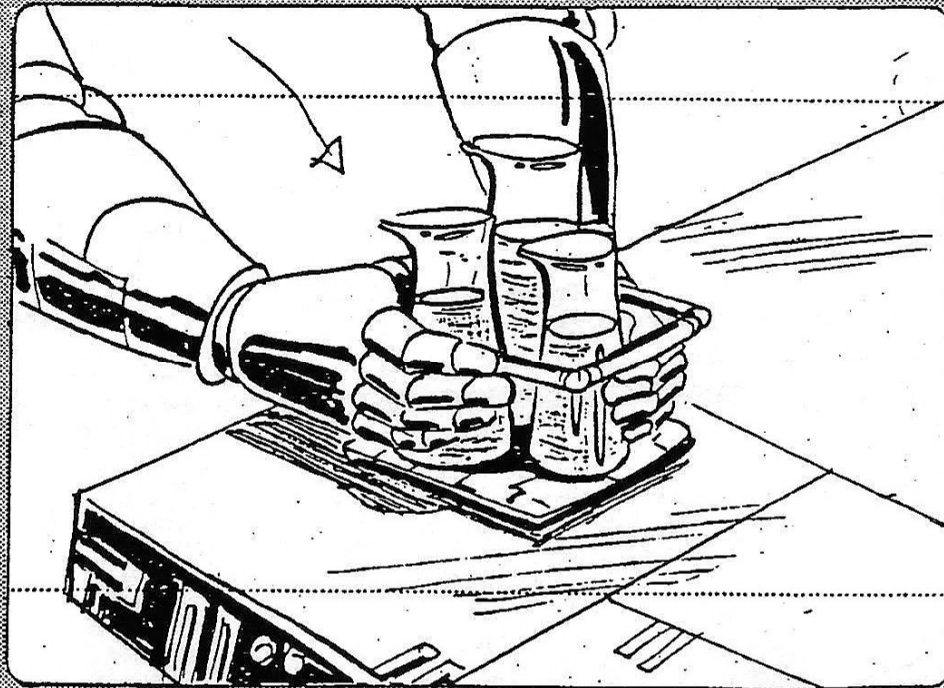
SC.1-13



SC.1-14

SEQ. 1

Page 13



TION DOWN SHOT THE LABORATORY. THE SCIENTIST ROBOT WALKS OVER TO KRANIX AND ARBLUS. KRANIX HANDS HIM THE BOTTLE.

ACTION C.U. A TABLE. THE SCIENTIST ROBOT SETS THE BOTTLE OF STRANGE LIQUID DOWN ON THE TABLE.

DIAL .

MUSIC/SFX

CAMERA

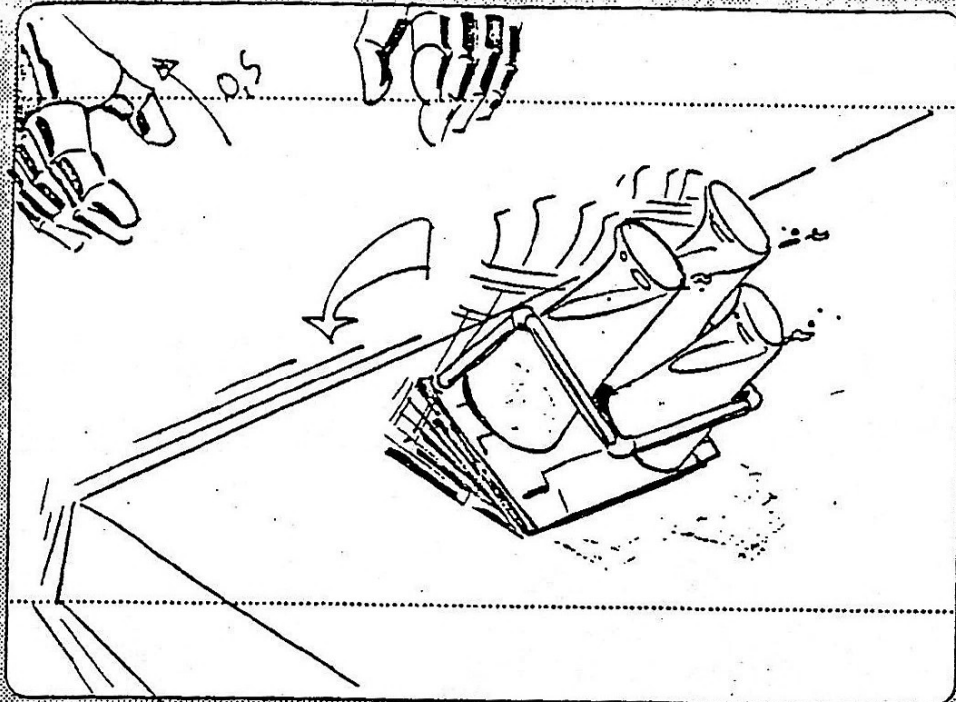


SC. 1-14 CONT

CAMERA SHAKE

SC. 1-14 A

Page 14

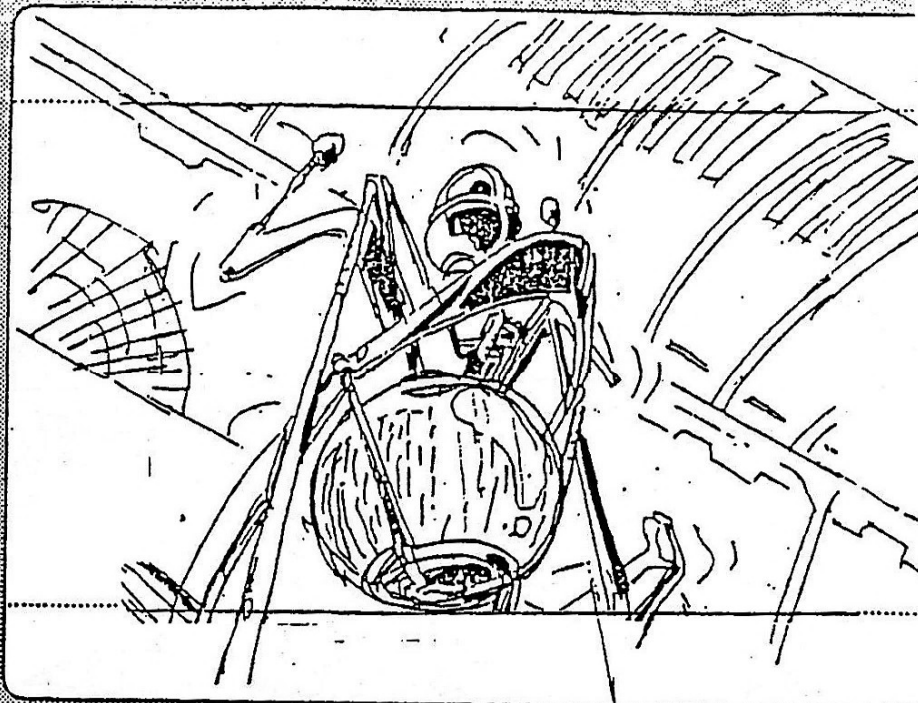


ACTION

SUDDENLY THE LABORATORY STARTS TO SHAKE CAUSING THE GLASS BOTTLE TO TIP OVER AND FALL OFF THE TABLE.

DIAL

MUSIC/SFX



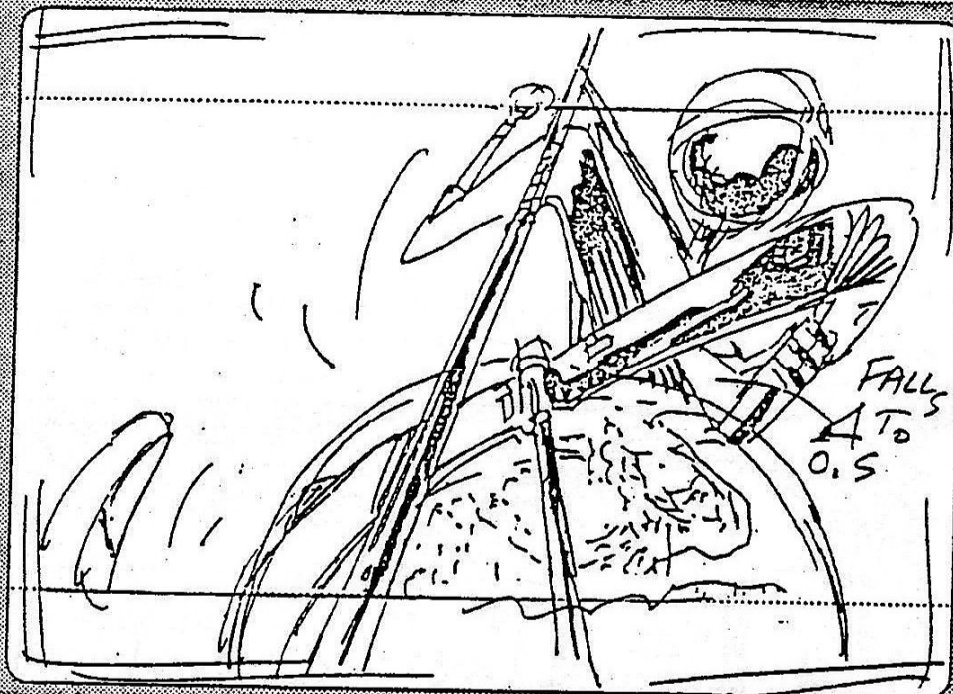
ACTION

C.U. A strange laboratory bottle shakes violently.

DIAL

MUSIC/SFX

SC. CONT. 1-14A



ACTION

The strange bottle tips over

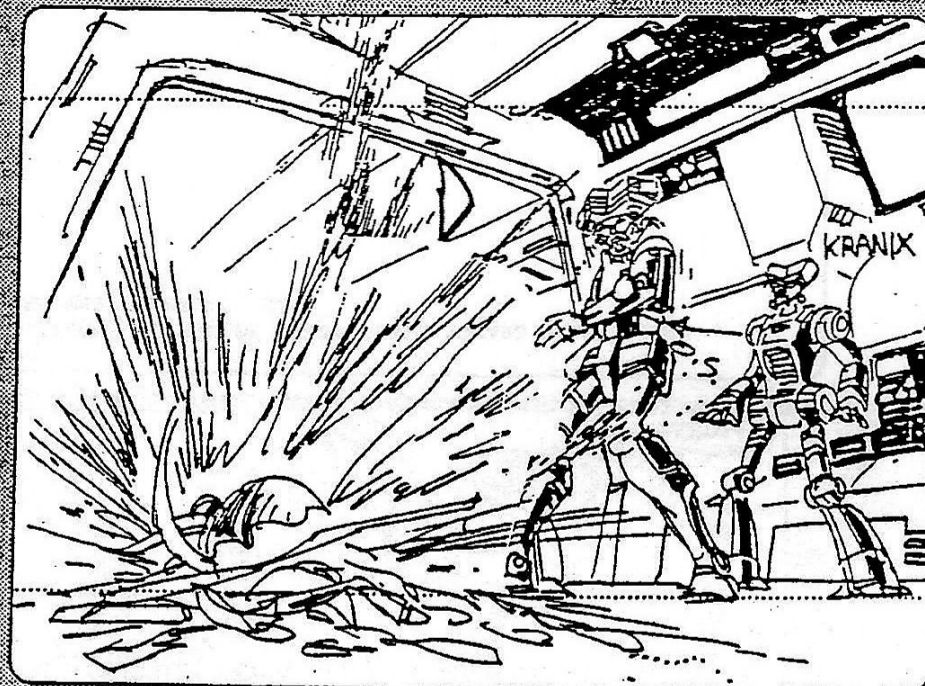
DIAL

MUSIC/SFX

CAMERA

SC. 1-15

Page 15



ACTION

L.S. THE LABORATORY. THE BOTTLE CRASHES TO THE FLOOR. KRANIX, ARBLUS AND THE THIRD ROBOTIC SCIENTIST REACT IN SHOCK. KRANIX RUNS O.S.

DIAL

MUSIC/SFX

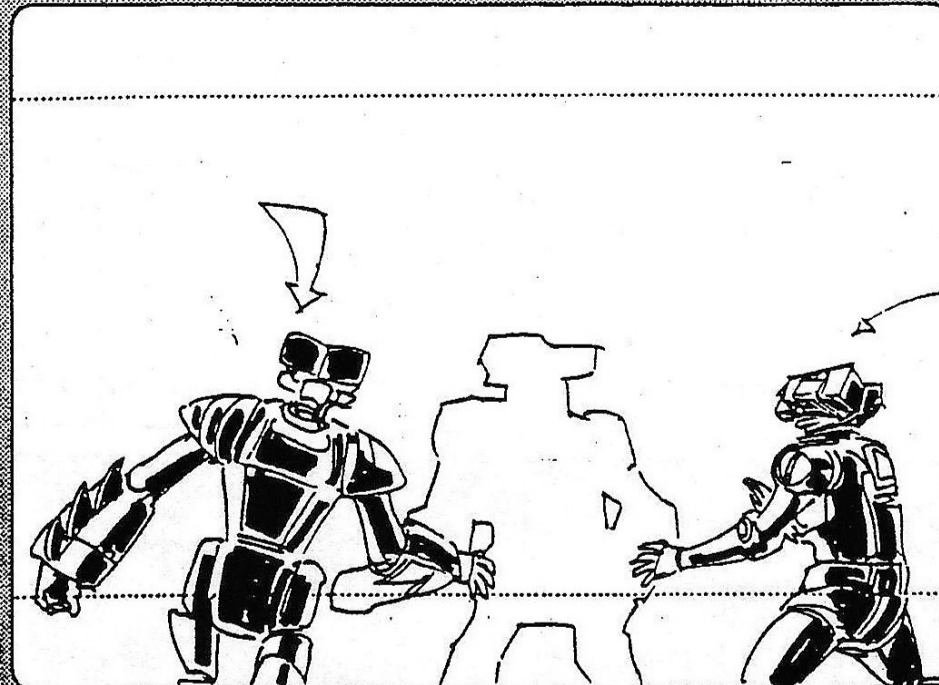
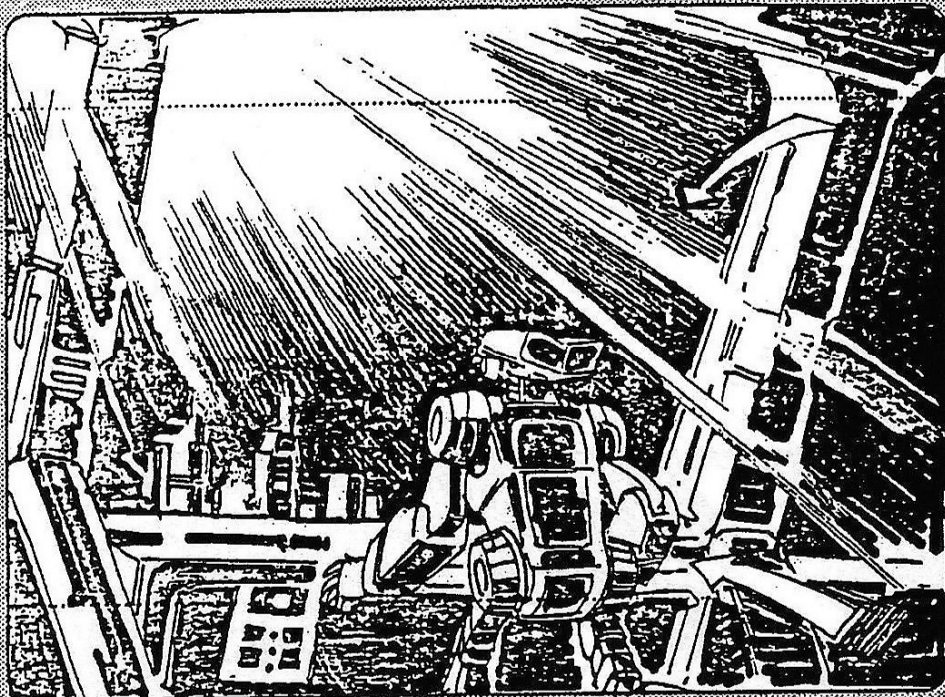
CAMERA

SC. 1-16

SC. CONT

SEQ. 1

Page 16



ACTION M.S. A WINDOW IN THE LABORATORY. KRANIX RUNS IN AND LOOKS OUT AS THE STRANGE RED GLOW FLOODS INTO THE LABORATORY.

ACTION KRANIX IS JOINED BY ARBLUS AND THE ROBOTIC SCIENTIST WHO RUSH IN BEHIND HIM.

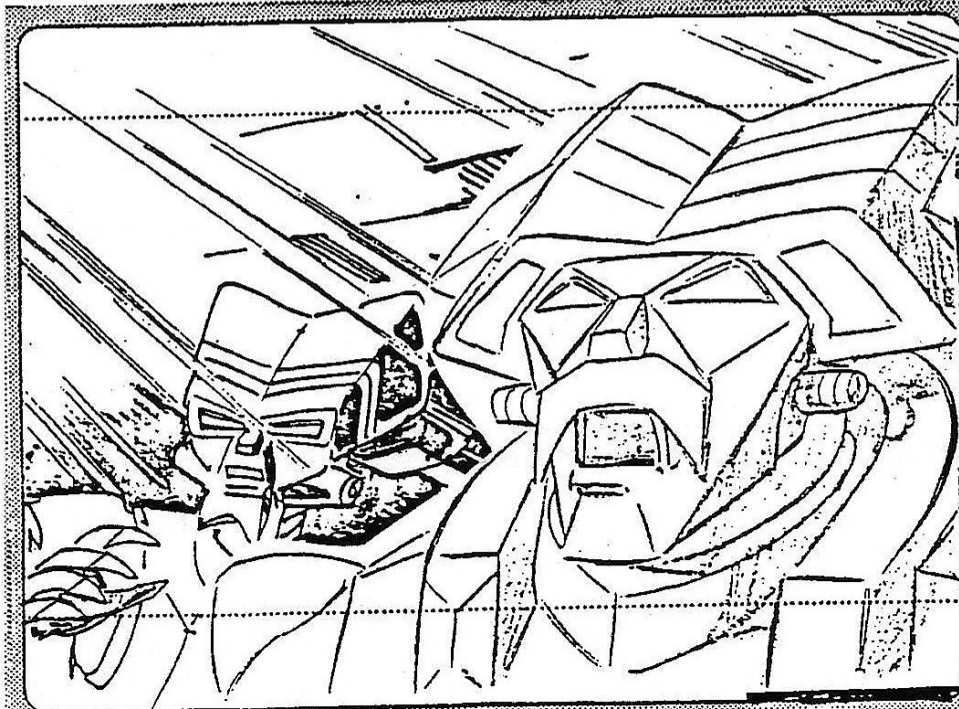
DIAL

MUSIC/SFX

MUSIC/SFX



SC: 1-17



ACTION M.C.U. ARBLUS & ROBOTIC SCIENTIST. ARBLUS AND THE ROBOTIC SCIENTIST REACT IN HORROR AT WHAT THEY SEE O.S.

AL

MUSIC/SFX

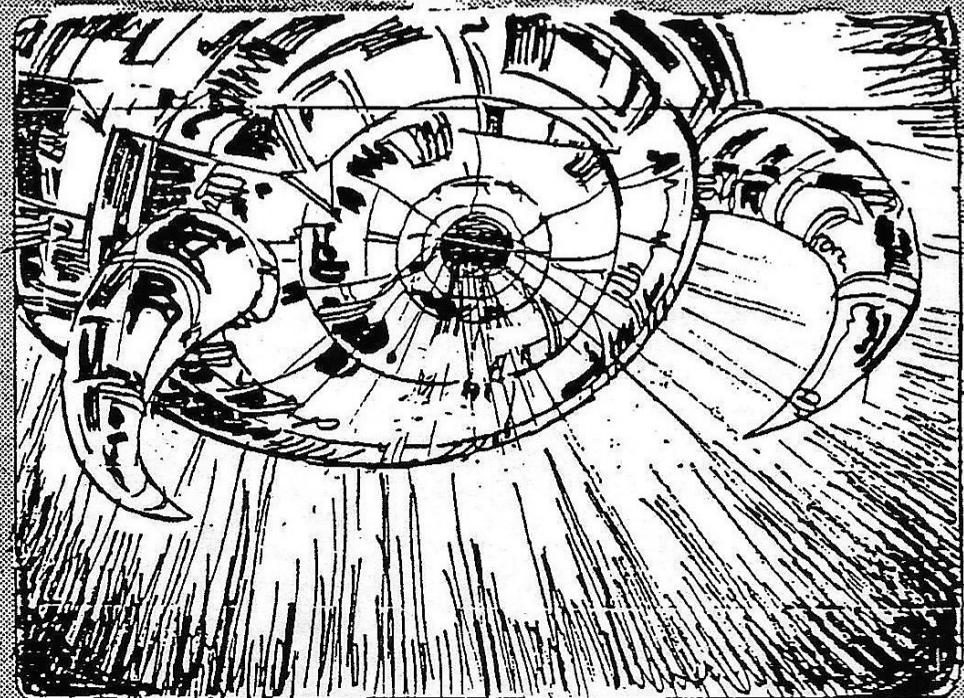
CAMERA



SC: 1-18

BACK LIGHT SEQ. 1

Page 17



ACTION

P.O.V. UNICRON SLOWLY LOWERS INTO FRAME AS IT ADVANCES ON THE CITY. THE RED LIGHT SHINES OUT FROM THE OPENING. IN THE DISTANCE CLOUDS OF DUST AND OBJECTS FROM THE PLANET START RISING INTO THE AIR AND ARE PULLED TOWARD UNICRON.

DIAL

MUSIC/SFX

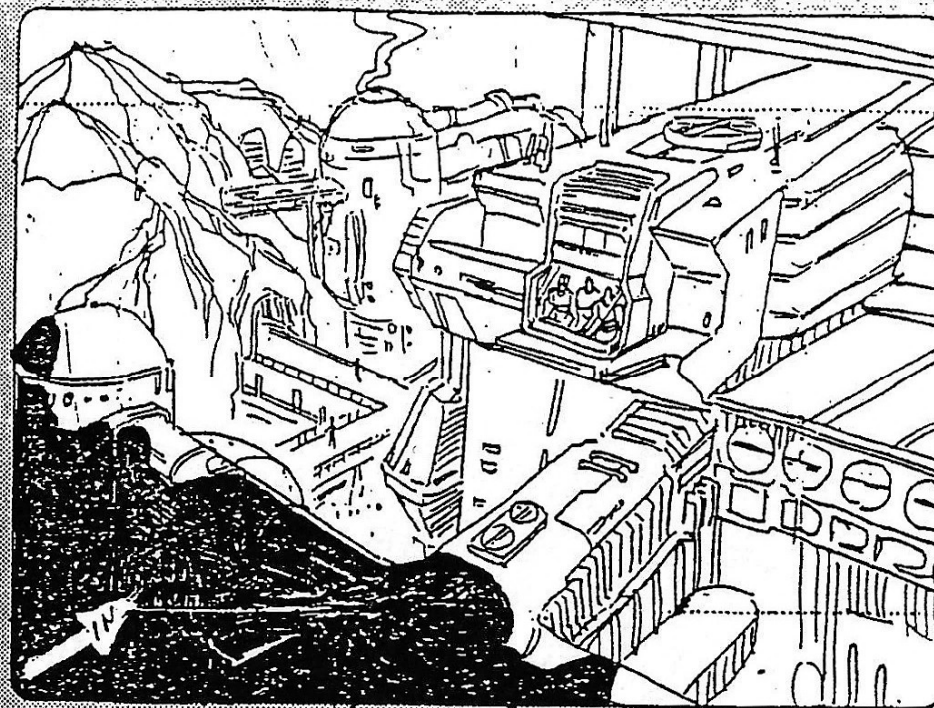
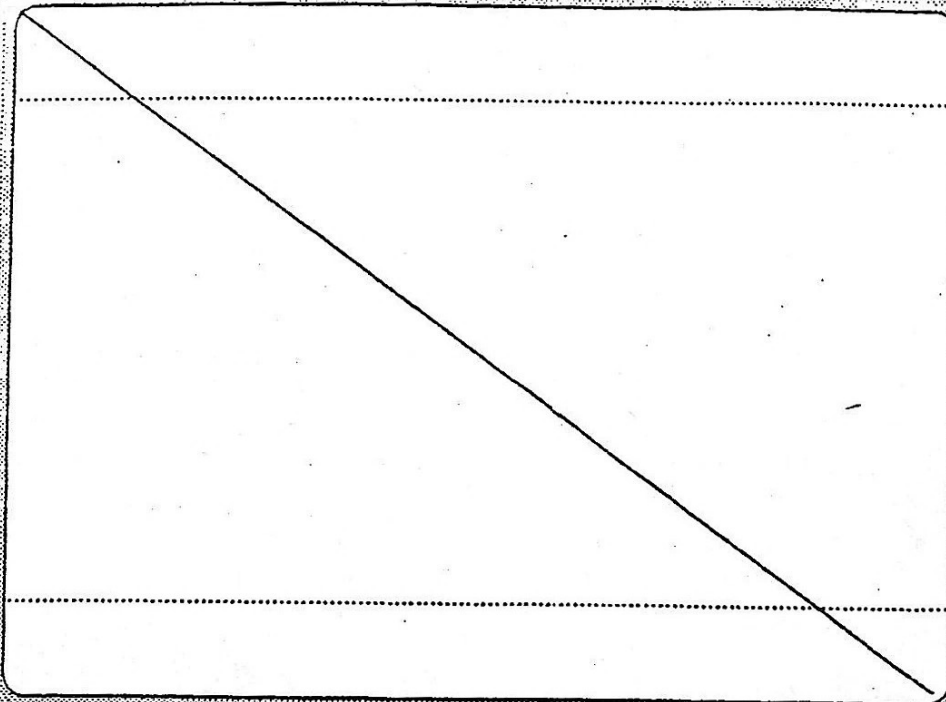
CAMERA

SC.

SC. 1-19

SEQ. 1

Page 18



ACTION

DIAL

MUSIC/SFX

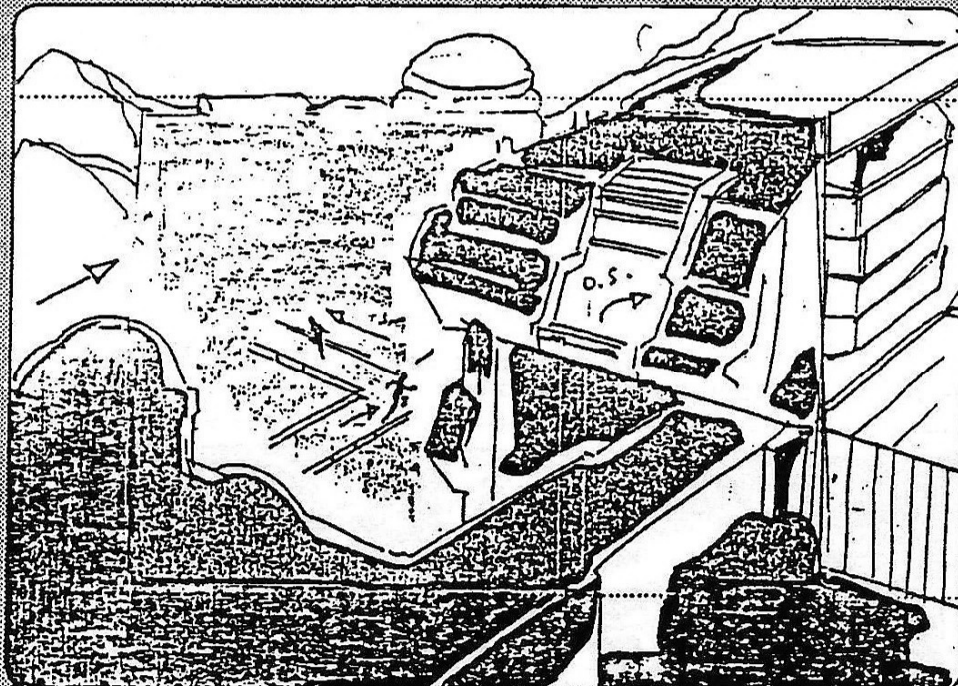
ACTION

L.S. EXTERIOR OF THE LABORATORY WINDOW AND BUILDING.  
KRANIX, ARBLUS AND THE ROBOTIC SCIENTIST WATCH IN TERROR  
AS A DARK SHADOW MOVES IN TOWARD THEM.

DIAL

MUSIC/SFX

SC. CONT 1-19



SC. 1-20

SEQ. 1

Page 19



ACTION THE CITY GROWS DARKER AND DARKER. THE THREE LITHONE SCIENTISTS TURN FROM THE WINDOW AND RUN O.S. AS THE SHADOW OF UNICRON COVERS THE ENTIRE SCENE.

DIAL

MUSIC/SFX

CAMERA

ACTION L.S. THE LITHONE CITY. UNICRON'S SHADOW MOVES IN AND...

DIAL

MUSIC/SFX

CAMERA

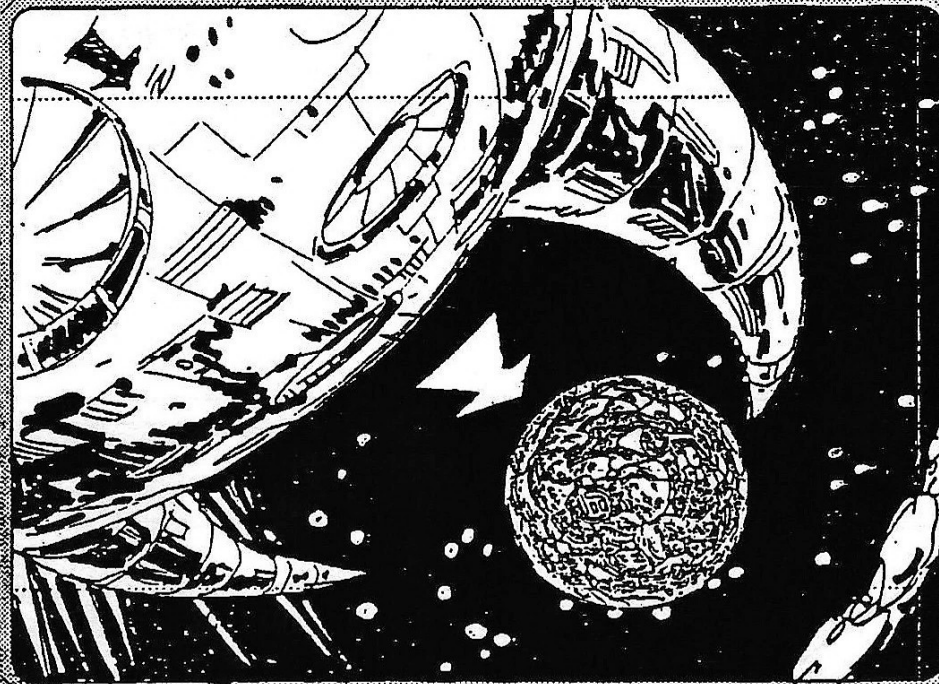


SC. CONT 1-20

SC. 1-21

SEQ. 1

Page 20



NO PAGE - 21

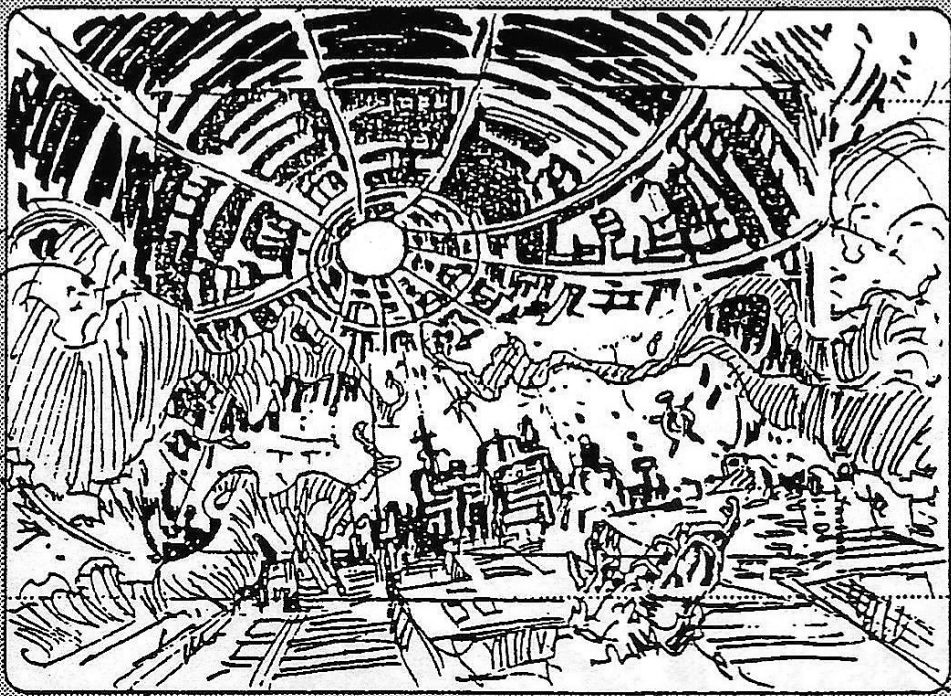
ION ...ENGULFS THE ENTIRE AREA.

ACTION M.S. UNICRON AS IT GLIDES FORWARD CLOSING IN ON THE PLANET LITHONE.

DIAL

MUSIC/SFX

HC/SFX



DOWN SHOT. DIRT, OBJECTS, CITIZENS AND BUILDINGS ARE RIPPED FROM THE SURFACE OF LITHONE AND CARRIED UP TOWARD UNICRON, WHO MOVES DOWN, CLOSES IN, AND FILLS THE ENTIRE SKY.

MUSIC/SFX

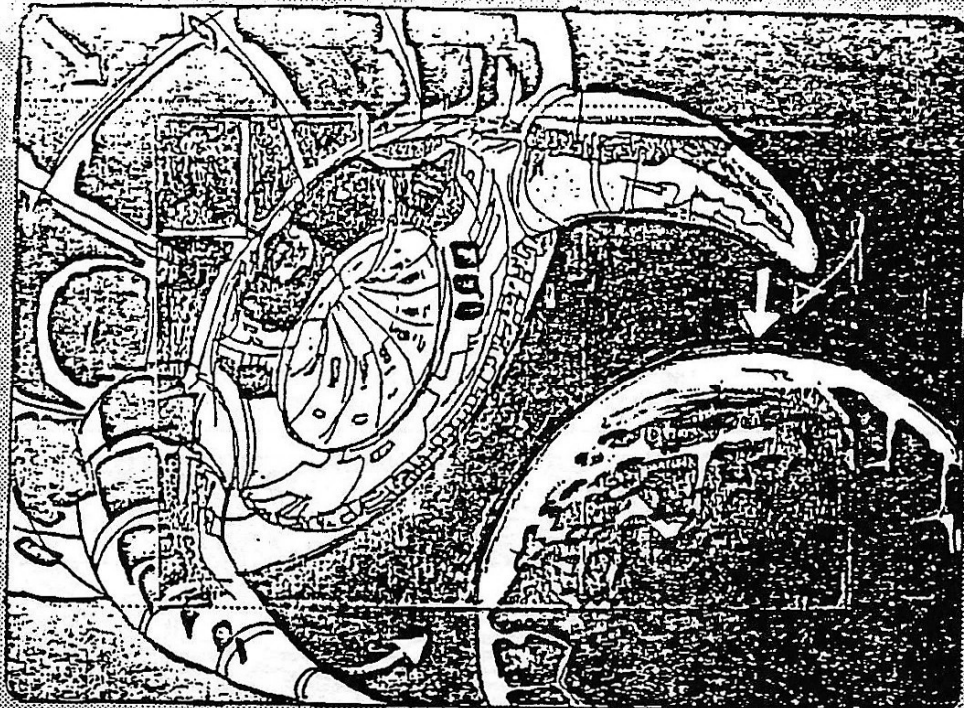
ACTION

DIAL

MUSIC/SFX

CAMERA

SC. 1-24



ACTION M.S. UNICRON AS IT SLOWLY DRIFTS FORWARD. ITS HORNS CLOSE IN ON LITHONE.

DIAL

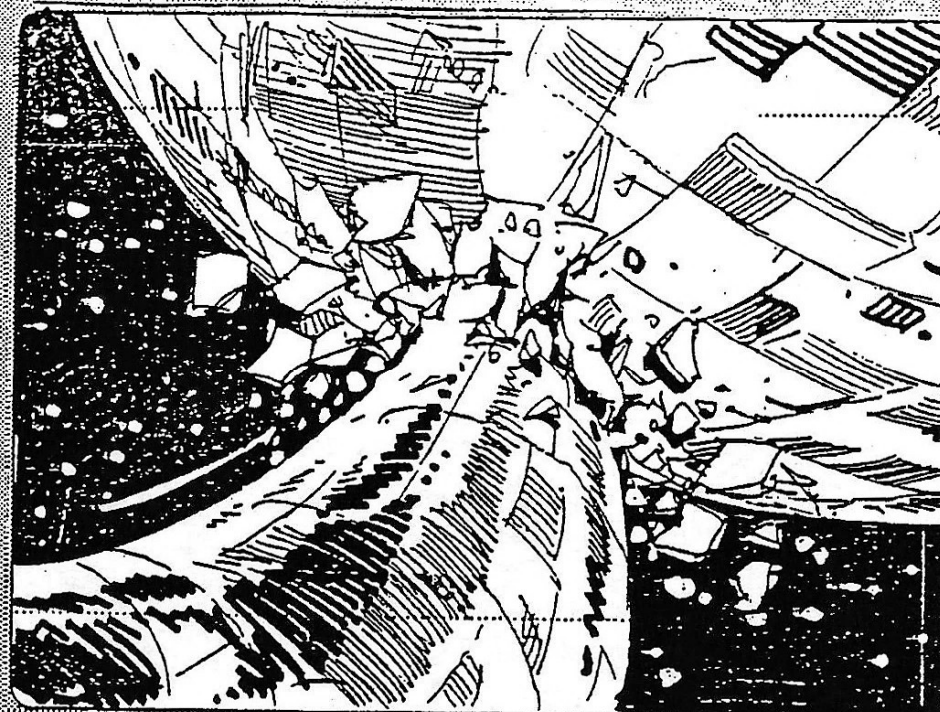
MUSIC/SFX

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 1-25

SEQ.

Page 23



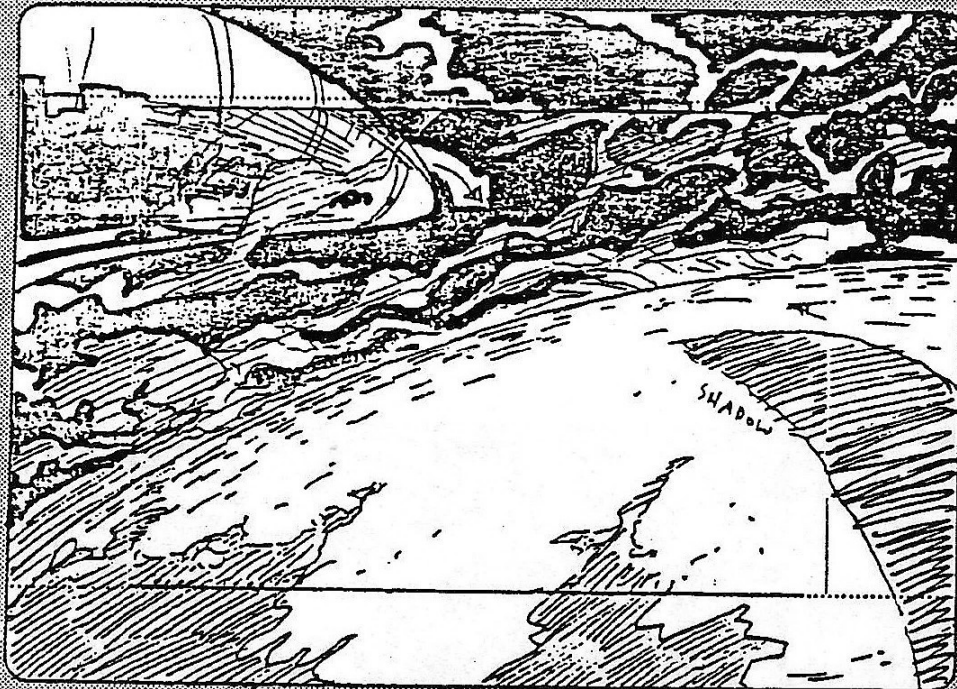
ACTION M.C.U. UNICRON'S HORN AS IT SMASHES INTO THE SURFACE OF LITHONE.

DIAL

MUSIC/SFX



SC. 1-26

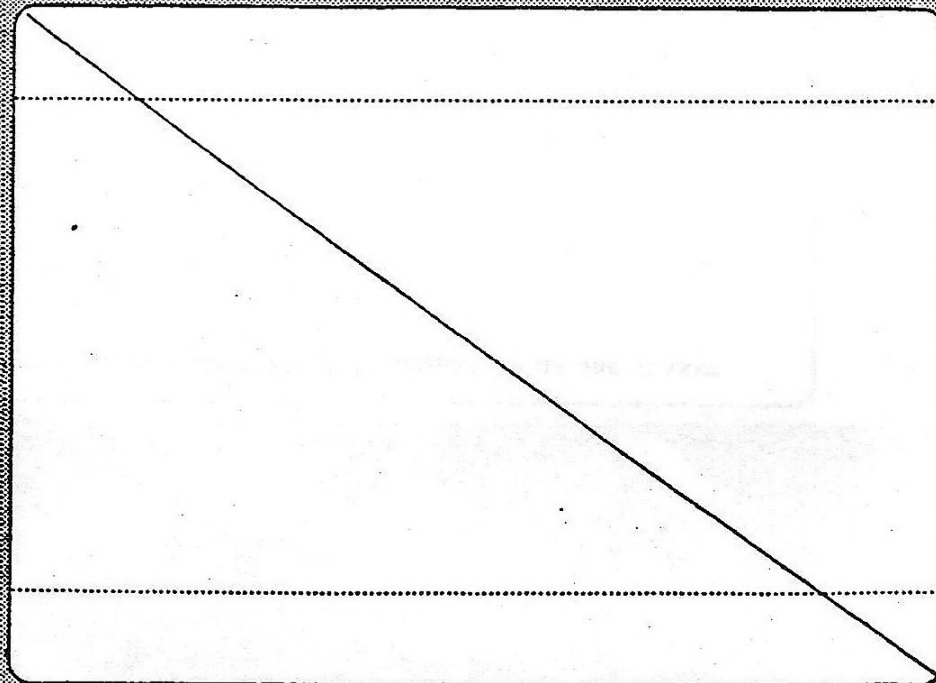


SC.

SEQ. 1

Page

24



ACTION M.S. THE PLANET LITHONE AS THE OTHER HORN OF UNICRON CURVES  
DOWNWARD TOWARDS ITS SURFACE.

DIAL

MUSIC/SFX

CAMERA

ACTION

DIAL

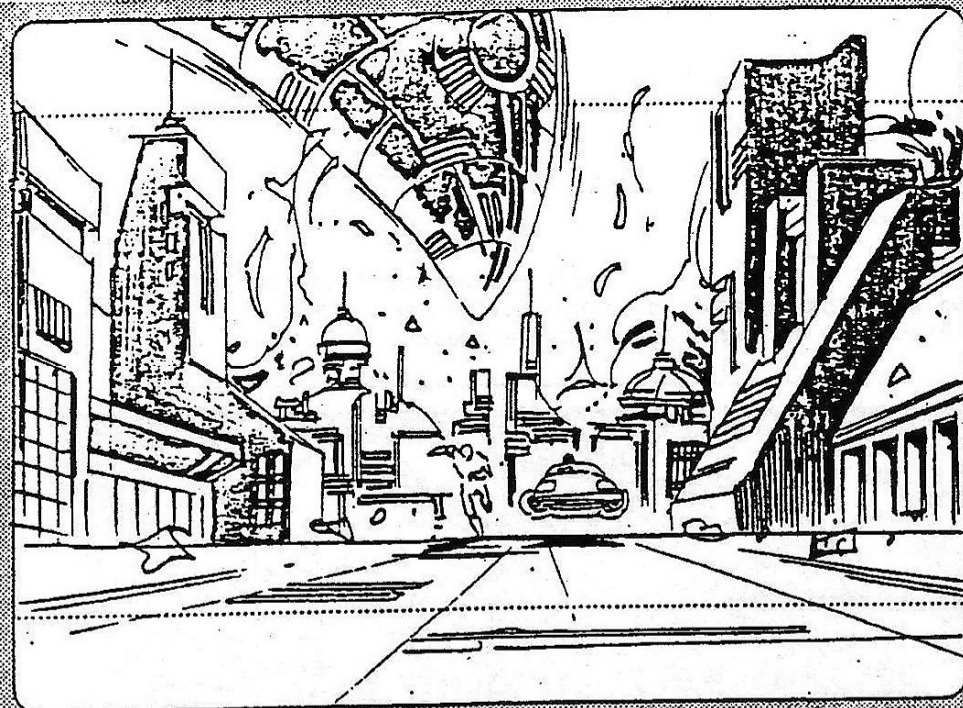
MUSIC/SFX

CAMERA

TFRAW

From Generation 1 to Beast Hunters and Beyond!!!!

SC.1- 27



ACTION

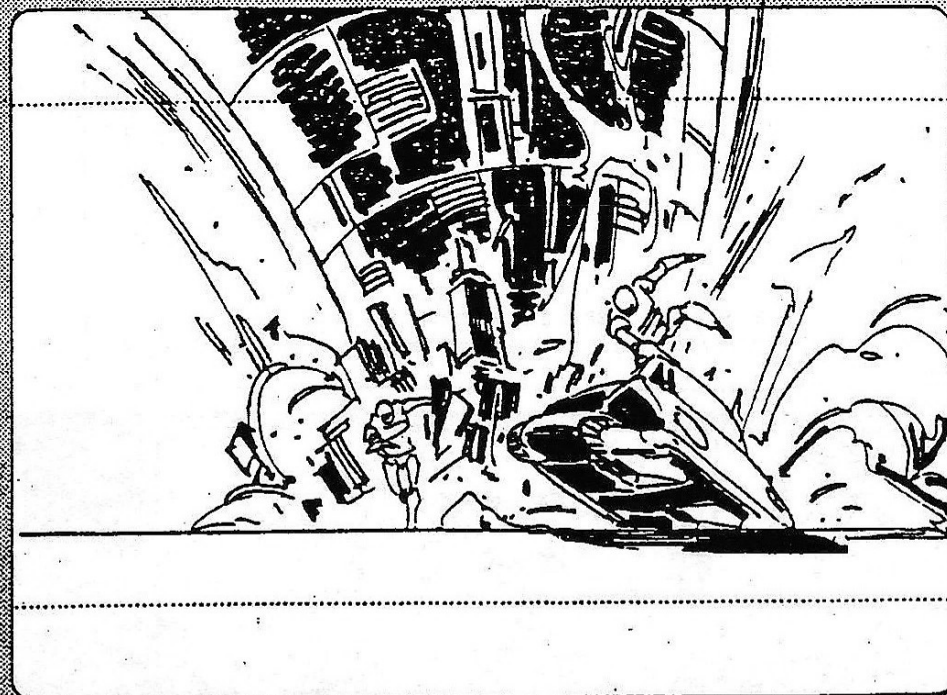
M.L.S. A STREET ON LITHONE. CITIZENS AND VEHICLES RACE FORWARD AS THE HORN OF UNICRON MOVES DOWN AND TOWARDS US...

AL



SC. CONT.

SEQ. 1 Page 26



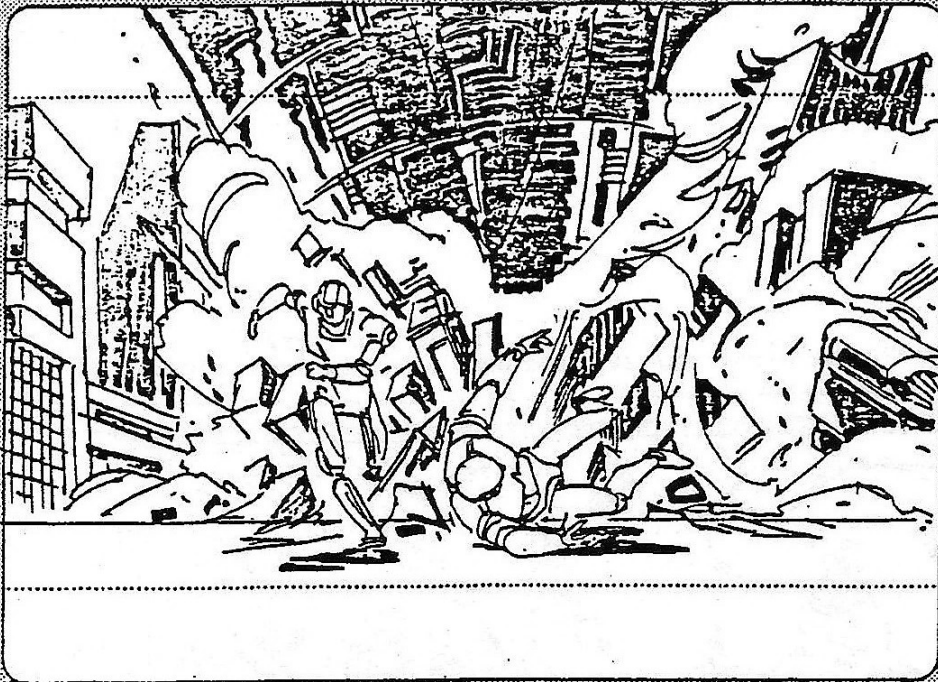
NO PAGE 25

ACTION

...RIPPING INTO THE SURFACE OF THE PLANET. IT SMASHES BUILDINGS IN ITS PATH AS IT...

DIAL

MUSIC/SFX



TION ...TEARS INTO THE PLANET DESTROYING EVERYTHING IN ITS  
PATH. THE CITIZENS FLEE IN PANIC TOWARD US.

ACTION THEY ARE TERRIFIED AND RACE O.S. AS...

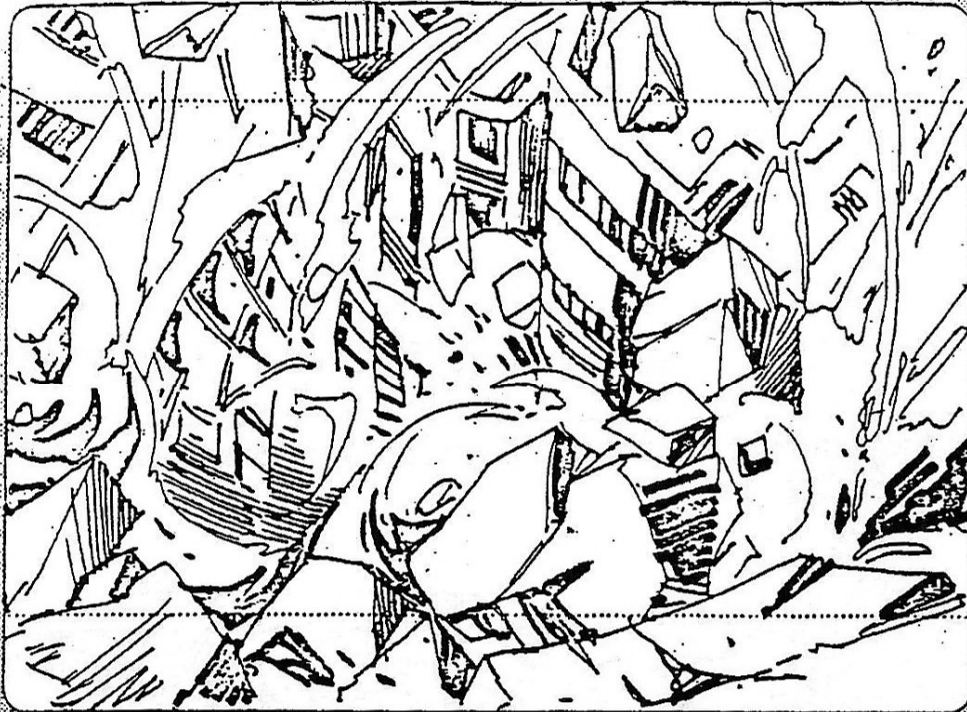
DIAL

MUSIC/SFX

CAMERA



SC. CONT 1-27



ACTION ...UNICRON'S HORN DESTROYS THE GROUND BENEATH THEM AND FILLS THE SCENE.

DIAL

MUSIC/SFX

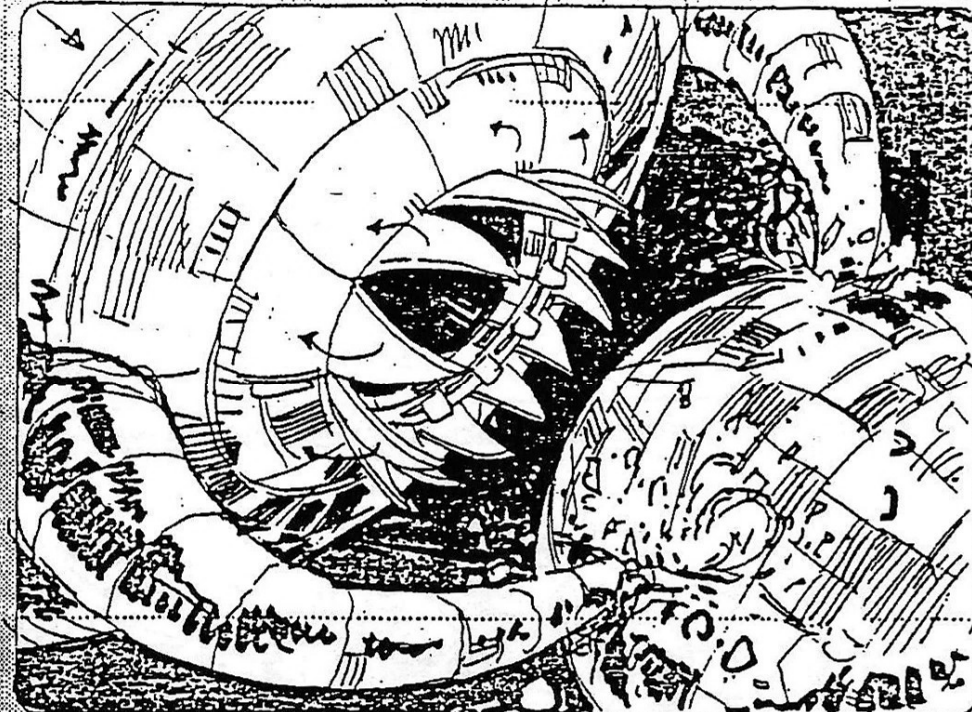
CAMERA

SC. 1-28

SEQ. 1

Page

28



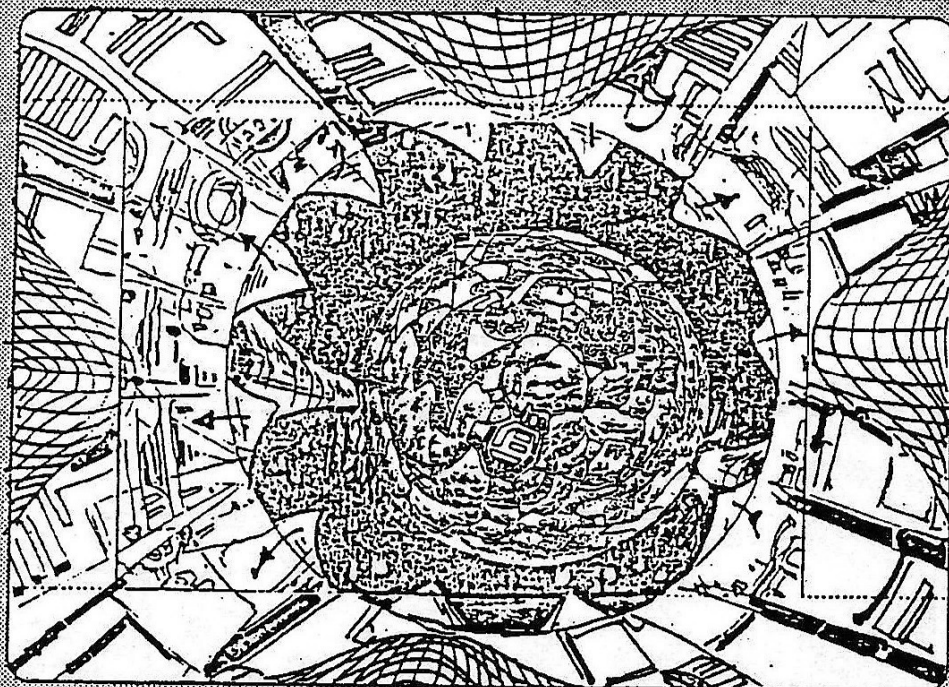
ACTION M.S. UNICRON IMBEDS ITS HORNS DEEPLY INTO LITHONE. THE BEAKS OF ITS MOUTH OPEN.

DIAL

MUSIC/SFX

CAMERA

SC. 1-29



ACTION

M.S. FROM INSIDE UNICRON. THE BEAKS OF THE MOUTH CONTINUE TO OPEN. WE SEE THE PLANET LITHONE BEING DRAWN TOWARD THE MOUTH BY THE TWO HORNS.

DIAL

MUSIC/SFX

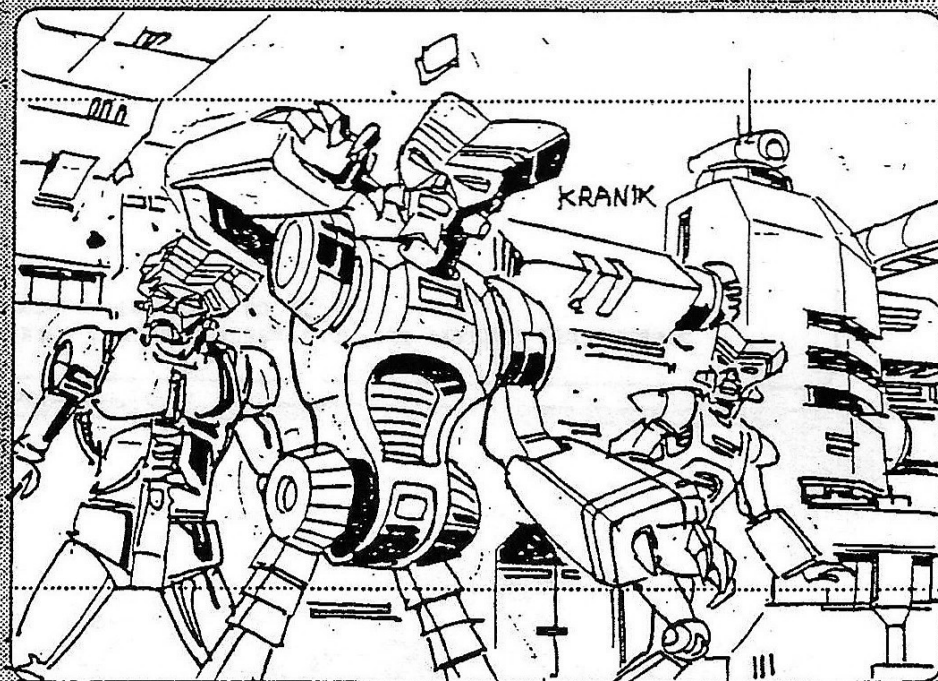
CAMERA

SC 1-30

SEQ. 1

Page

29



ACTION

M.L.S. KRANIX, ARBLUS AND THE ROBOTIC SCIENTIST. THEY LOOK BACK IN HORROR AT THE O.S. UNICRON.

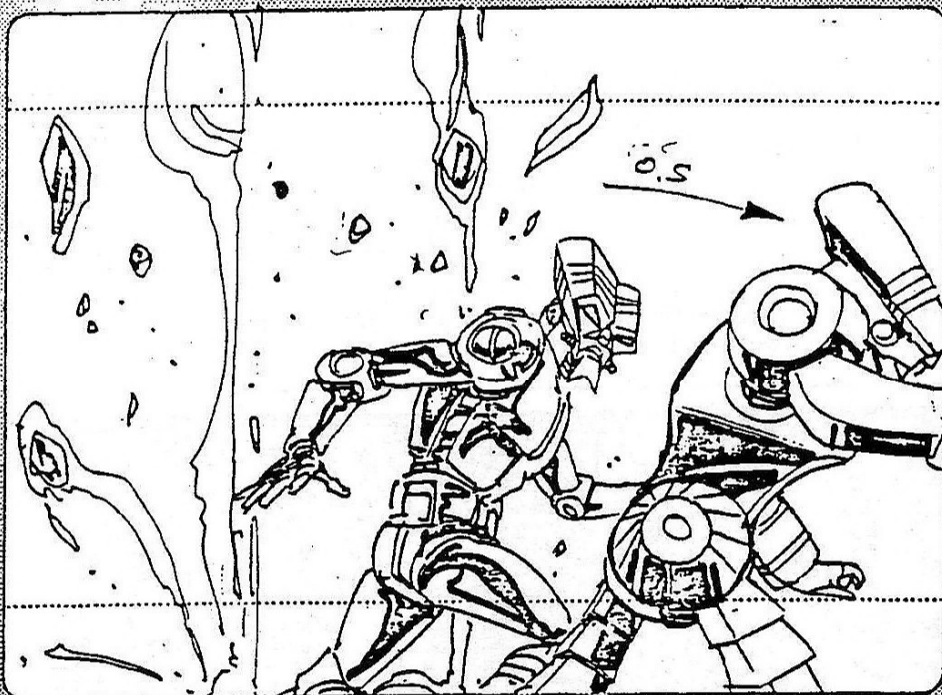
DIAL

KRANIX The ships!

MUSIC/SFX

CAMERA

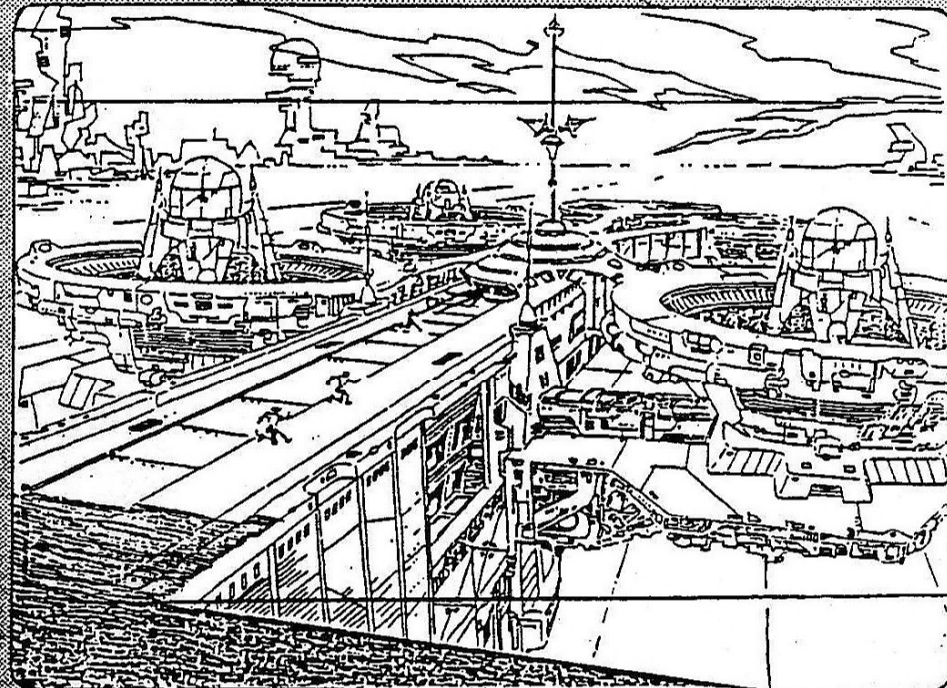
SC. CONT 1-30



SC. 1-31

SEQ. 1

Page 30



TION THINGS AROUND THEM ARE PULLED APART AND CARRIED UP TOWARD UNICRON. THEY TURN AND RUN O.S.

AL KLANIX  
(CONT) Get to the ships!

ACTION L.S. LITHONE ROCKET LAUNCH AREA. KLANIX, ARBLUS AND THE ROBOTIC SCIENTIST RACE TOWARD THEIR ROCKETS AS THE PLANET IS SWEEP AWAY AROUND THEM.

DIAL KLANIX  
(CONT) It's our only chance!

MUSIC/SFX

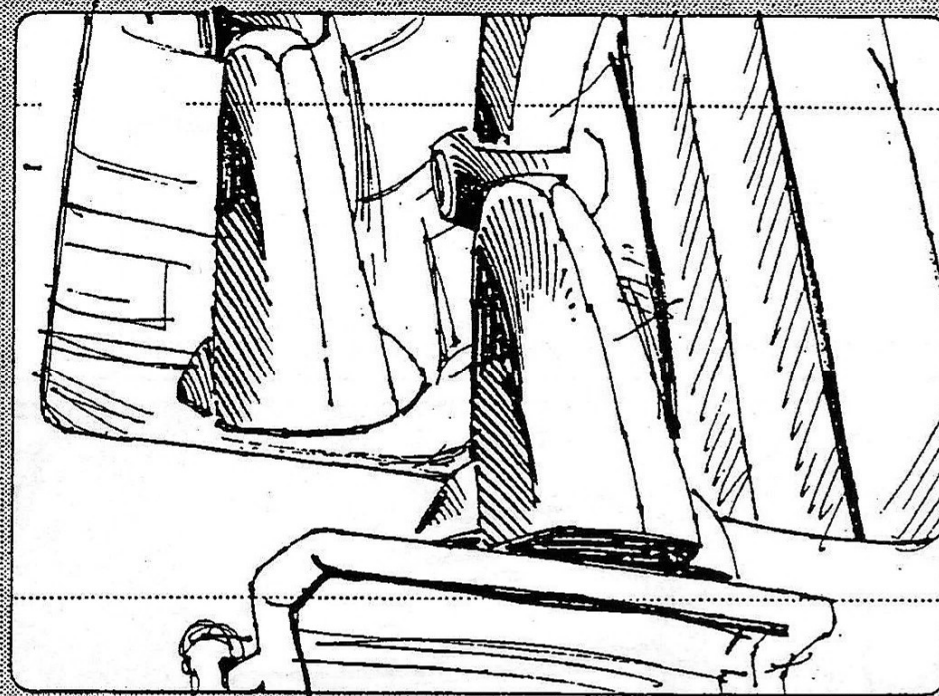
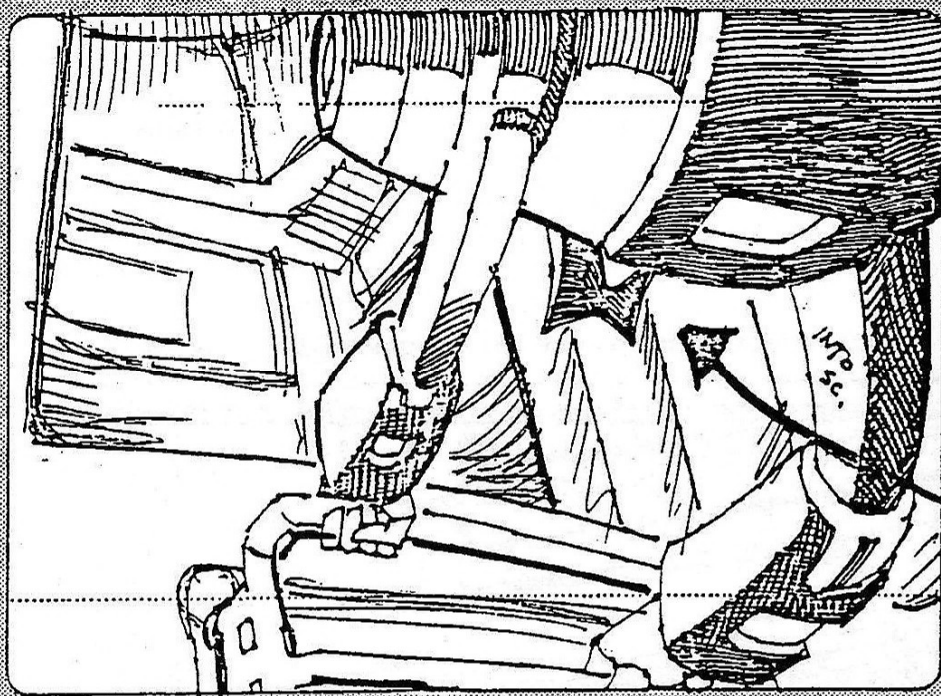


SC.32

SC. CONT

SEQ.1

Page 31



ACTION M.C.U. THE DOOR TO THE ROCKET SHIP, AS KRANIX BOARDS THE SHIP...

AL

MUSIC/SFX

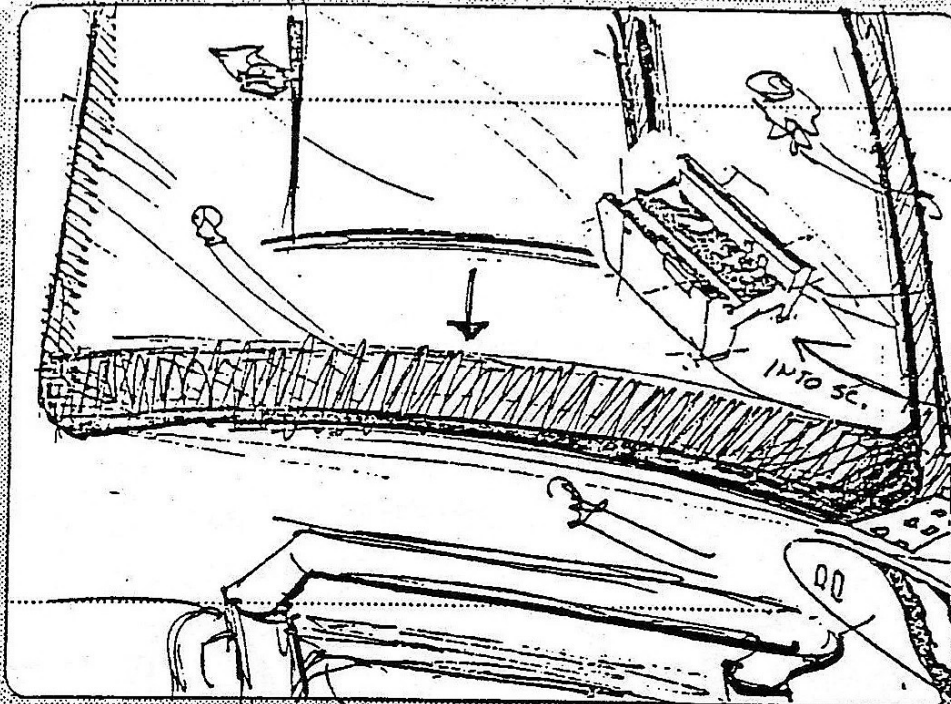
ACTION ...HE CLIMBS IN THROUGH THE OPEN HATCH...

DIAL

MUSIC/SFX

CAMERA

SC. CONT 1-32



ACTION ...THE HATCH CLOSES AUTOMATICALLY BEHIND HIM...

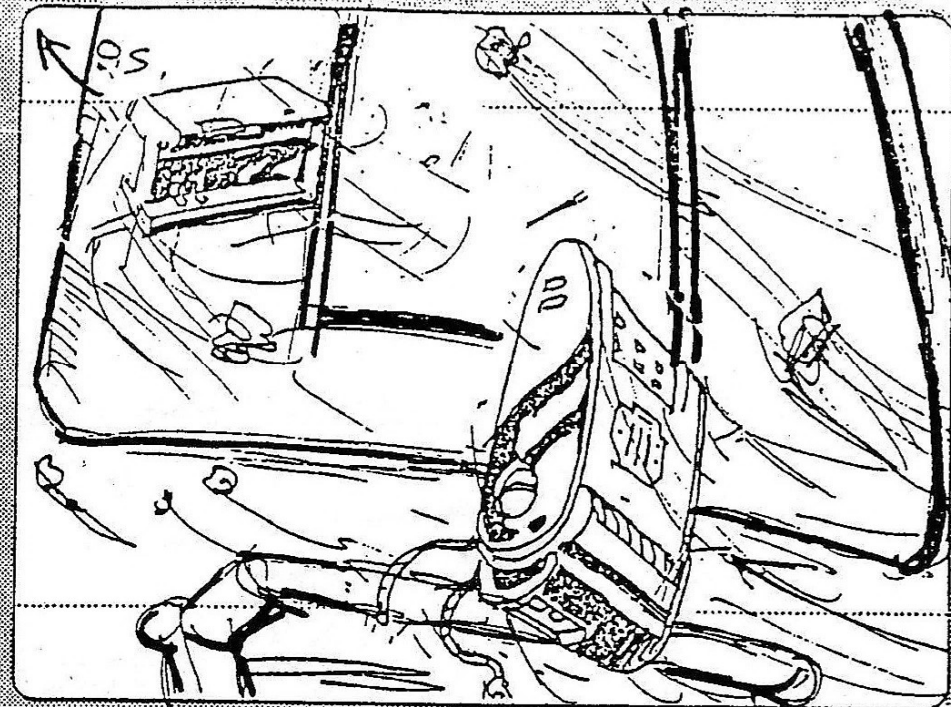
DIAL

MUSIC/SFX

**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

SEQ. 1 Page 32



ACTION ...AS THE FURIOUS WINDS GROW STRONGER, SWEEPING DEBRIS AND OBJECTS UPWARD.

DIAL

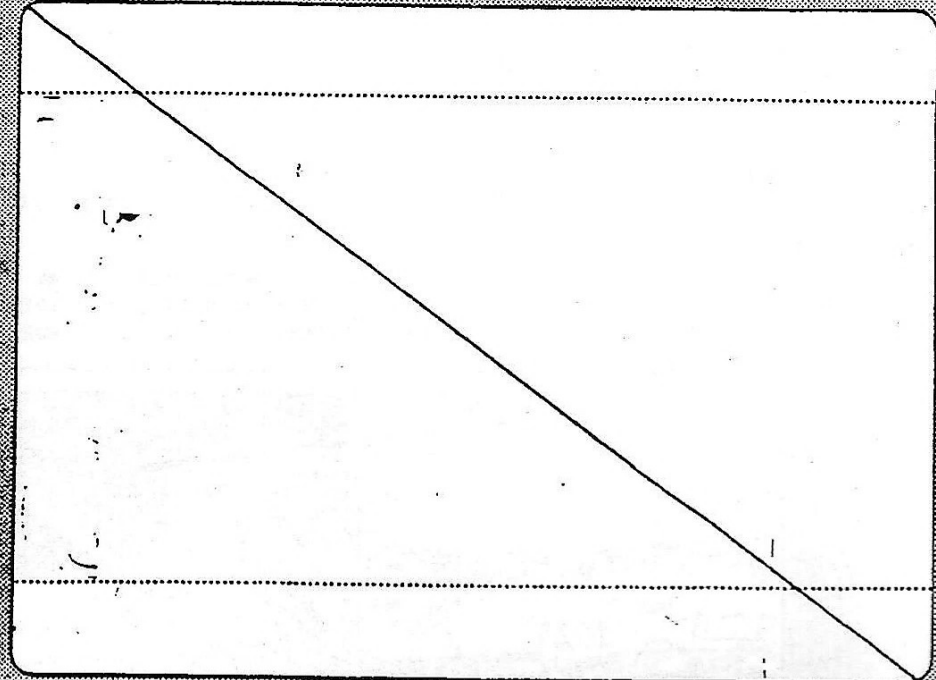
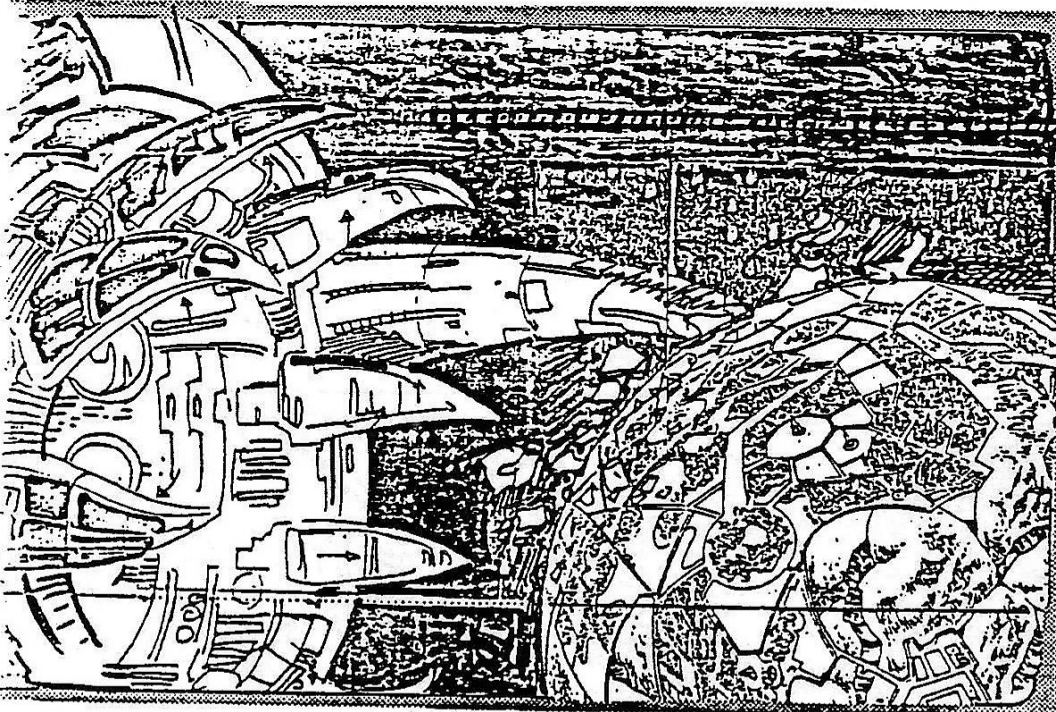
MUSIC/SFX

SC.1-33

SC.

SEQ.1

Page 33



ACTION

M.S. THE PLANET LITHONE IS PULLED TOWARD UNICRON BY UNICRON'S HORNS. UNICRON OPENS ITS MOUTH WIDER AS THE PLANET DRAWS NEAR.

DIAL

MUSIC/SFX

CAMERA

ACTION

DIAL

MUSIC/SFX

CAMERA



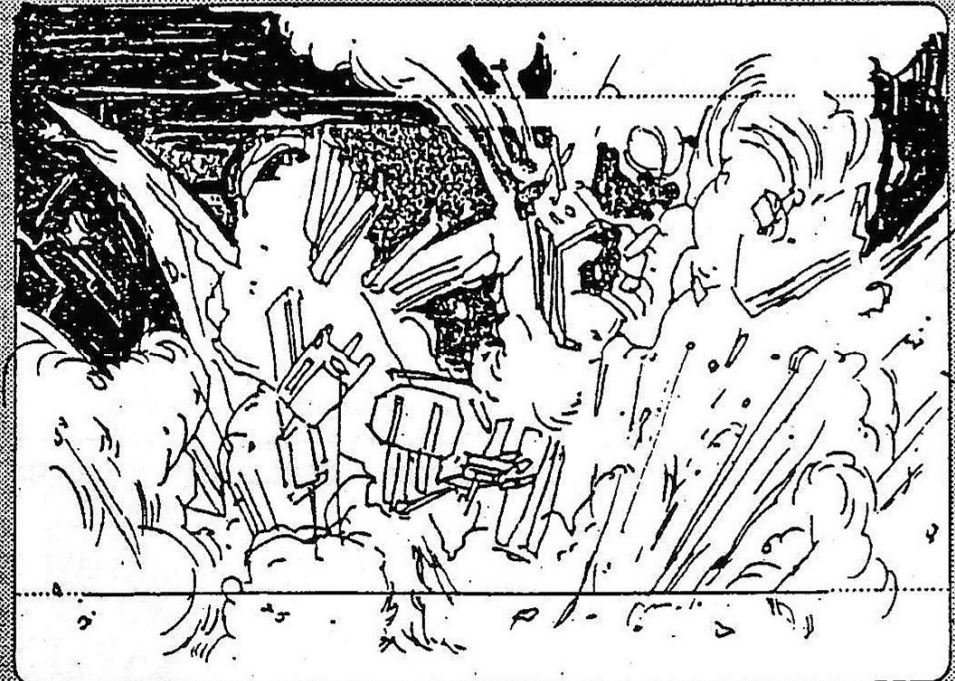
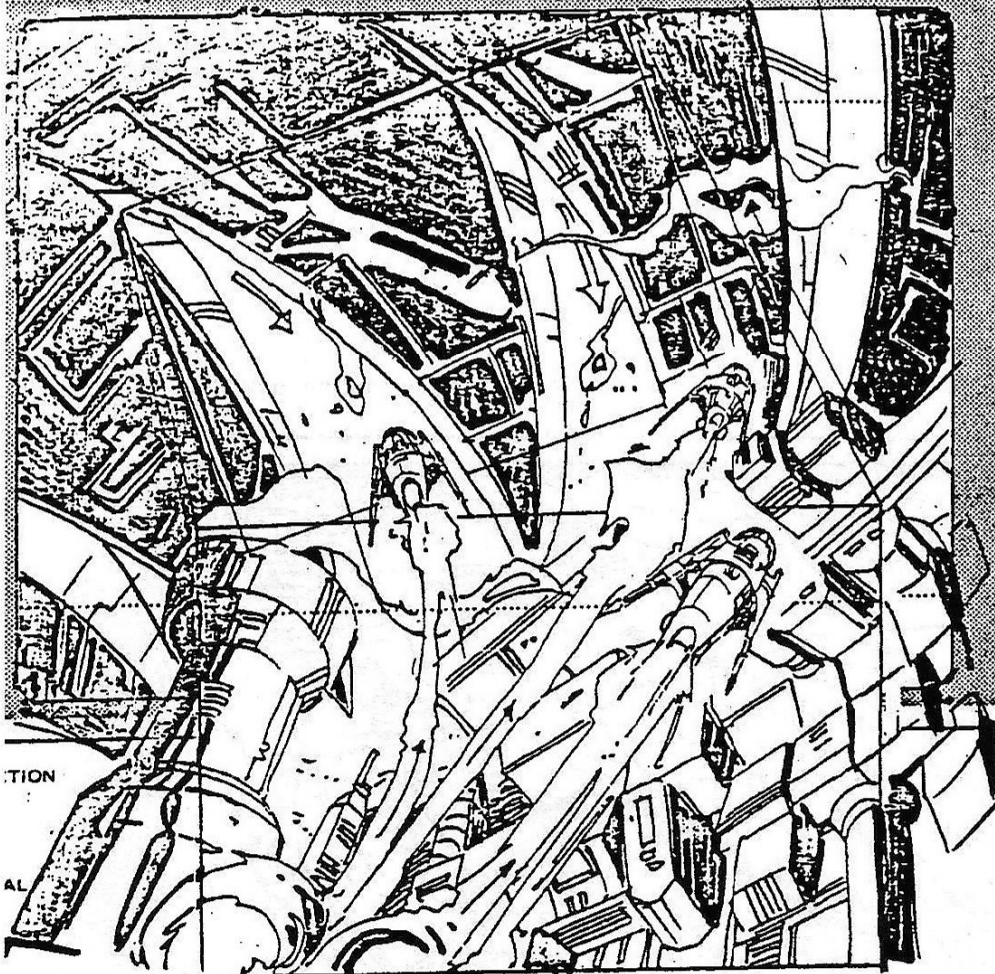
SC. 1-34 PAN & TRUCK OUT

SC. CONT

SEQ. 1

Page

34



TION

AL

USIC/SFX

UP SHOT THE LITHONE ROCKET LAUNCH AREA. AS THE BEAKS OF UNICRON START TO CLOSE DOWN ON THE PLANET, THE THREE ROCKETS TAKE OFF AND ZOOM OUT BETWEEN THEM...

From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

...THE BEAKS BIT INTO THE PLANET, DESTROYING EVERYTHING IN THEIR PATH.

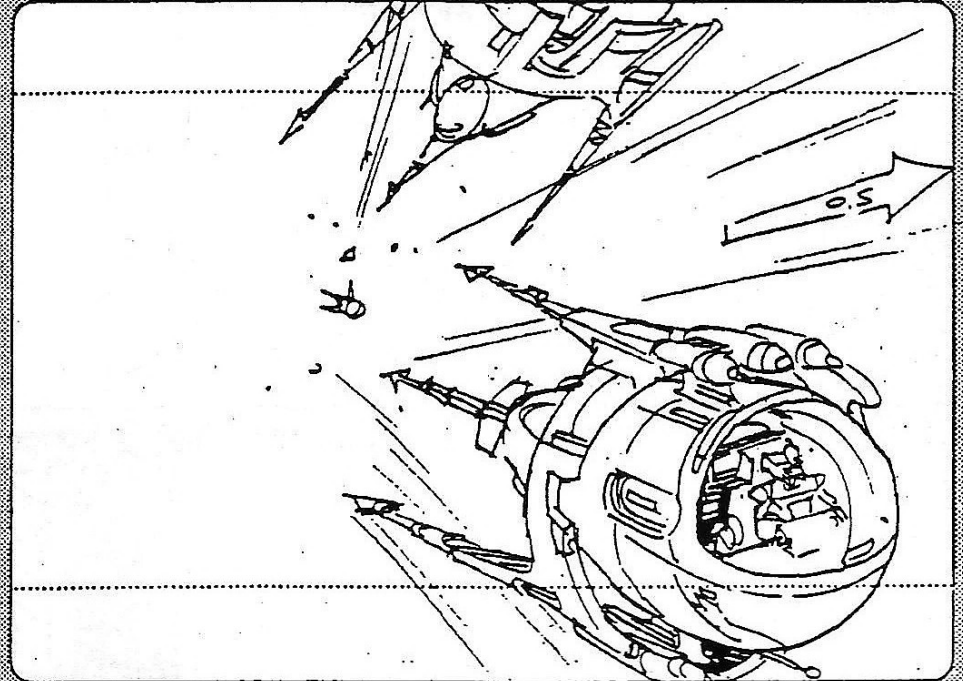
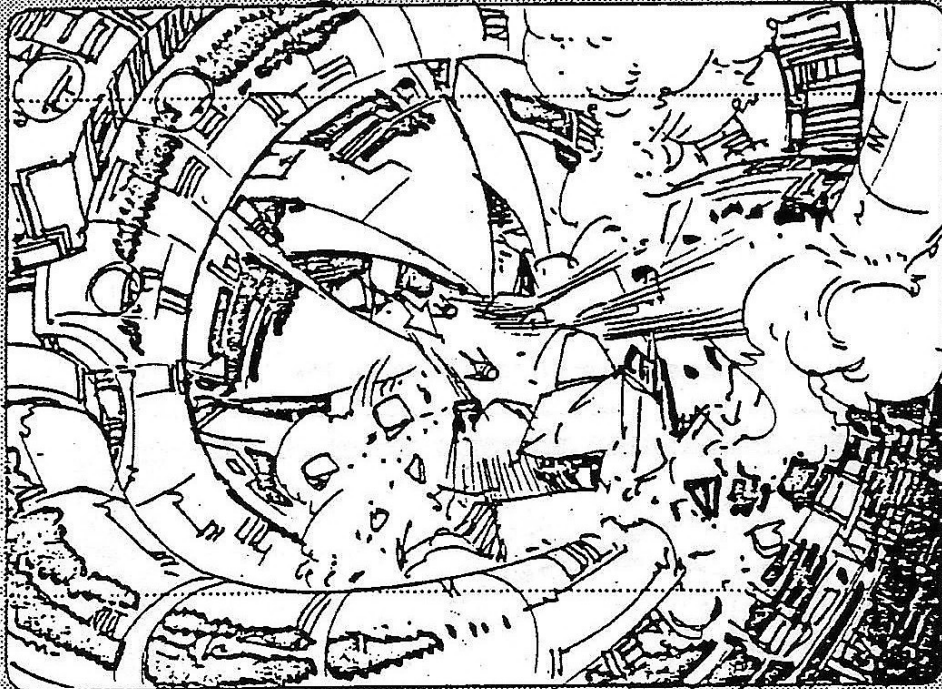
DIAL

MUSIC/SFX

SC. 1-35

SC. 1-35 CONT

Page 35



ACTION M.S. UNICRON AS THE BEAKS BIT OFF HALF OF THE LITHONE PLANET.

ACTION

THE THREE ROCKET SHIPS ZOOM AWAY FROM THE PLANET,  
TWO OF THEM RACE O.S. BUT...

DIAL

DIAL

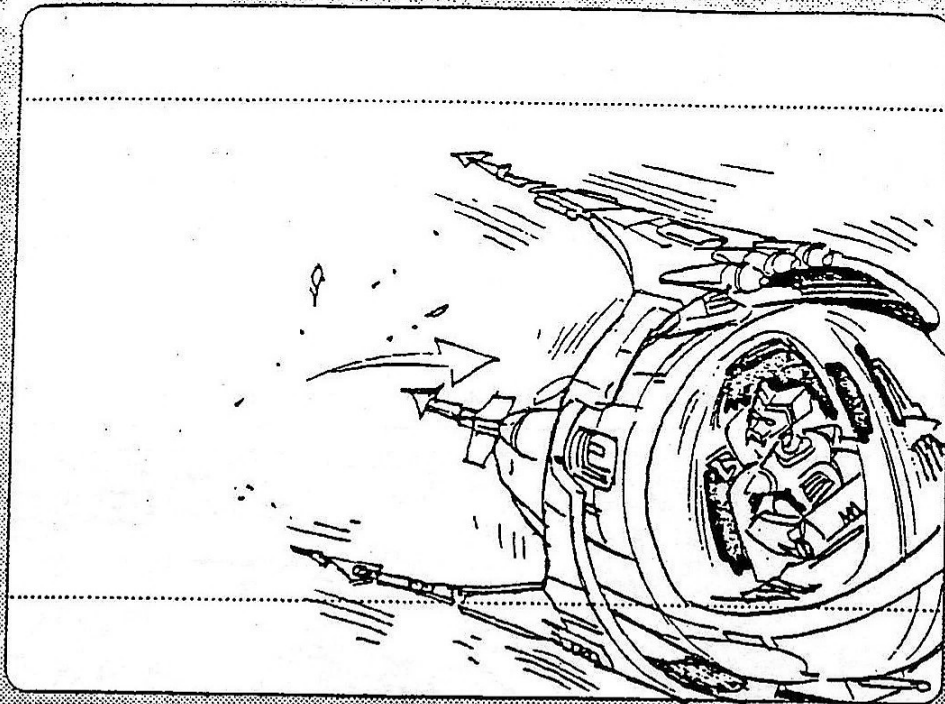
MUSIC/SFX

MUSIC/SFX

CAMERA

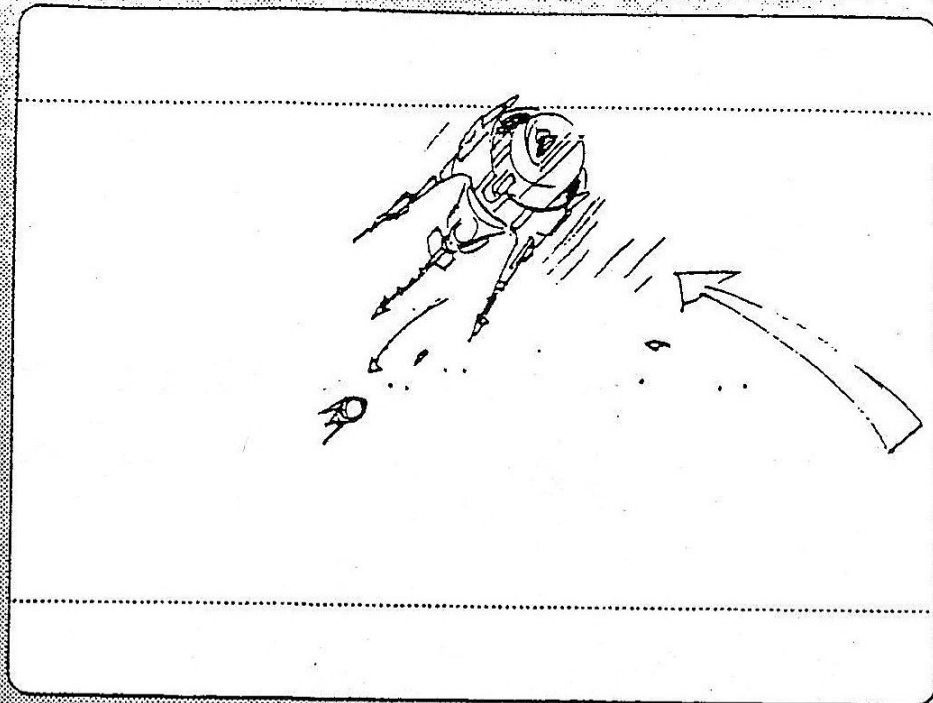
CAMERA

SC. 1-35 CONT



SC. 1-35 CONT

Page 35A



ACTION ...THE THIRD ROCKET IS DRAWN BACK ...

DIAL

MUSIC/SFX

ACTION

DIAL

MUSIC/SFX

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

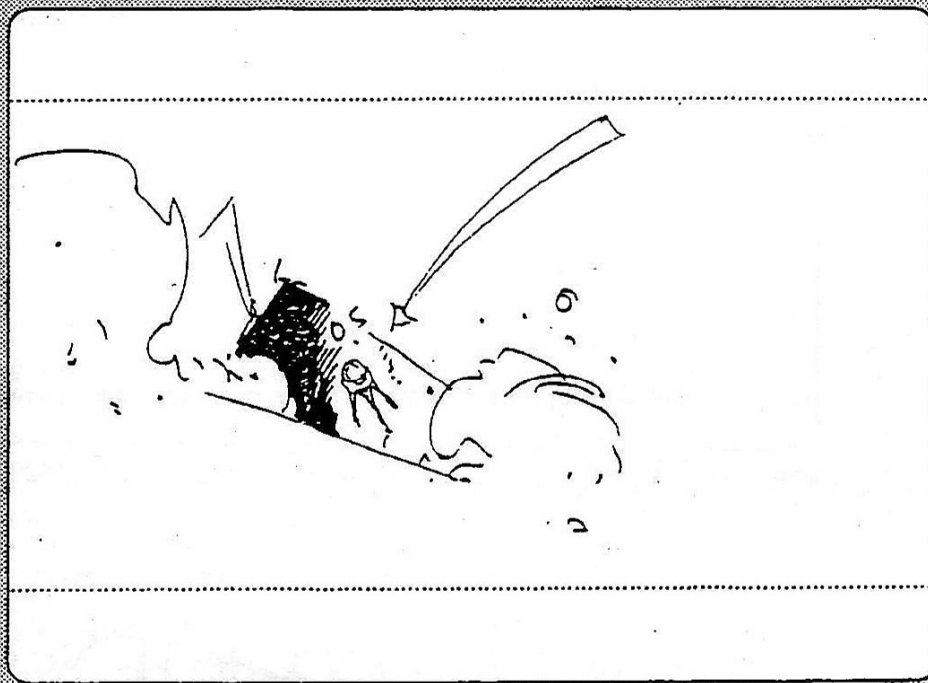


SC. 1-35A



SC. 1-35A CONT'

Page 35 B



ACTION ... AND SUCKED INTO THE ...

DIAL

MUSIC/SFX

CAMERA

ACTION ... MOUTH OF UNICRON.

DIAL

MUSIC/SFX

CAMERA

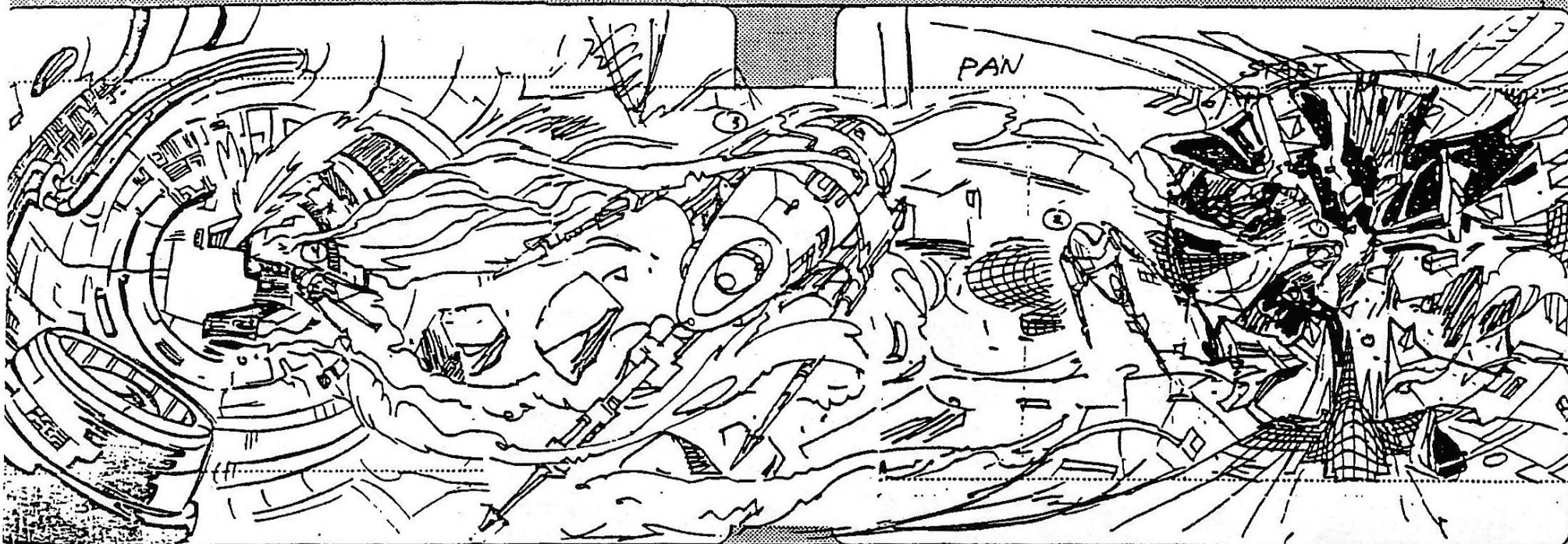
SC1-36

STOP

← PAN

START SEQ. /

Page 36



ON

M.L.S. INSIDE UNICRON'S MOUTH. PIECES OF LITHONE, ITS CITIES AND THE ROCKET TUMBLE PAST AND ARE CARRIED TO THE GIANT CRUSHER AT THE FAR END OF UNICRON'S MOUTH CHAMBER.

ACTION

DIAL

MUSIC/SFX

C/SFX

**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SEQ.

Page

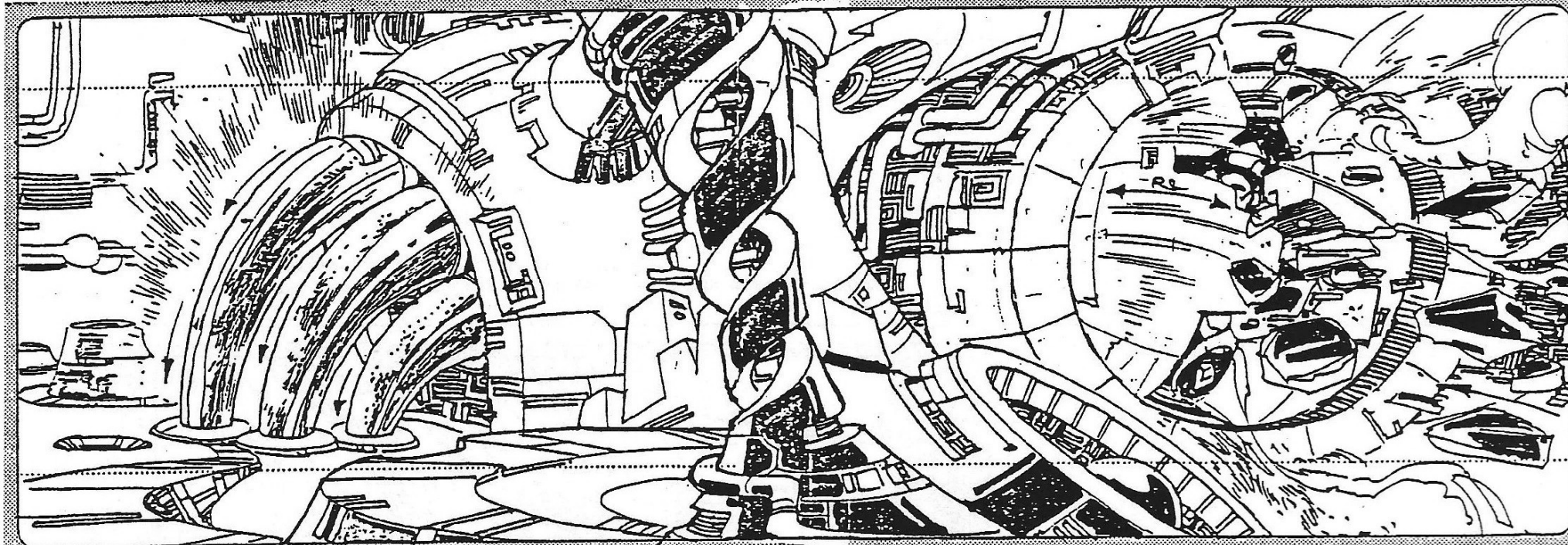
37

START

PAN

STOP

SC. 1-37



ACTION

C.U. THE GIGANTIC CRUSHER INSIDE UNICRON. IT SMASHES AND MUNCHES THE DEBRIS THAT WAS LITHONE, TO POWDER. THEN SENDS THIS MIXTURE THROUGH THREE TRANSPARENT TUBES DEEPER INTO UNICRON.

DIAL

ACTION

DIAL

MUSIC/SFX

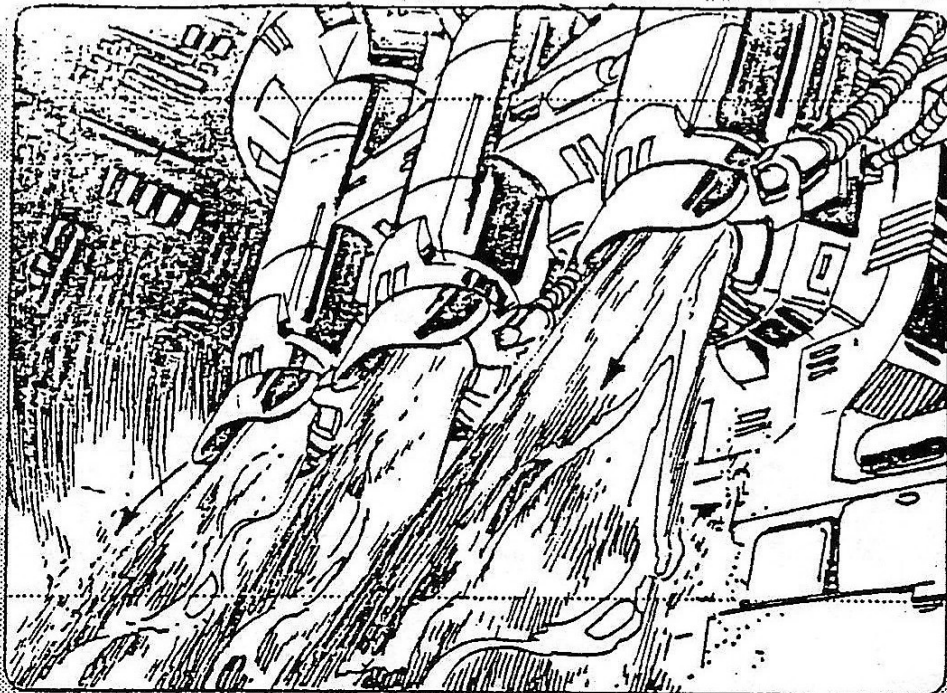
MUSIC/SFX

CAMERA

CAMERA

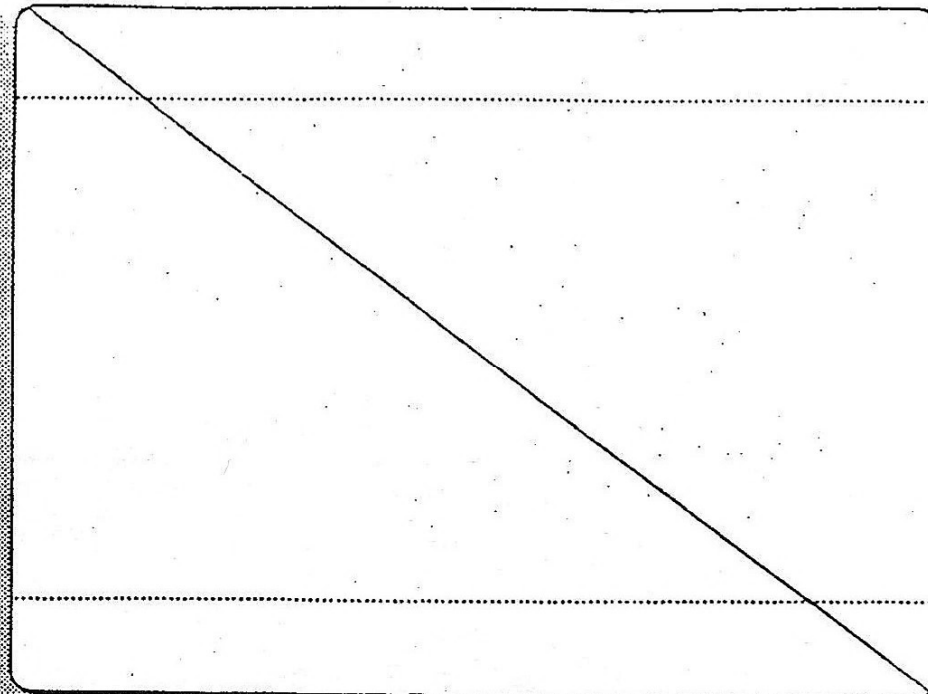


50.1-20



50.

50.1



ACTION

C.U. THE TUBE EXIT DOORS INSIDE UNICRON. THE MIXTURE SHOTS OUT. RELEASING POWERFUL WAVES OF ENERGY.

DIAL

MUSIC/SFX

CAMERA

ACTION

DIAL

MUSIC/SFX

CAMERA

SC. 1-39

STOP

PAN

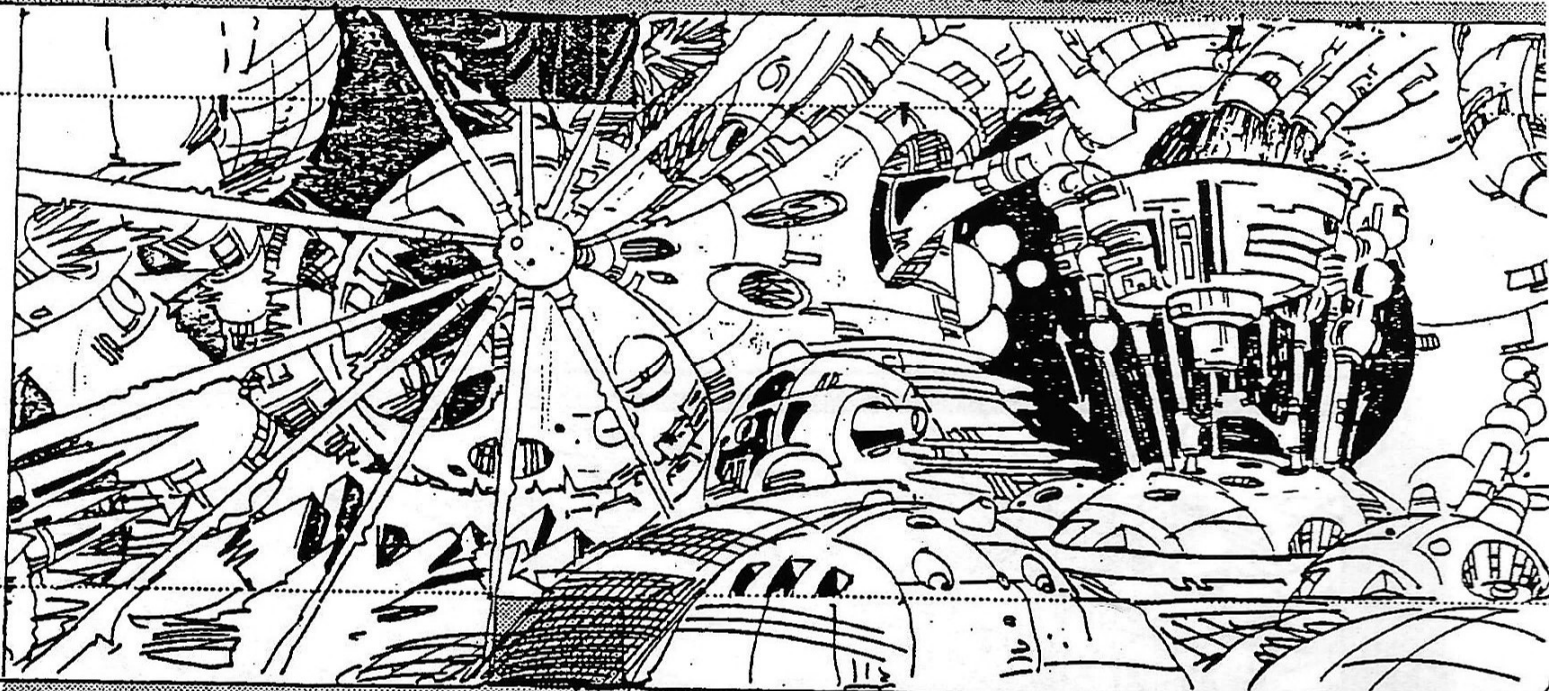


START

SEQ.

Page

39



ACTION L.S. UNICRON'S HEART AREA. THE ENERGY REACHES UNICRON'S HEART WHICH PUMPS WITH INCREASED POWER, WE PAN OVER TO UNICRON'S BRAIN AREA...

DIAL

MUSIC/SFX

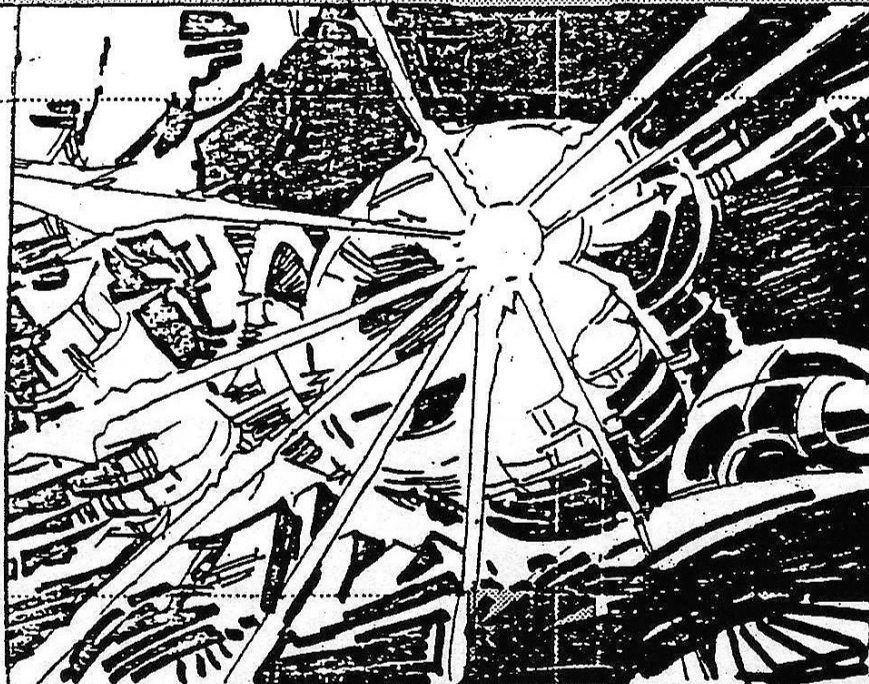
CAMERA

ACTION

DIAL

MUSIC/SFX

CAMERA



TION ...WHERE THE BRAIN LIGHTS UP WITH GLOWING ENERGY, SENDING WAVES OF LIGHT OUT ALONG ITS MANY BRANCHING CIRCUITS.

ACTION

DIAL

MUSIC/SFX

SIC/SFX



SC. 1-40

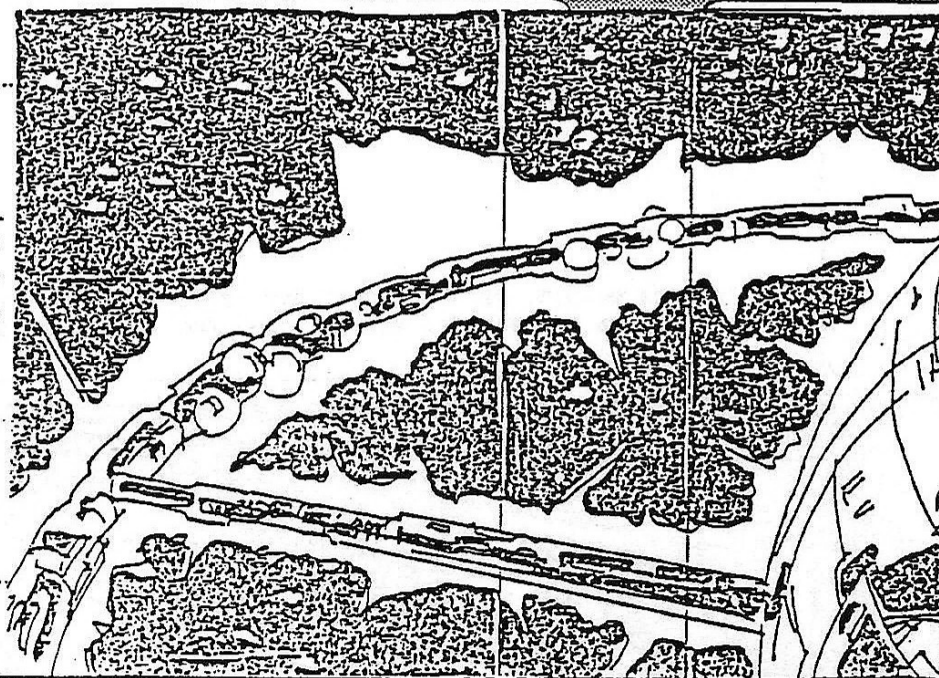
STOP ~~PANA~~ START

SEQ. 1

Page

41

90°  
VERT SET-UP.



ON M.S. OUTSIDE UNICRON. AS WE PAN UP THE LENGTH OF UNICRON'S RING IT SPARKLES, LIGHTS UP AND GLOWS WITH POWERFUL ENERGY.

ACTION

DIAL

MUSIC/SFX

CAMERA

C/SFX

SC. 1-41

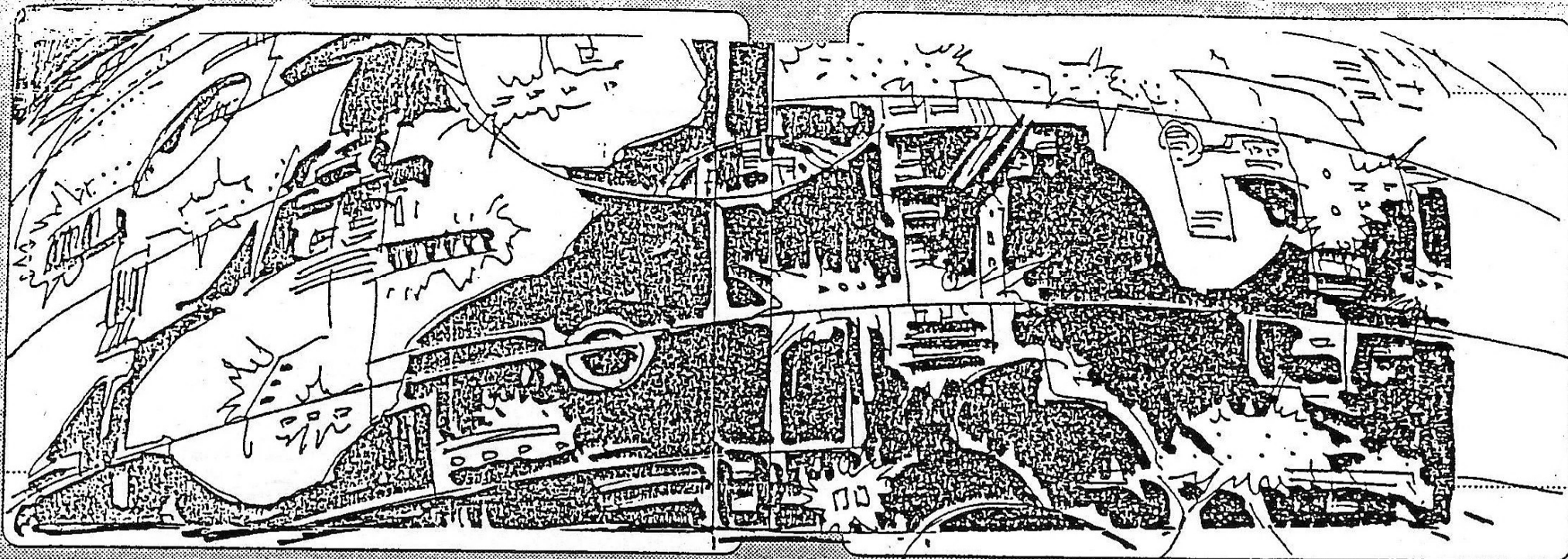
STOP



START

SEQ. 1.

Page 42



ACTION

C.U. THE SURFACE OF UNICRON. WE PAN ITS SURFACE TO SEE IT FLASH, BLINK, SPARKLE, AND LIGHT UP WITH GLOWING ENERGY.

DIAL

MUSIC/SFX

ACTION

DIAL

MUSIC/SFX

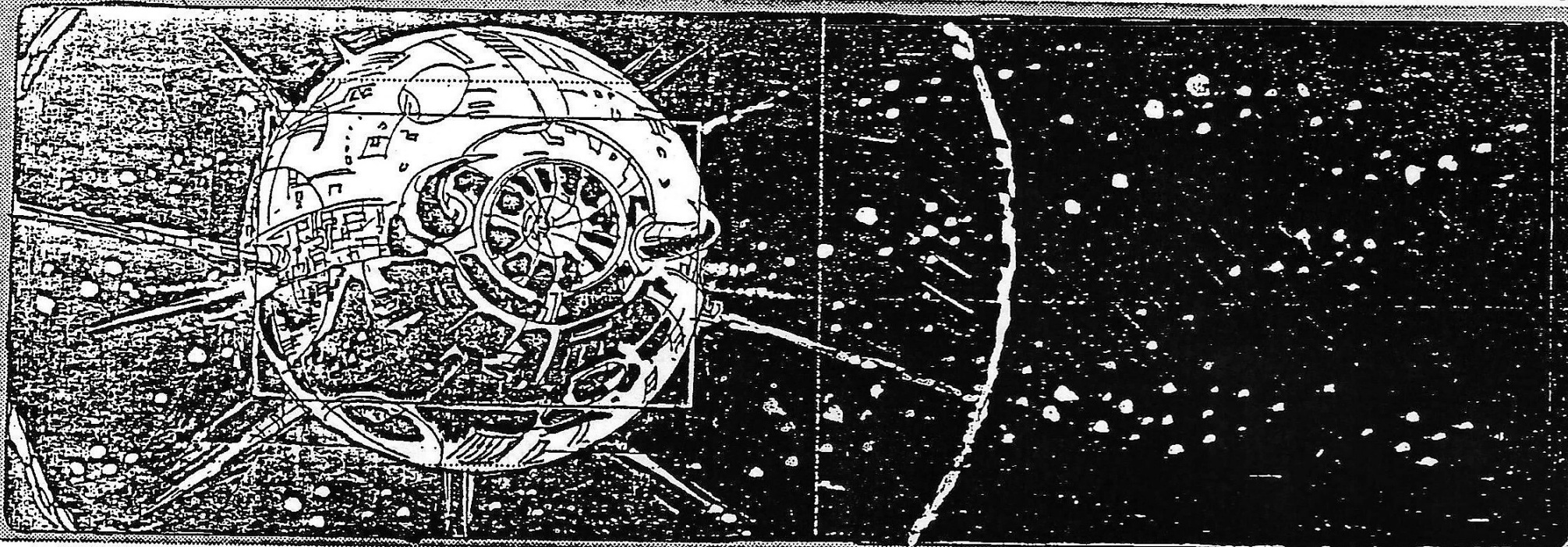
SC. 1-42. START

PAN →

STOP

SEQ. 1

Page 43



ACTION

L.S. UNICRON AS IT MOVES ON THROUGH SPACE THIS POWERFUL  
LOOKING PLANET NOW GLOWS WITH ENERGY. FLOATING ALONG BATHED  
IN ITS OWN BRILLIANT LIGHT. WE PAN AWAY TO LOOK IN THE  
DIRECTION THAT IT IS HEADING.

DIAL

MUSIC/SFX

CAMERA

ACTION

DIAL

MUSIC/SFX

CAMERA



SC. 2-1

SC. CONT, 2-1

SEQ. 2 Page 1



ACTION SEQUENCE 2 IS COMPOSED OF ONE SCENE WHICH IS A CONTINUAL  
TRUCK IN, TRAVELING THROUGH THE VAST REGIONS OF OUTER SPACE.  
WE START OUT THE SCENE TRAVELING THROUGH AN EXPANSIVE STAR  
FIELD. THE STARS ARE OF VARIOUS COLOR AND BRIGHTNESS.

DIAL

MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Deast Hunters and Beyond!!!!

ACTION AS WE TRAVEL FORWARD, A BRIGHTLY GLOWING CRESCENT OF A STRANGE  
GREEN STAR OPENS BEFORE US. WE CONTINUE MOVING TOWARD IT.

DIAL

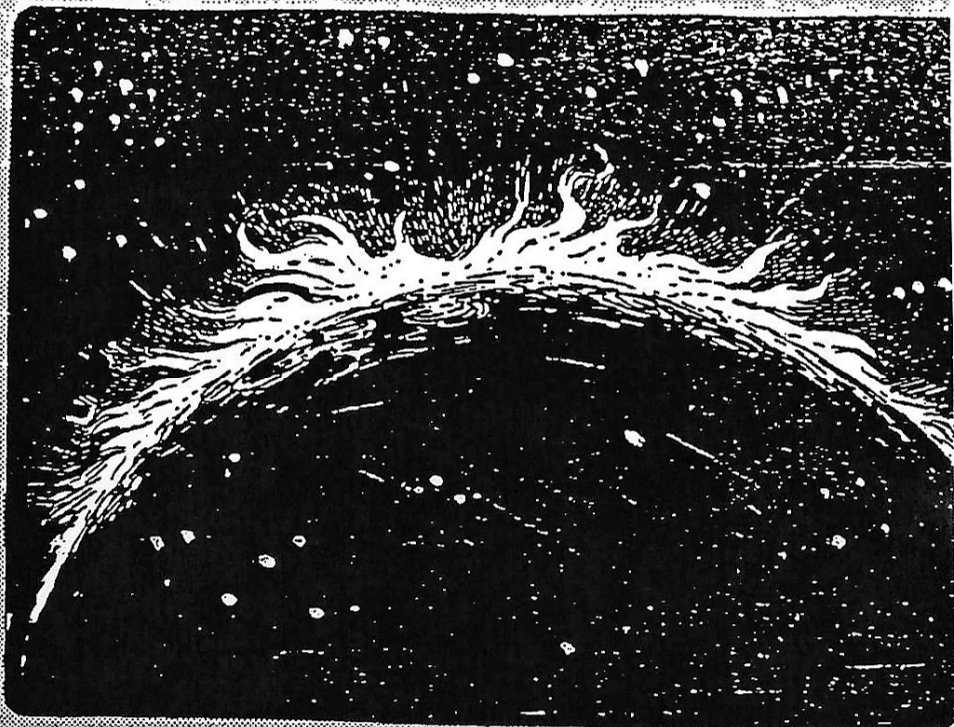
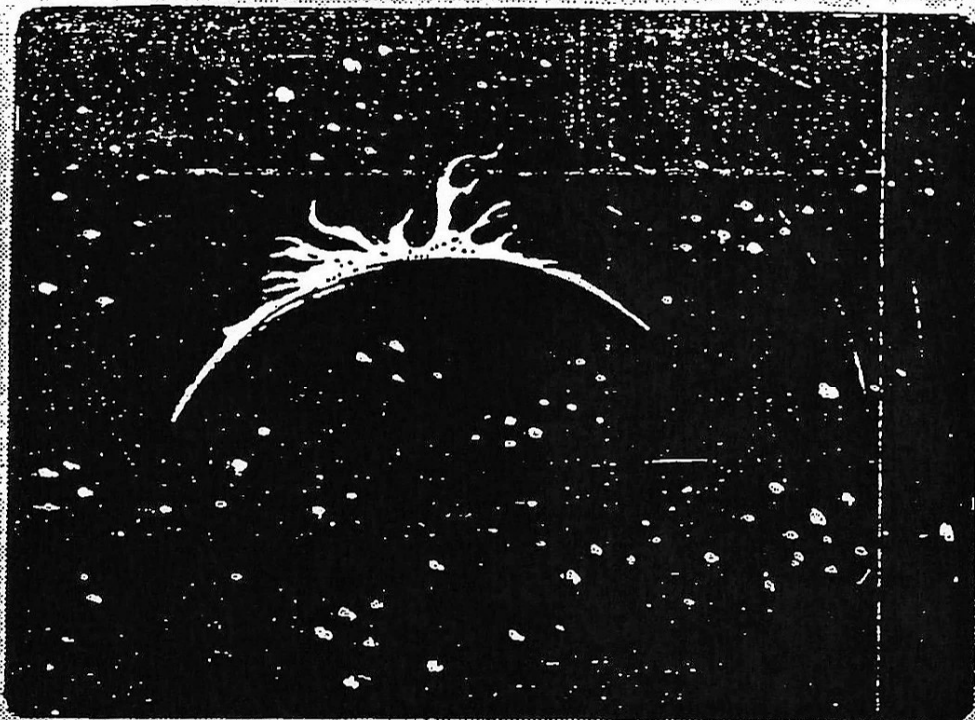
MUSIC/SFX

CAMERA

SC. 1000

SC. 1001

Page



ACTION AS WE APPROACH THE CRESCENT, TONGUES OF BLUE FLAME FLASH UP FROM ITS SURFACE.

DIAL

MUSIC/SFX

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION CLOSING IN ON THIS STRANGE STAR, WE CAN START TO MAKE OUT SURFACE FEATURES, SWIRLING EMERALD GREEN POOLS...

DIAL

MUSIC/SFX

SC. CONT. 2-1



ACTION ...ERUPT, SENDING OUT SINUOUS BRIGHT BLUE FLAMES THAT SHOOT UP INTO SPACE AND DIE AWAY.

DIAL

MUSIC/SFX

CAMERA

SC. CONT

SEQ. 2

Page

3



ACTION WE CONTINUE MOVING FORWARD ACROSS THE TOP OF THE STRANGE GREEN-BLUE STAR CLOSE TO ITS SURFACE.

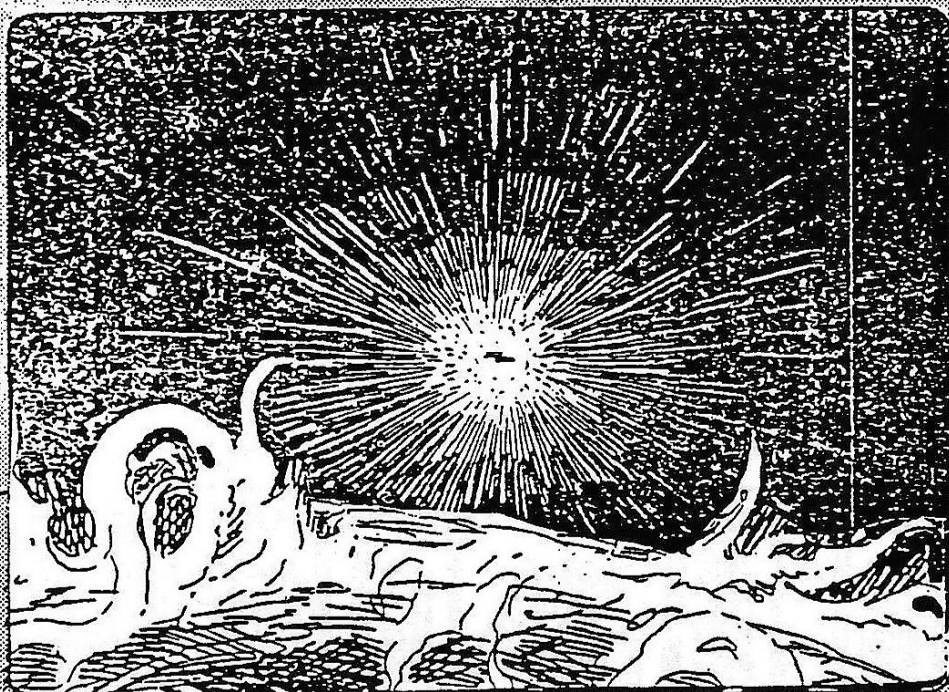
DIAL

MUSIC/SFX

CAMERA



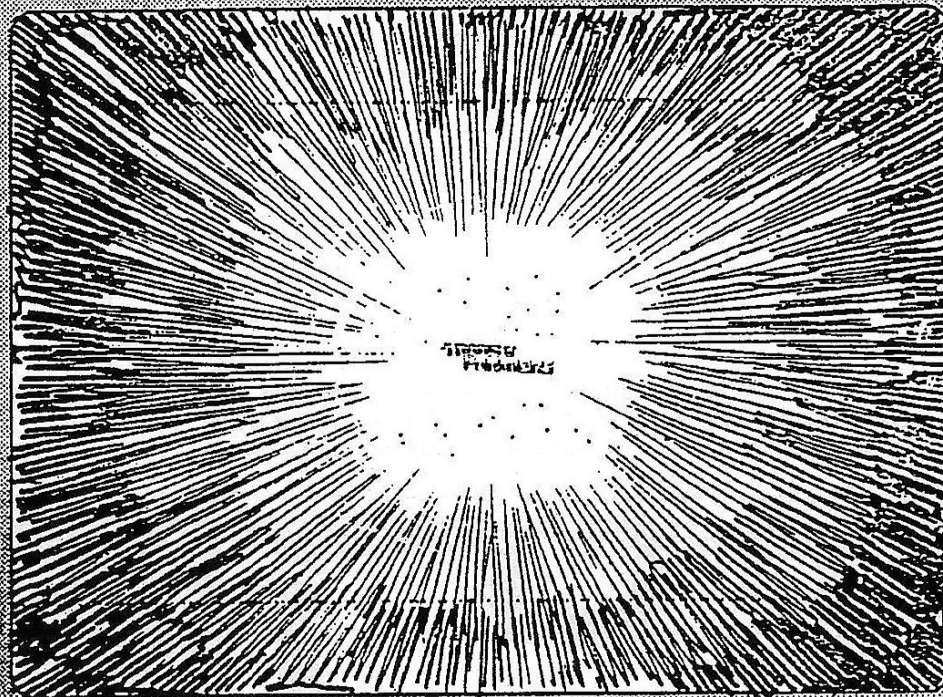
SC. CONT 2-1



SC. CONT.

SEQ. 2 Page

4



ACTION SUDDENLY, AS THE LAST PORTION OF THE GREEN-BLUE STAR GLIDES OUT OF SCENE BELOW, A BRIGHT LIGHT BLAZES FORTH IN THE FAR DISTANCE, LIKE THE EXPLOSION OF A THOUSAND SUNS.

DIAL

MUSIC/SFX

**W-FRAW**  
CAMERA tion 1 to Beast Hunters and Beyond!!!!

ACTION WE CONTINUE TO MOVE FORWARD TOWARD THIS EXPANDING LIGHT. IN ITS CENTER WE CAN START TO MAKE OUT THE WORD TRANSFORMERS.

DIAL

MUSIC/SFX

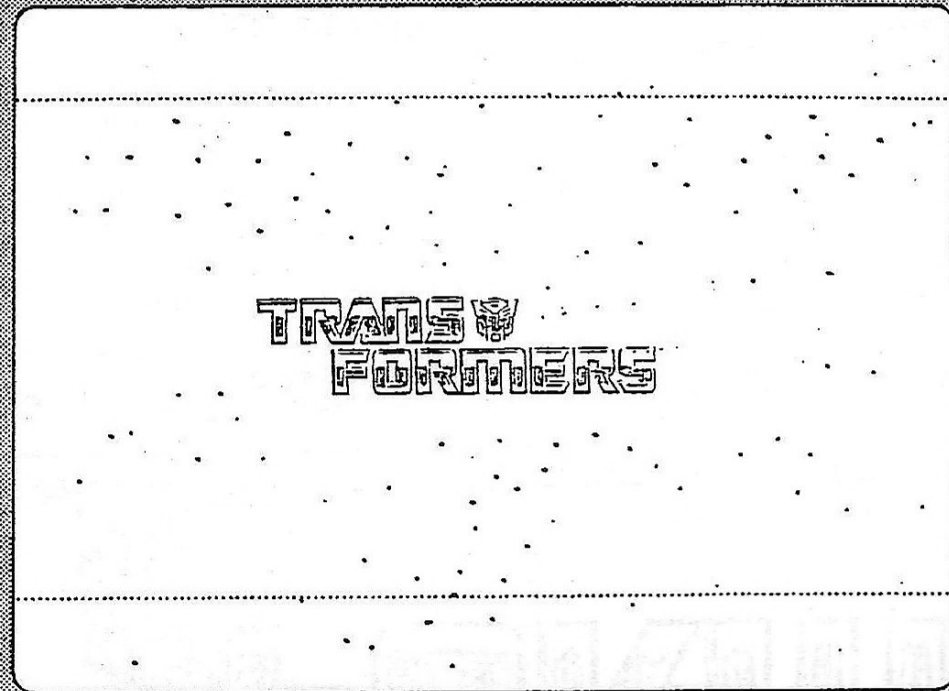
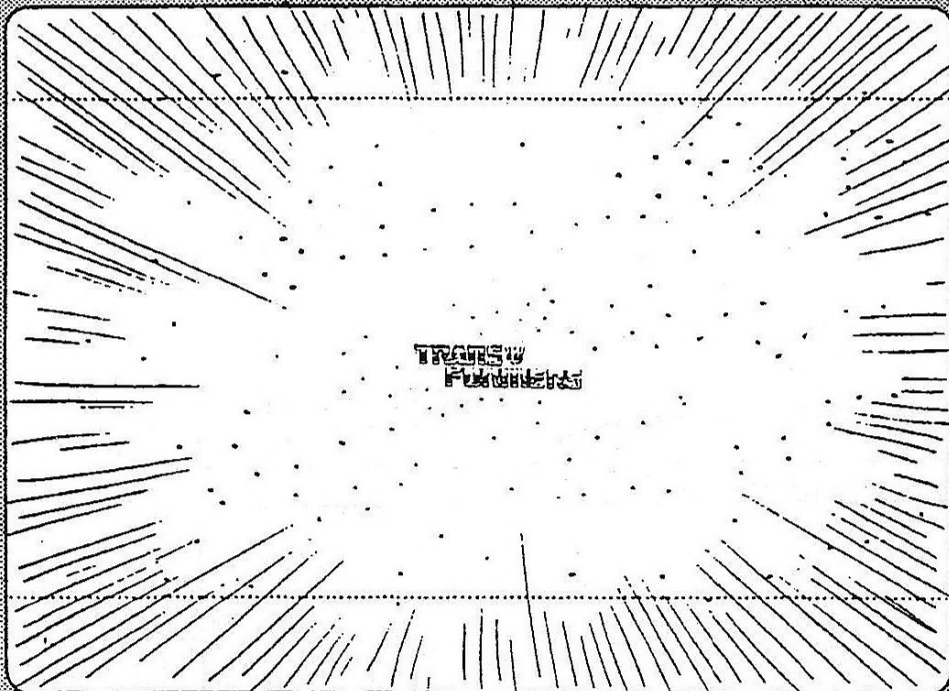
CAMERA

SC. CONT 2-1

SC. CONT

SEQ. 2 Page

5



ACTION THE WORD IS IN THE FORM OF THE TRANSFORMERS LOGO, THAT WE ARE SO FAMILIAR WITH. AS WE CLOSE IN ON THE LOGO THE BLAZING LIGHT FILLS THE SCENE. THEN WE MOVE PAST IT...

DIAL

MUSIC/SFX

CAMERA

**TFR**  
From Generation 1 to Beast Hunters and Beyond!!!

ACTION ...TO SEE THE TRANSFORMER LOGO CENTERED AGAINST A STAR-STUDDED SKY.

DIAL

MUSIC/SFX

CAMERA

TRANSFORMERS

ACTION WE CONTINUE TO MOVE IN ON THE TRANSFORMER LOGO WHICH APPEARS TO ACCELERATE TOWARD US AS WE...

DIAL

MUSIC/SFX

TFRAW

From Generation 1 to Beast Hunters and Beyond!!!!

TRANSFORMERS

ACTION ...CLOSE IN ON IT AND MOVE TOWARD THE GAP BETWEEN THE TWO LINES OF LETTERING.

DIAL

MUSIC/SFX



SC. CONT. 2-1



ACTION AS WE APPROACH THE GAP BETWEEN THE TWO LINES OF LETTERS, A BRIGHT LIGHT FLARES UP, REFLECTING OFF OF SOME OBJECT BEYOND.

DIAL

MUSIC/SFX

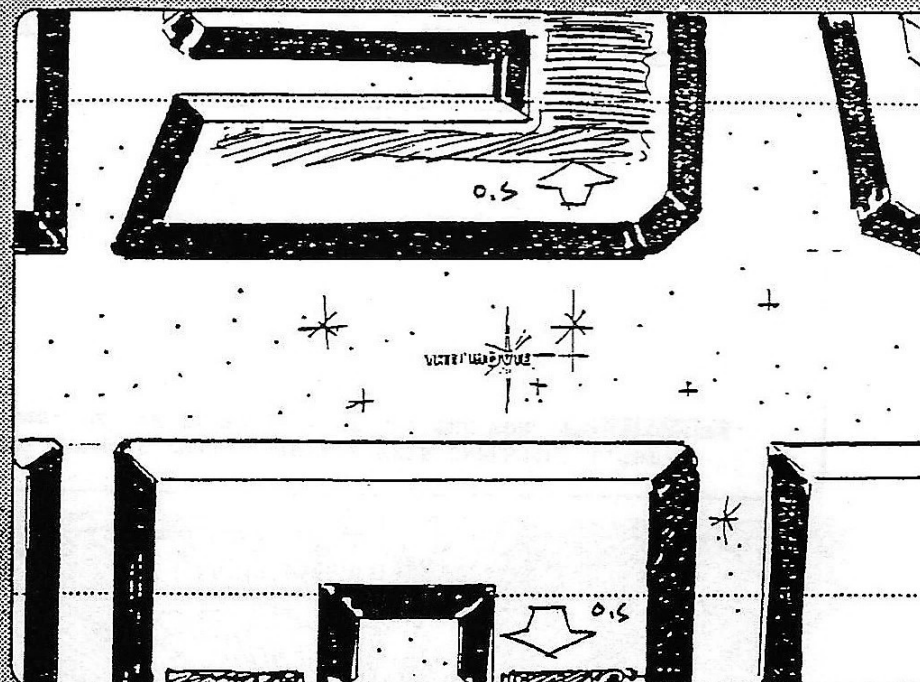
CAMERA

SC. CONT

SEQ. 2

Page

7



ACTION AS WE PASS BETWEEN THE LETTERS OF THE TRANSFORMING LOGO THE SPARKLING REFLECTION DIES DOWN AND WE CAN START TO MAKE OUT THE WORDS THE MOVIE IN THE FAR DISTANCE.

DIAL

MUSIC/SFX

CAMERA

SC. CONT 2-1

SC. CONT.

SEQ. 2 Page 8

THE MOVIE

IE MOVIE

ACTION: HAVING PASSED THROUGH THE TRANSFORMER LOGO WE CONTINUE MOVING TOWARD THE WORDS "THE MOVIE" WHICH ARE CENTERED AGAINST A FIELD OF BRIGHT STARS.

DIAL

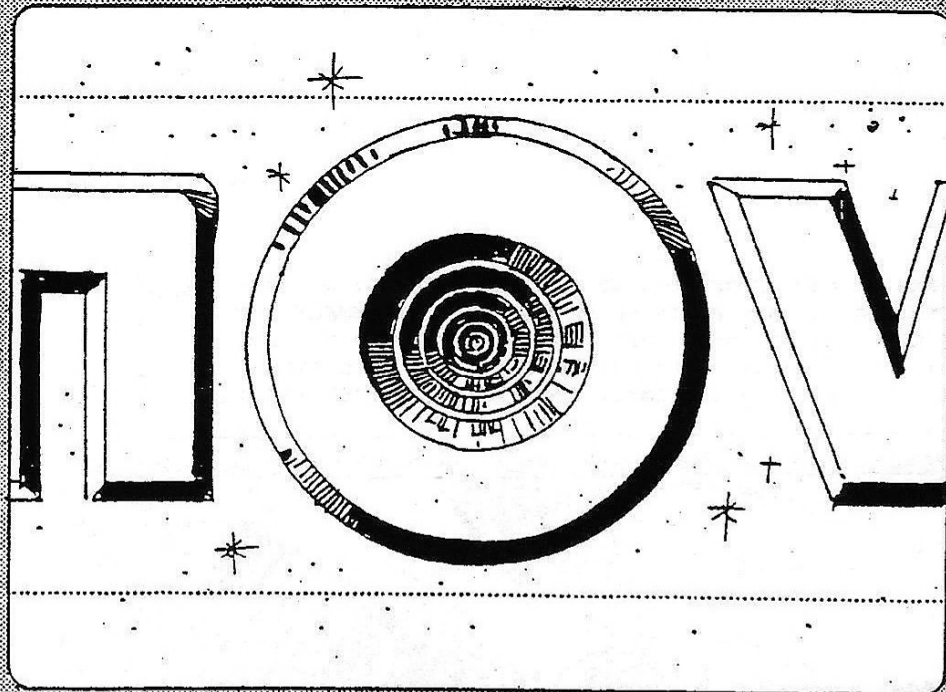
MUSIC/SFX  
**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION WE CONTINUE MOVING IN, CENTERING ON THE "O" IN THE WORD "MOVIE".

DIAL

MUSIC/SFX

CAMERA



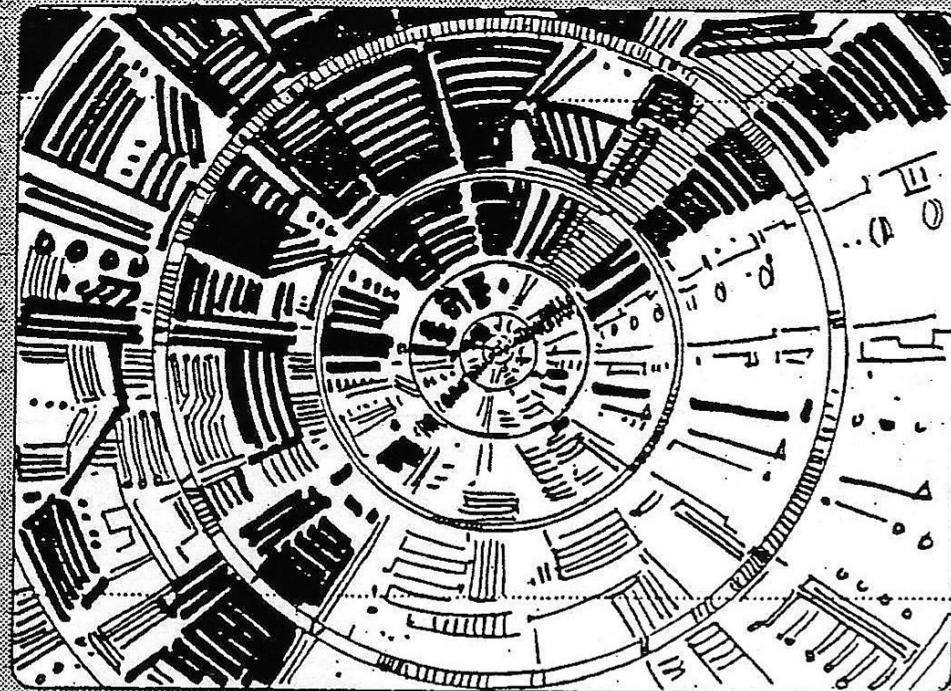
ACTION THESE WORDS ALSO ACCELERATE TOWARDS US AS WE CLOSE IN...

DIAL

MUSIC/SFX

CAMERA

**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!



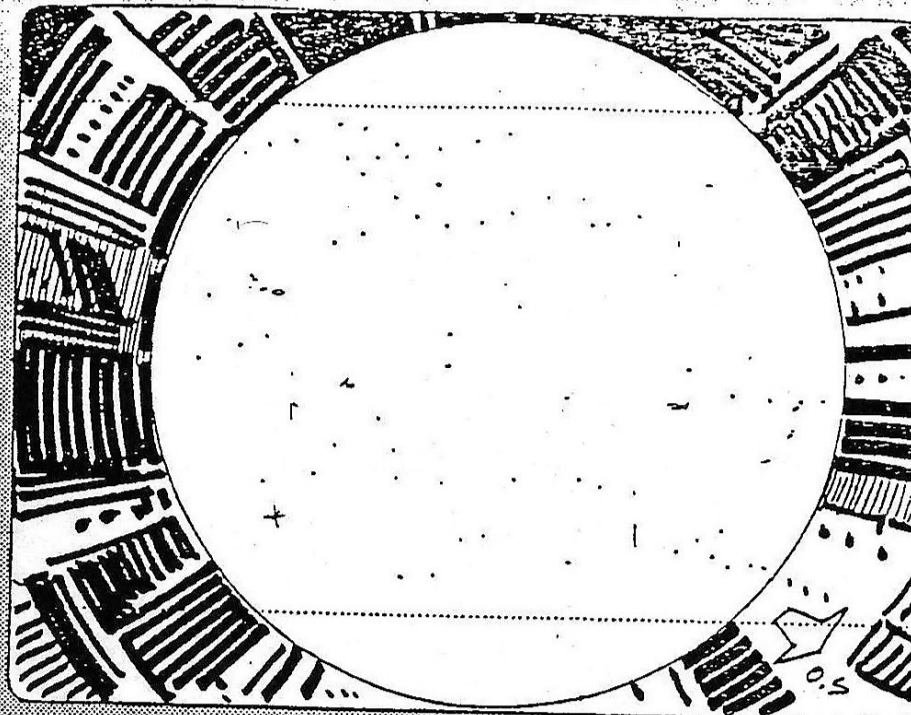
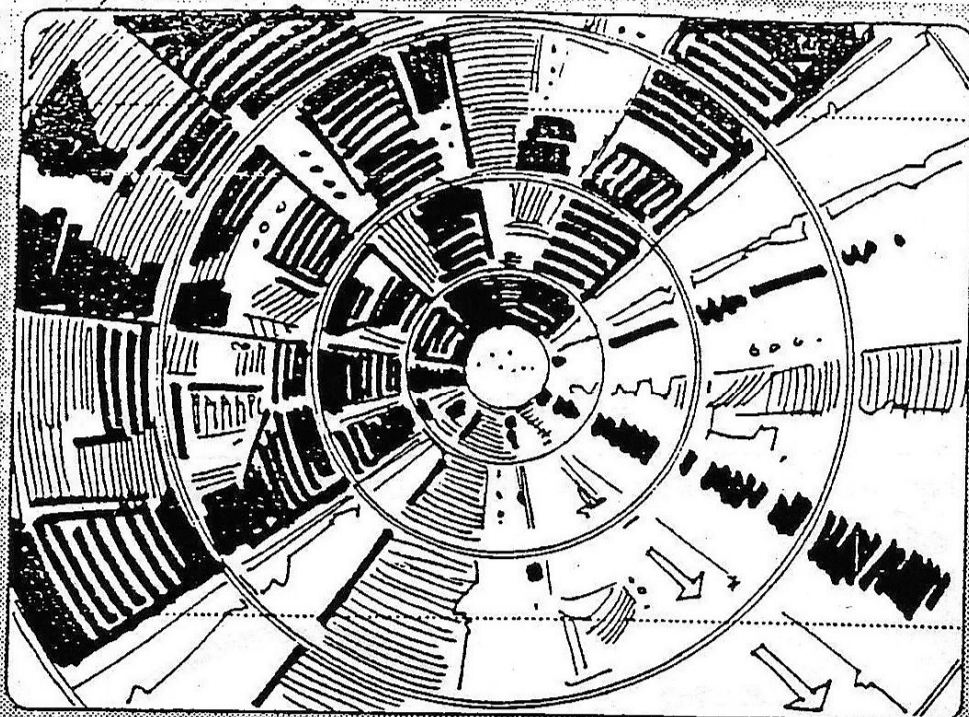
ACTION ...AND MOVE INTO THE ROUND OPENING IN THE CENTER OF THE LETTER "O". THE INSIDE OF THE OPENING FORMS A TUNNEL THAT IS LINED WITH STRANGE FLASHING LIGHTS AND GLOWING CIRCUITRY. RINGS OF LIGHT PULSATE IN WAVES AS WE PASS BY. SOME OF THE LIGHTS GO ON IN SERIES AND APPEAR TO RACE ALONG THE SIDES OF THE TUNNEL, SOME AWAY, OTHERS TOWARD US. THEY ARE LIGHTS OF DIFFERENT COLOR, SIZE AND SHAPE.

DIAL

MUSIC/SFX

CAMERA





ACTION OTHER AREAS OF CIRCUITRY ALONG THE WALL OF THIS HI TECH TUNNEL GLOW AND PULSATE WITH BRILLIANCE, THEN DIE OUT. THE CIRCULAR BANDS AROUND THE TUNNEL LIGHT UP IN SERIES AND APPEAR TO RACE TOWARD US AS IN THE FAR DISTANCE THE OPENING AT THE OTHER END OF THE TUNNEL CAN BE SEEN.

DIAL

MUSIC/SFX

**TFRAW**  
From *Beast Hunters and Beyond!!!*

ACTION IT APPEARS THAT WE SPEED FORWARD AND SHOOT OUT OF THE END OF THE TUNNEL AND FIND OURSELVES...

DIAL

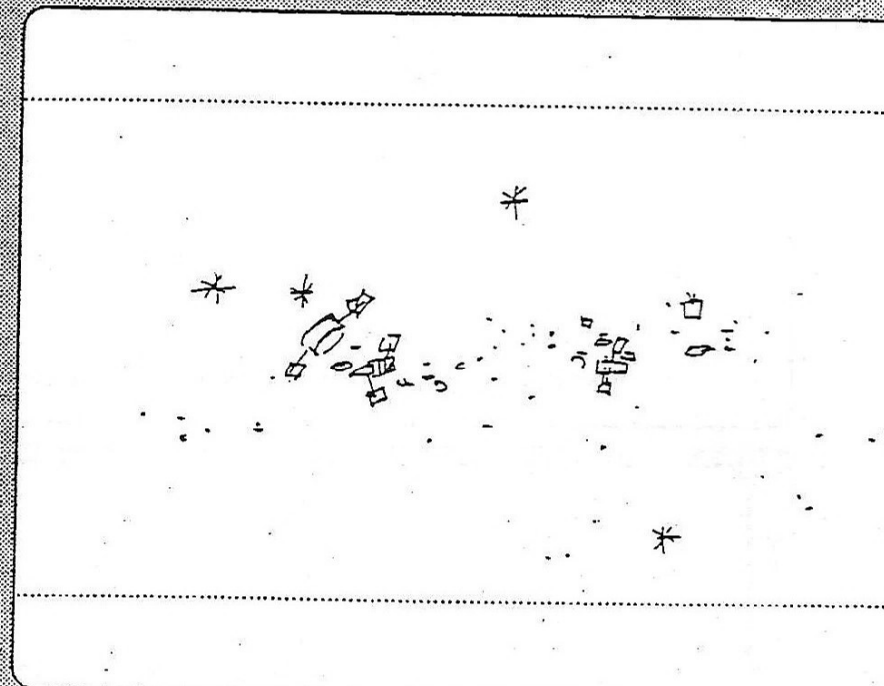
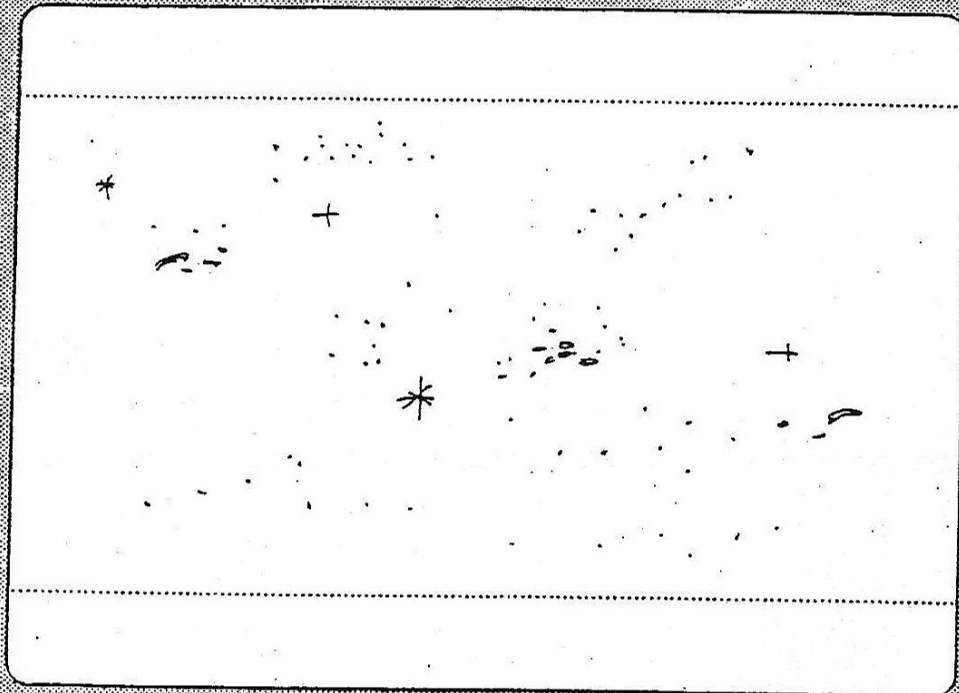
MUSIC/SFX

CAMERA

SC. CONT 2-1

SC. CONT.

SEQ. 2 Page 11



ACTION ...INTO A VAST, SERENE AREA OF SPACE...IT AT FIRST SEEMS  
LIKE WE'VE STOPPED MOVING BUT NO WE ARE CONTINUING TO TRAVEL  
FORWARD.

DIAL

MUSIC/SFX

CAMERA

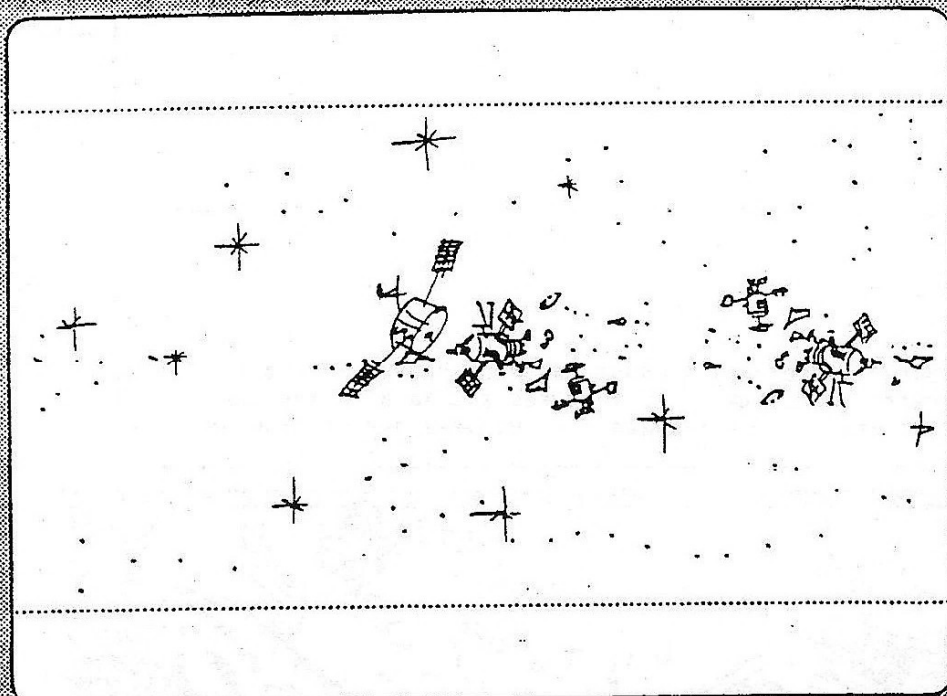
ACTION WE ARE APPROACHING SOME STRANGE OBJECTS THAT ARE DIRECTLY  
AHEAD OF US. AT FIRST IT IS HARD TO DISTINGUISH WHAT THEY  
ARE.

DIAL

MUSIC/SFX

CAMERA

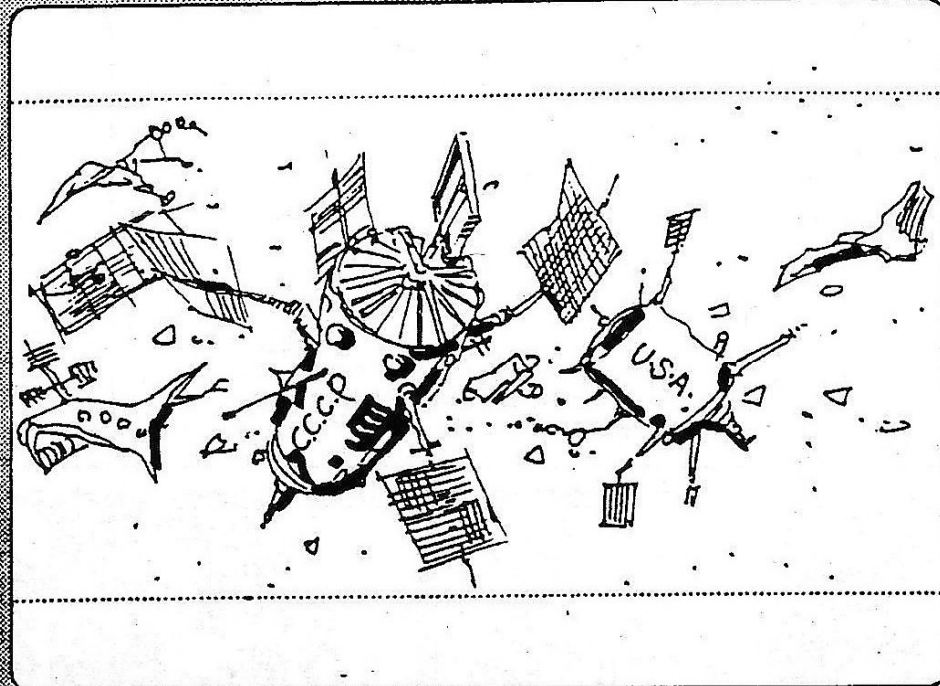
SC. CONT 2-1



SC. CONT

SEQ. 2 Page

12



ACTION ...BUT AS WE CLOSE IN WE CAN SEE THAT THEY ARE CLUSTERS OF SATELLITES.

DIAL

MUSIC/SFX

**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!  
CAMERA

ACTION THESE ARE OLD OBSOLETE SATELLITES THAT WERE SENT UP BY THE UNITED STATES AND THE SOVIET UNION. THEY ARE BATTERED AND BENT PARTS BROKEN OFF AND FLOAT NEARBY.

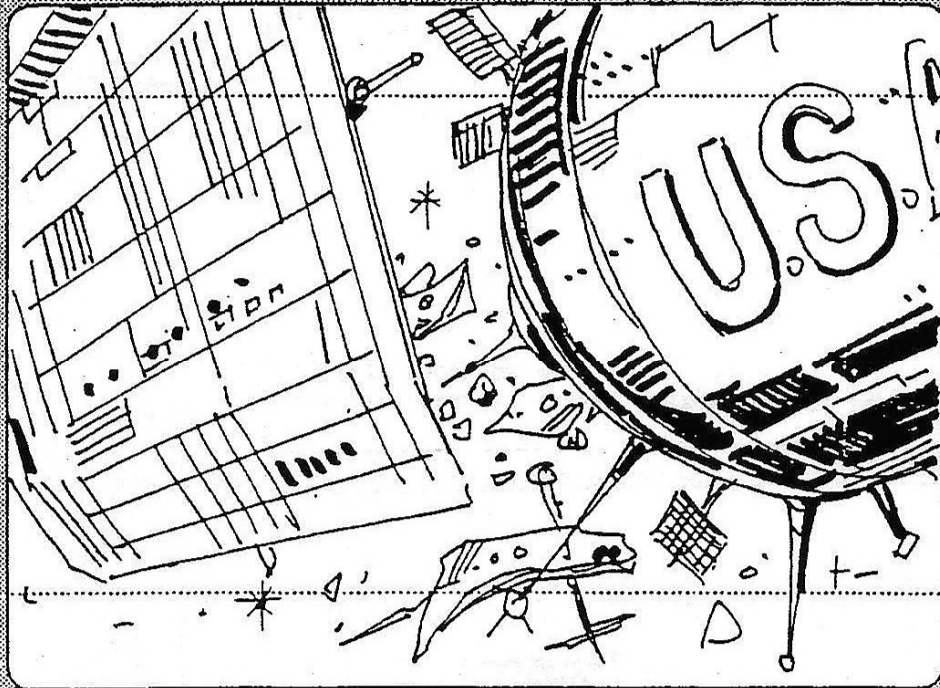
DIAL

MUSIC/SFX

CAMERA



SC. CONT-2-1

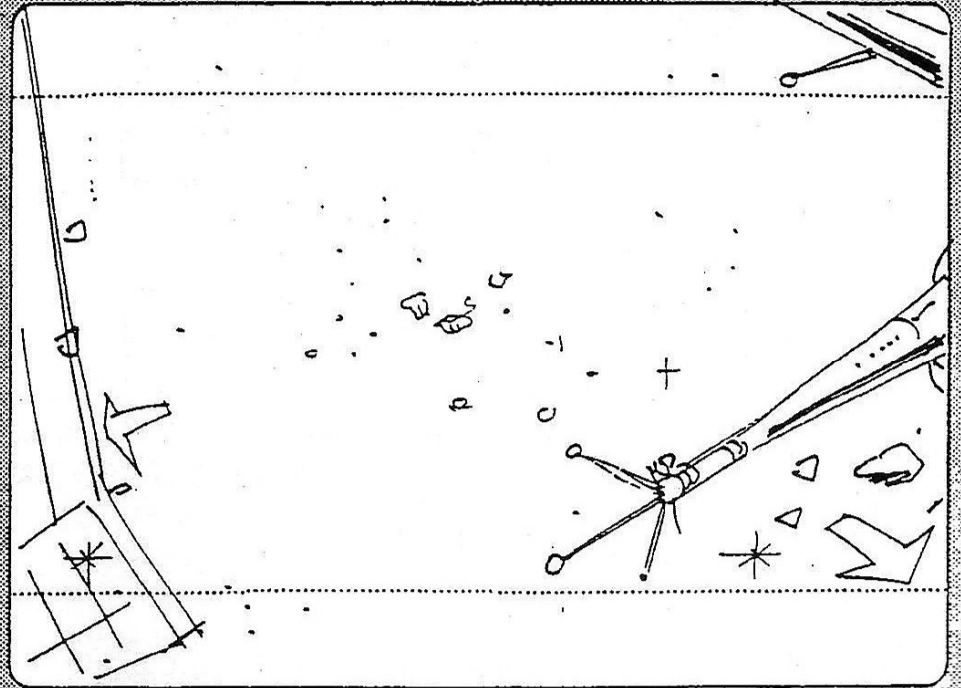


SC. CONT.

SEQ. 2

Page

13



ACTION WE CLOSE IN ON THESE RELICS FROM THE PAST AND TRAVEL BETWEEN THE BODY OF A U.S. SATELLITE AND ITS SOLAR COLLECTOR.

DIAL

MUSIC/SFX

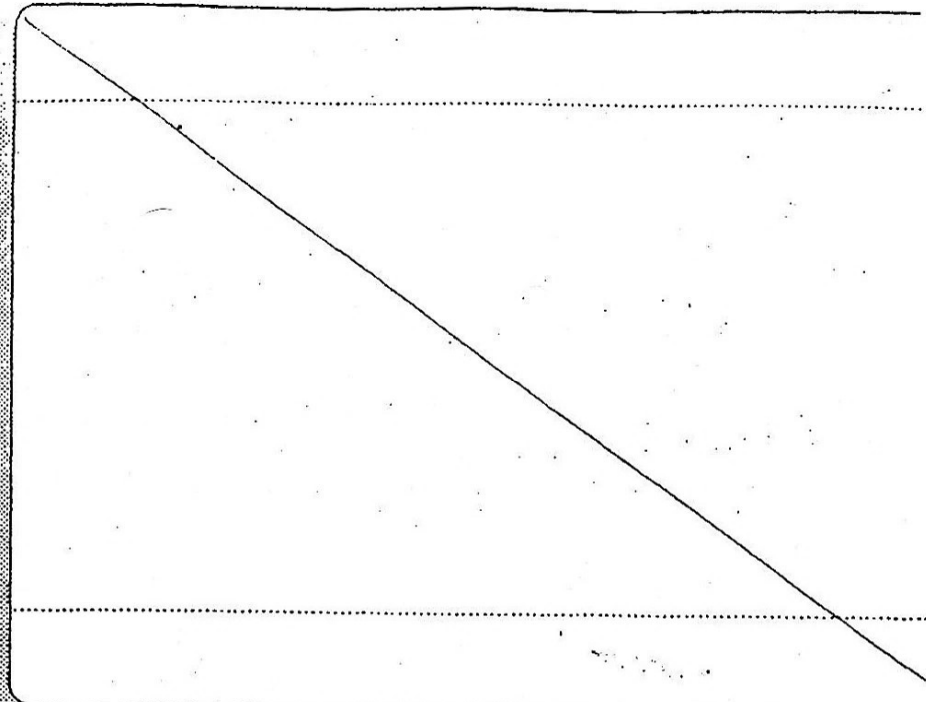
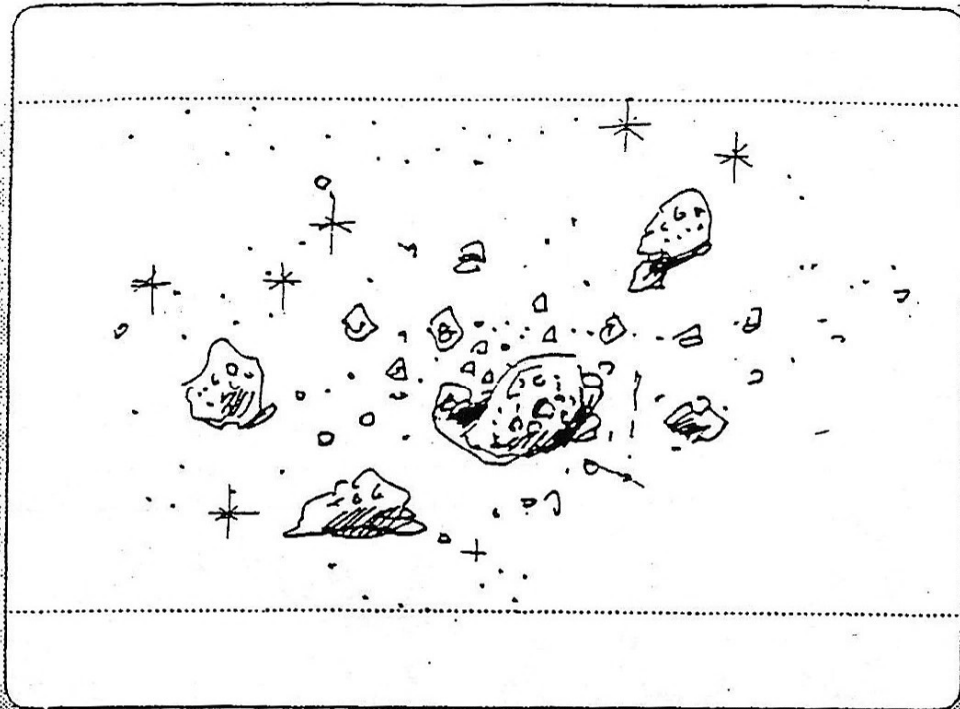
CAMERA

ACTION WE LEAVE THE CLUSTERS OF SATELLITES BEHIND AND MOVE ON FORWARD THROUGH SPACE.

DIAL

MUSIC/SFX

CAMERA



ACTION

A FIELD OF IRREGULAR SHAPED METEOR DENTED, ASTEROIDS IS DIRECTLY IN FRONT OF US.

DIAL

MUSIC/SFX

ACTION

DIAL

MUSIC/SFX

SC. CONT Z-1



ACTION WE MOVE IN AND THROUGH THIS DENSELY PACKED AREA OF SPACE. JUST SKIMMING BY THE SURFACES OF A FEW OF THE ASTEROIDS... OUT BEYOND THEM WE CAN SEE UNUSUAL LENTICULAR OBJECTS.

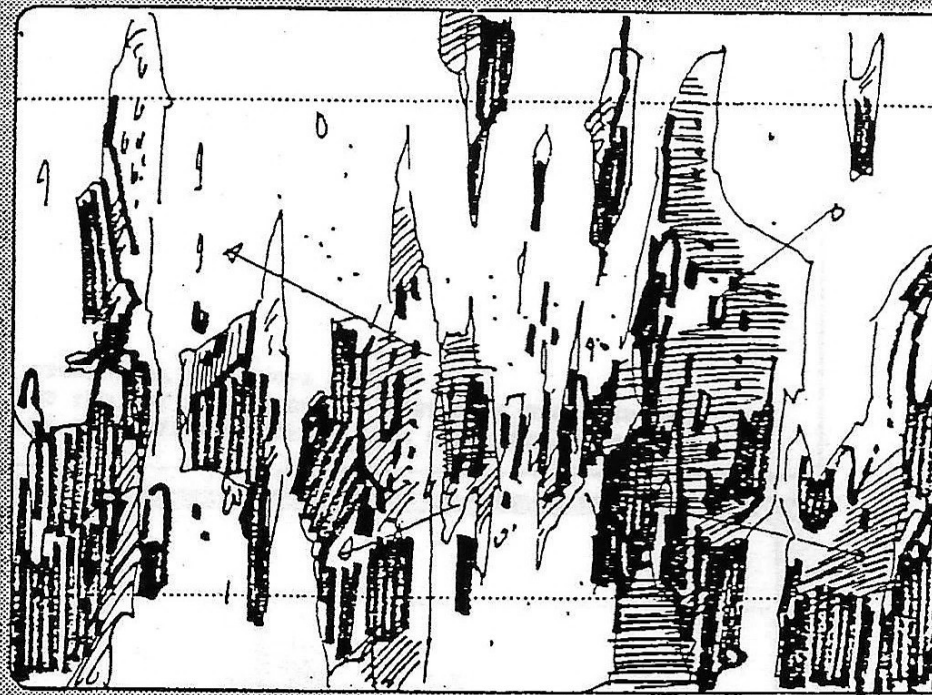
DIAL

MUSIC/SFX

CAMERA

SC. CONT

SEQ. 2 Page 15



ACTION AS WE MOVE IN ON THEM WE CAN SEE THAT THEY ARE ENORMOUS ICE CRYSTALS THAT SLOWLY PIVOT ON THEIR VERTICAL AXIS AND IRRADIATE A COOL GLOW. WE MOVE INTO THE CENTER OF THIS SYSTEM.

DIAL

MUSIC/SFX

CAMERA



SC. CONT 2-1



ACTION AND PASS THROUGH A NARROW CANYON-LIKE FORMATION.

DIAL

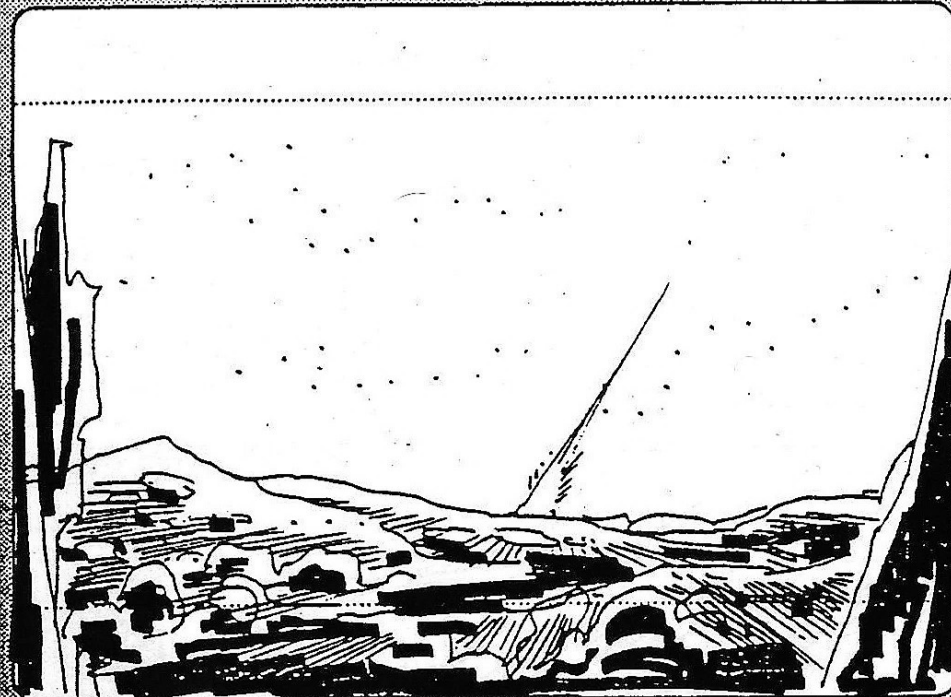
MUSIC/SFX

**WFR**  
CAMERA *ation 1 to Beast Hunters and Beyond!!!!*

SC. CONT.

SEQ. 2 Page

16



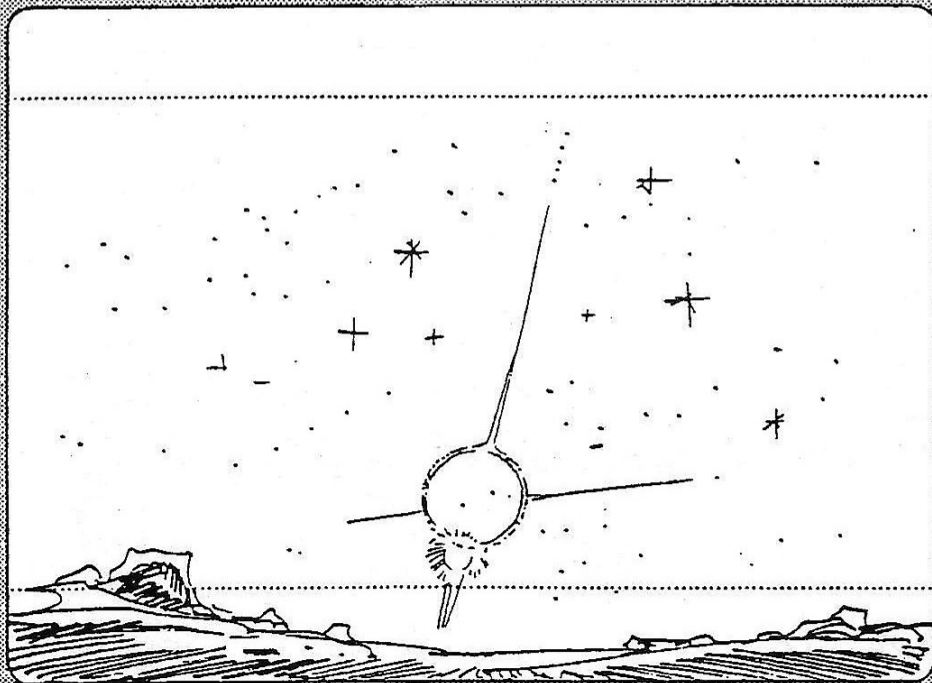
ACTION ...AND ACROSS THE FLAT SURFACE OF ONE OF THESE HUGE ICE CRYSTALS, A BRIGHT SHAFT OF LIGHT ILLUMINATES THE SURFACE OF THE ICE CRYSTAL...

DIAL

MUSIC/SFX

CAMERA

SC. CONT 2-1



ACTION WE MOVE BEYOND THE SURFACE TO SEE IN THE DISTANCE, A BRILLIANT RING-LIKE STELLAR CONFIGURATION. ON ONE OF THE RINGS IS A BRIGHT ROUND STAR.

DIAL

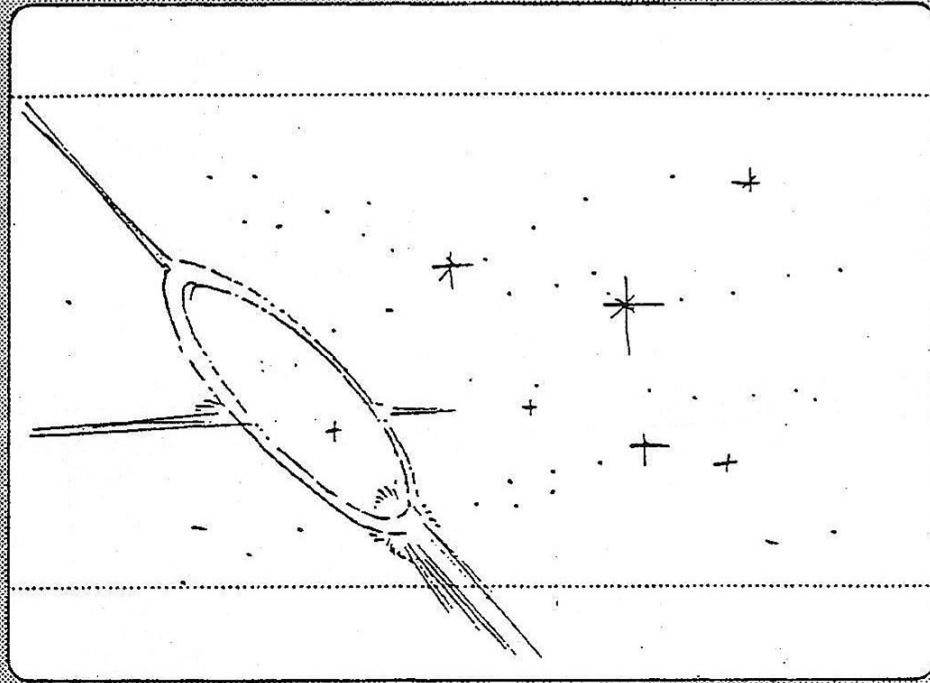
MUSIC/SFX

CAMERA

SC. CONT

SEQ. 2 Page

17



ACTION AS WE TRAVEL TOWARD THE RING IT CHANGES SHAPE, FIRST ELONGATING IN ONE DIRECTION...

DIAL

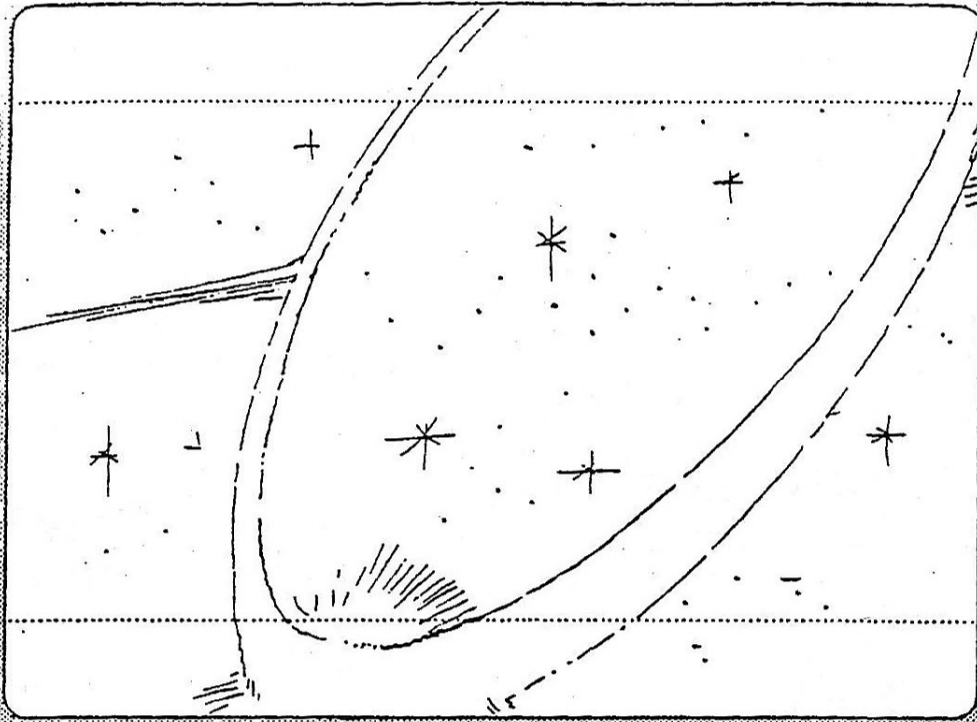
MUSIC/SFX

CAMERA

TFRW

From Generation 1 to Beast Hunters and Beyond!!!!

SC. 10.1



ACTION ...THEN ANOTHER AS WE...

DIAL

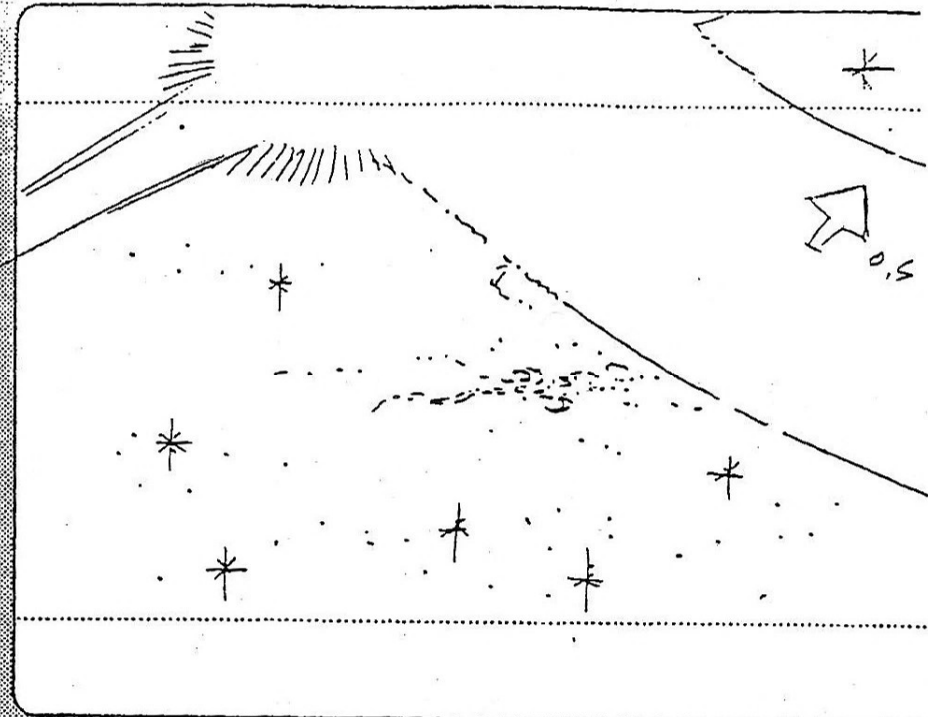
MUSIC/SFX

TIFRAW

From Generation 1 to Beast Hunters and Beyond!!!!

SC. 10.2

Page 2



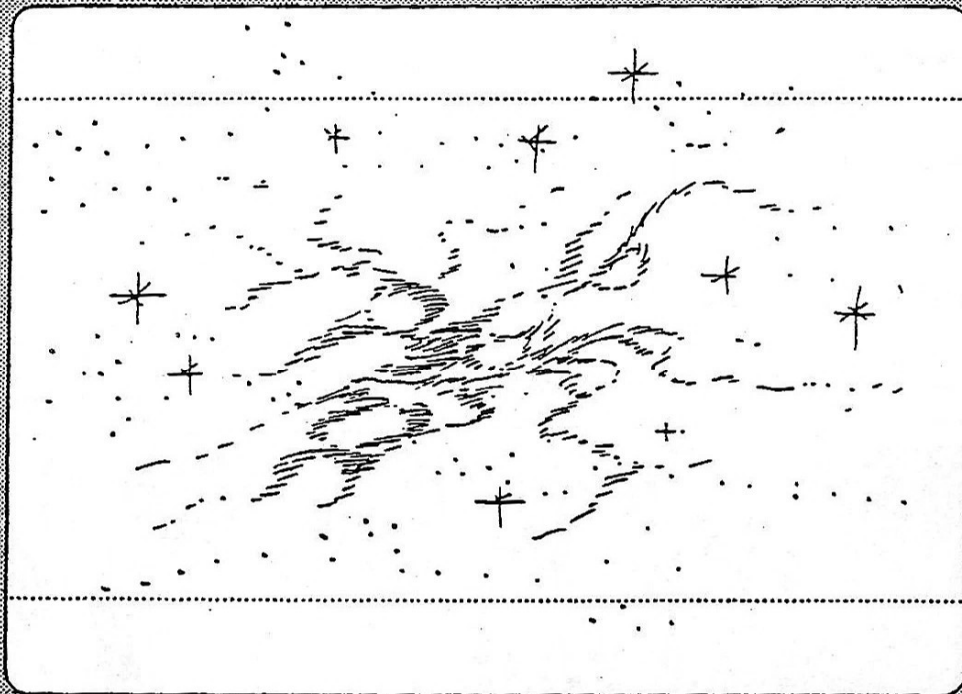
ACTION ...MOVE PAST AND CONTINUE ON...

DIAL

MUSIC/SFX

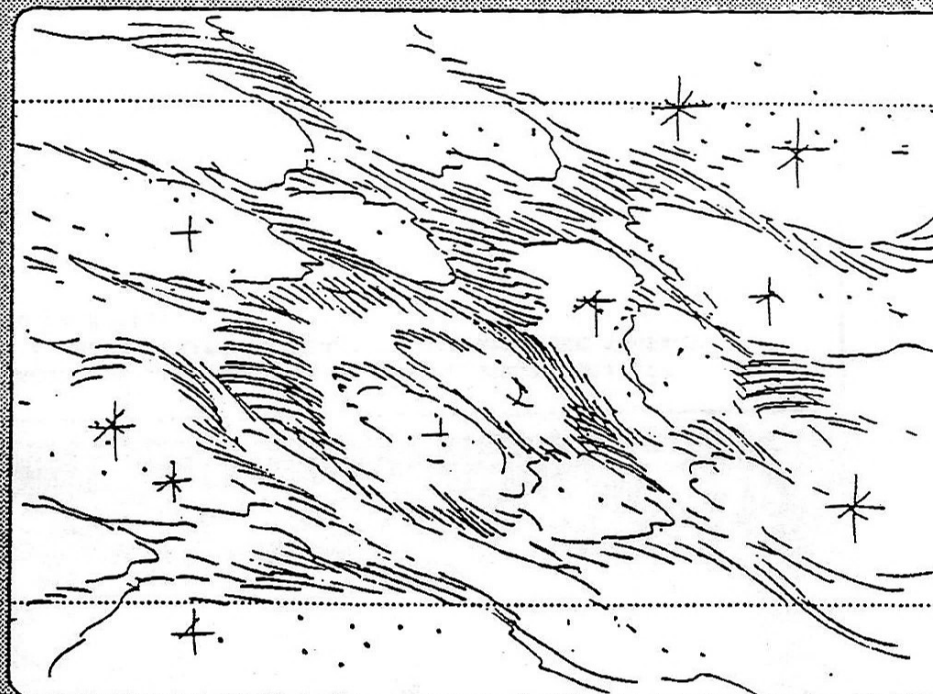


SC. CONT 2-1



SC. CONT

SEQ. 2 Page 19



ACTION ...NEXT WE ENCOUNTER A SPIDER-LIKE NEBULAE.

DIAL

MUSIC/SFX

CAMERA

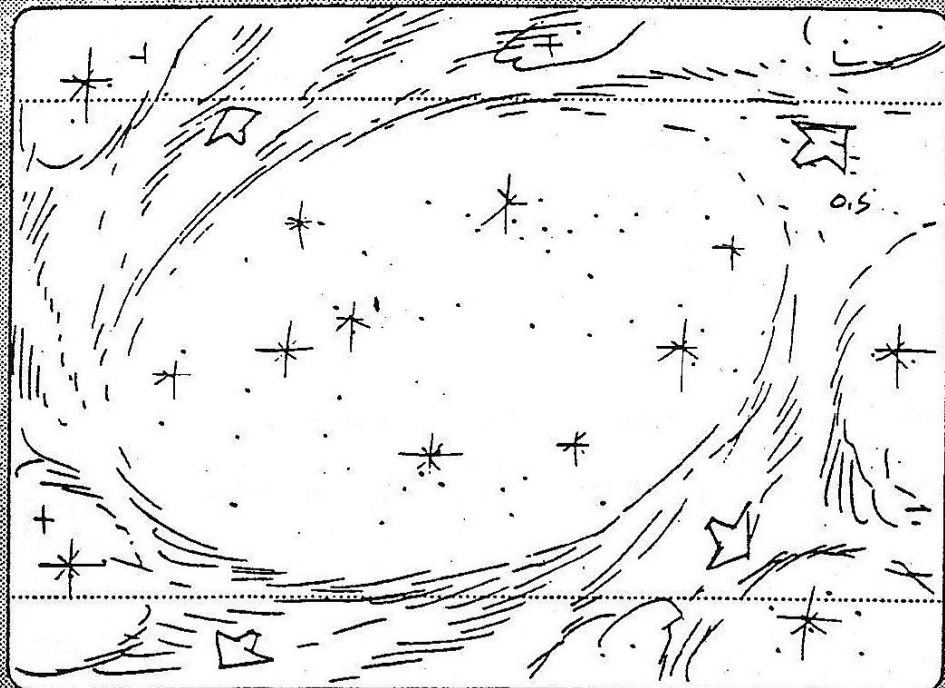
ACTION AS WE APPROACH WE SEE BRIGHT FLASHING OF STATIC-LIKE ENERGY THAT TRAVEL THROUGH THE SYSTEM LIKE SHORTS IN AN ELECTRICAL CABLE.

DIAL

MUSIC/SFX

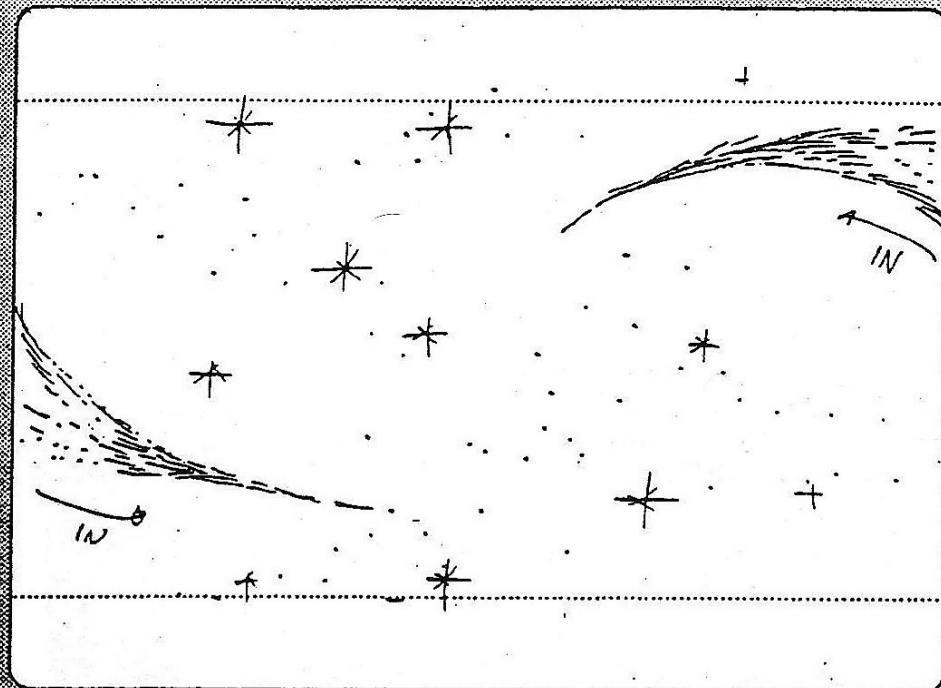
CAMERA

SC. CONT 2-1.



SC. CONT

SEQ. 2 Page 20



ACTION WE MOVE IN AND THROUGH A SPIRALING CIRCULAR OPENING IN THE NEBULAE AND OUT INTO THE SPACE BEYOND.

DIAL

MUSIC/SFX

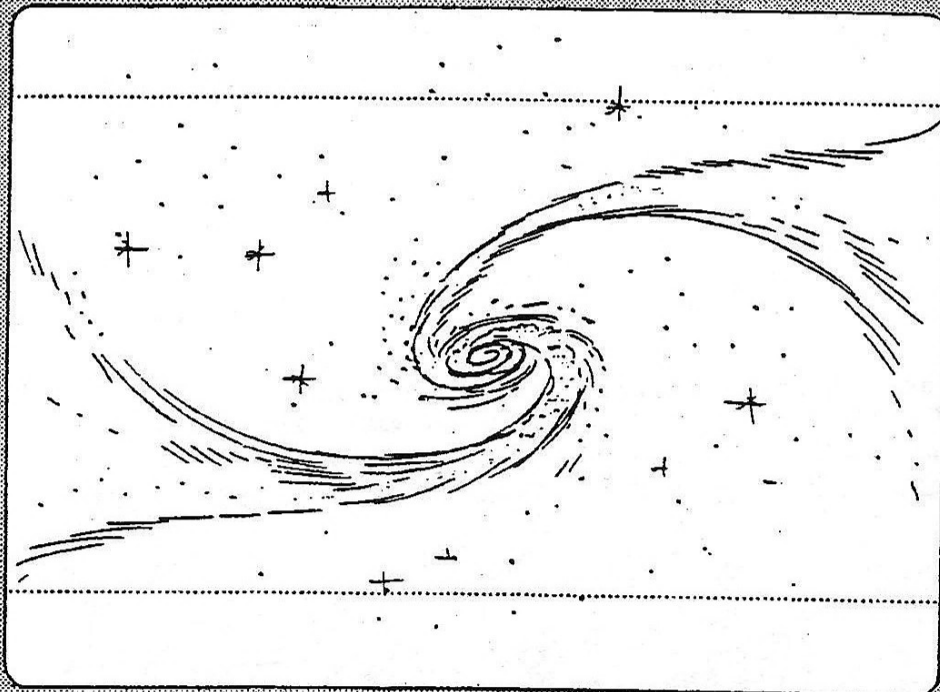
CAMERA

ACTION IN FRONT OF US, FROM EACH SIDE OF THE SCENE TWO FLARE LIKE GASIOUS ARMS MOVE IN...

DIAL

MUSIC/SFX

CAMERA



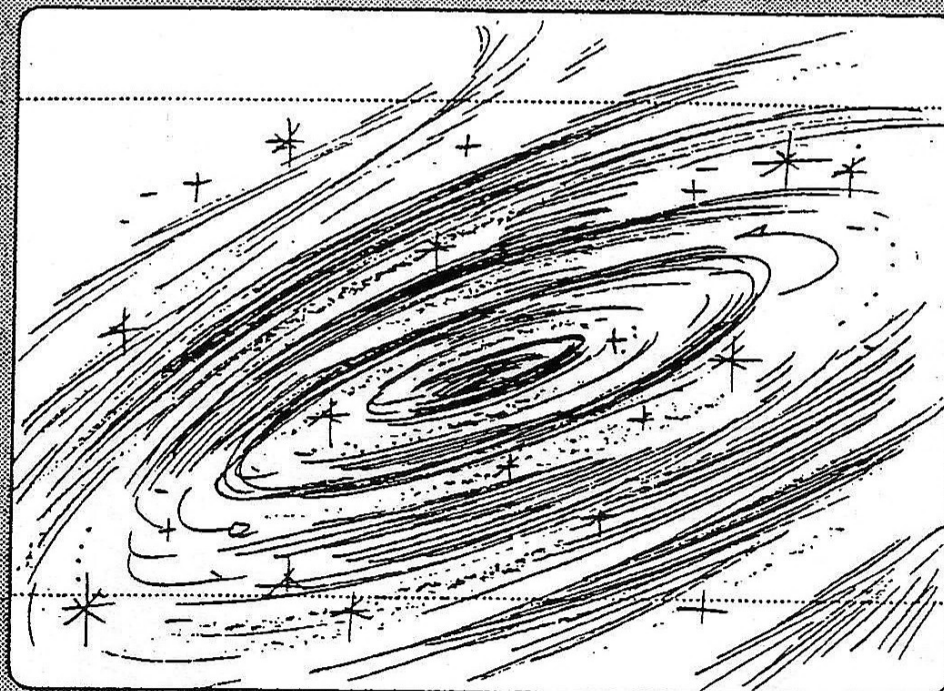
ACTION ...AND SPIRAL INTO AN EVER EXPANDING, SWIRLING GALACTIC FORMATION...

DIAL

MUSIC/SFX

CAMERA

**IFRAW**  
From Generation 1 to React Hunters and Beyond!!!



ACTION ...AS WE TRAVEL TOWARD THIS SPIRAL IT INCREASES ITS SPEED AND FORCE. AT ITS CENTER A POWERFUL ENERGY STORM BUILDS UP, SENDS OUT FLASHES OF LIGHTNING THAT ILLUMINATES LARGE PORTIONS OF THE CLOUDY SPIRAL AS THEY TRAVEL OUT TOWARD ITS OUTER EDGE AND DIE AWAY.

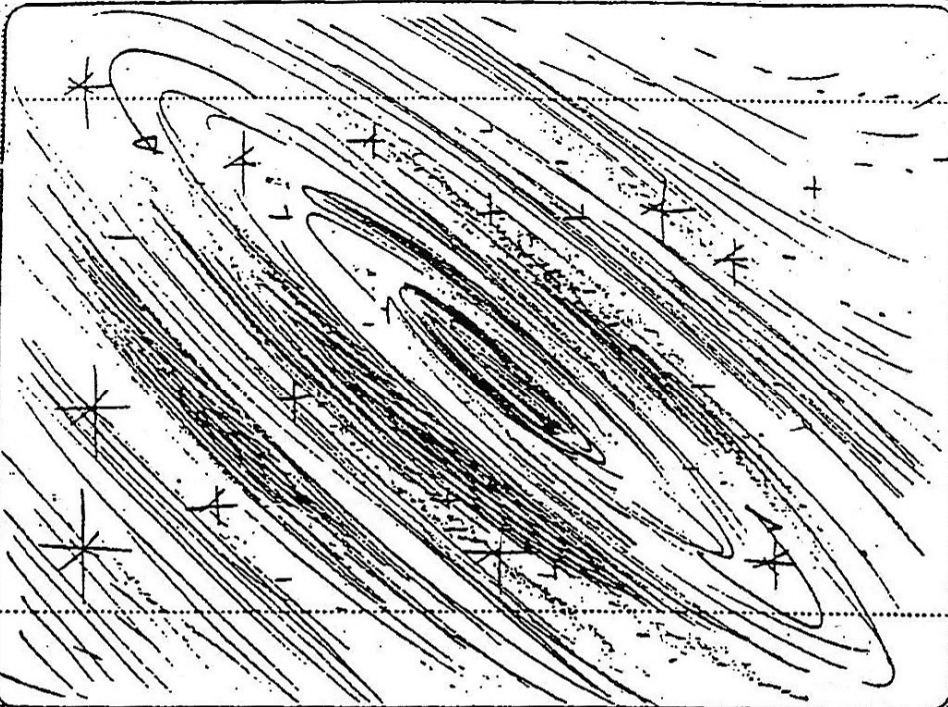
DIAL

MUSIC/SFX

CAMERA



SC. 101



ACTION THE CENTER OF THE SPIRAL SEEMS TO TWIST FASTER AND FASTER AND THE ENERGY STORM BECOMES MORE INTENSE AS WE CLOSE IN ON IT.

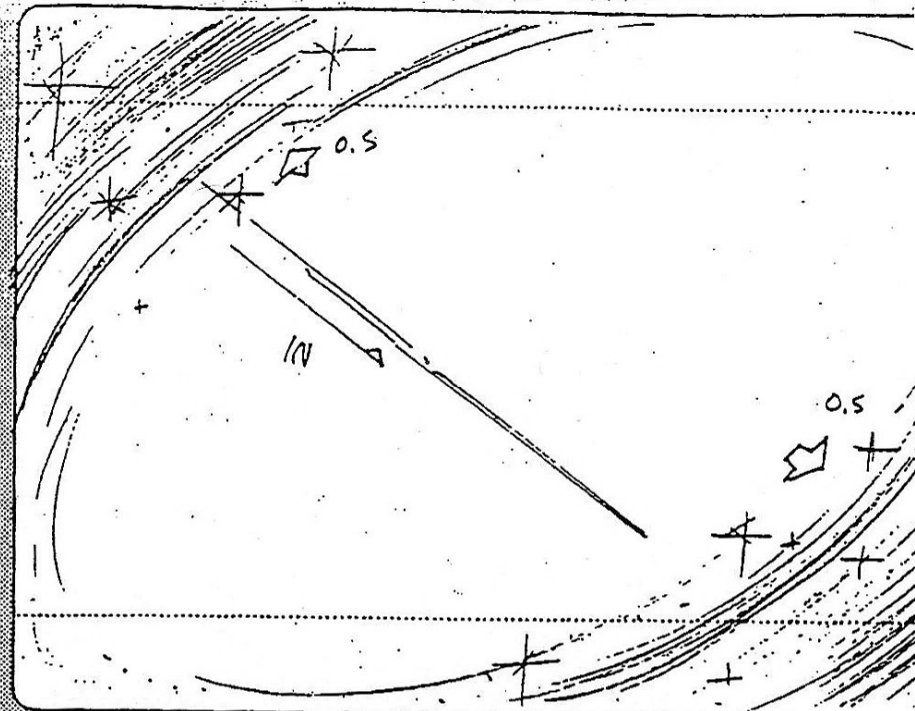
DIAL

MUSIC/SFX

CAMERA

SC. 102

SEQ. 1 Page 1



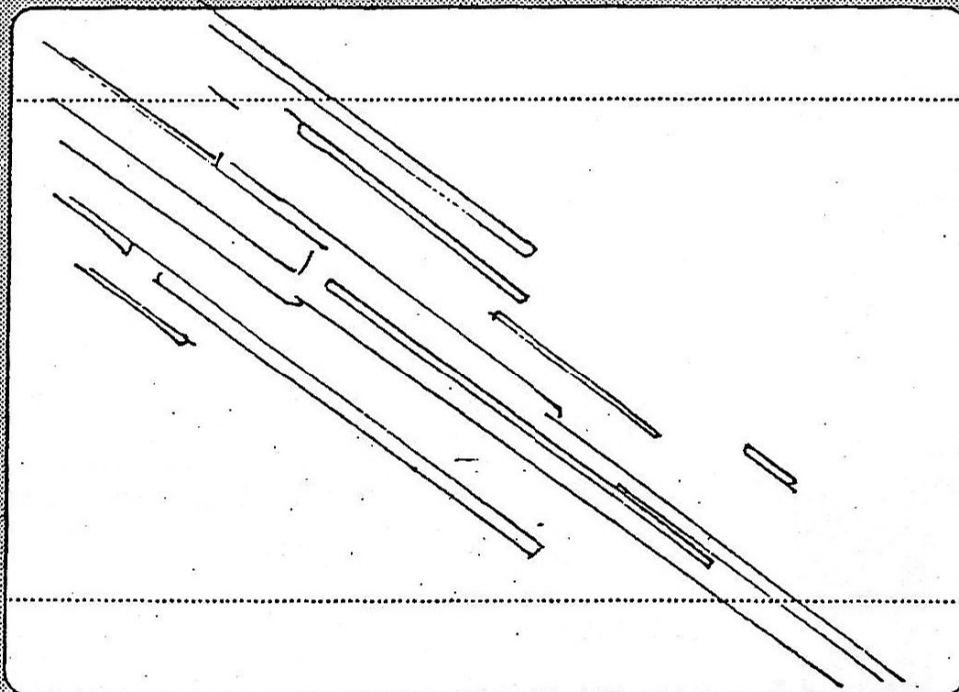
ACTION SUDDENLY AN OPENING APPEARS IN THE CENTER OF THE SPIRAL AND IN THE OPENING STAR TRAIL-LIKE SHAFTS SHOOT ACROSS THE FIELD.

DIAL

MUSIC/SFX

CAMERA

SC. CONT 2-1

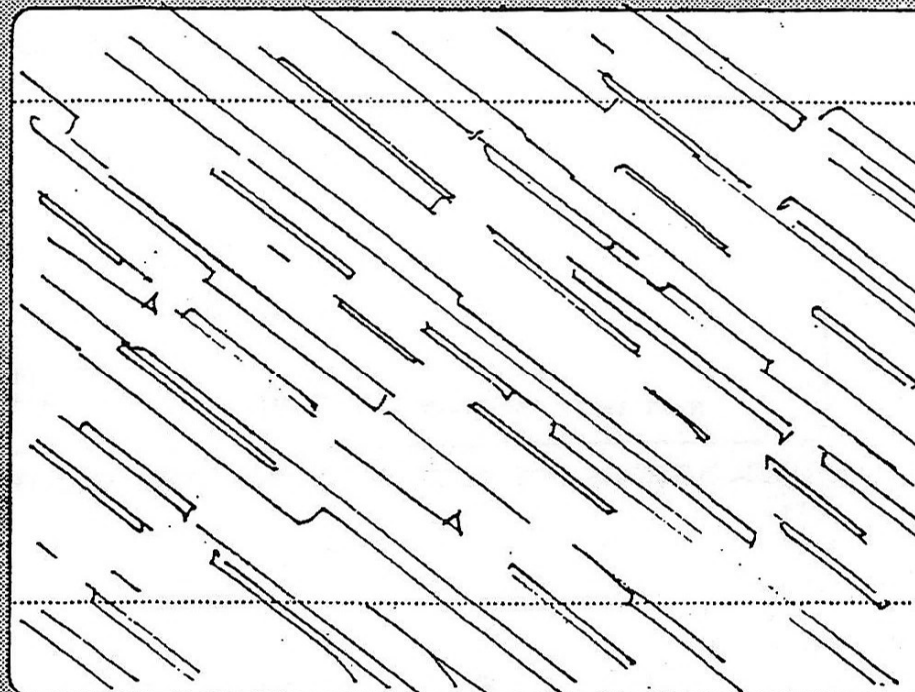


SC. CONT.

SEQ. 2

Page

23



ACTION WE MOVE INTO THIS FIELD AS THE NUMBER AND BRIGHTNESS

DIAL

MUSIC/SFX

CAMERA

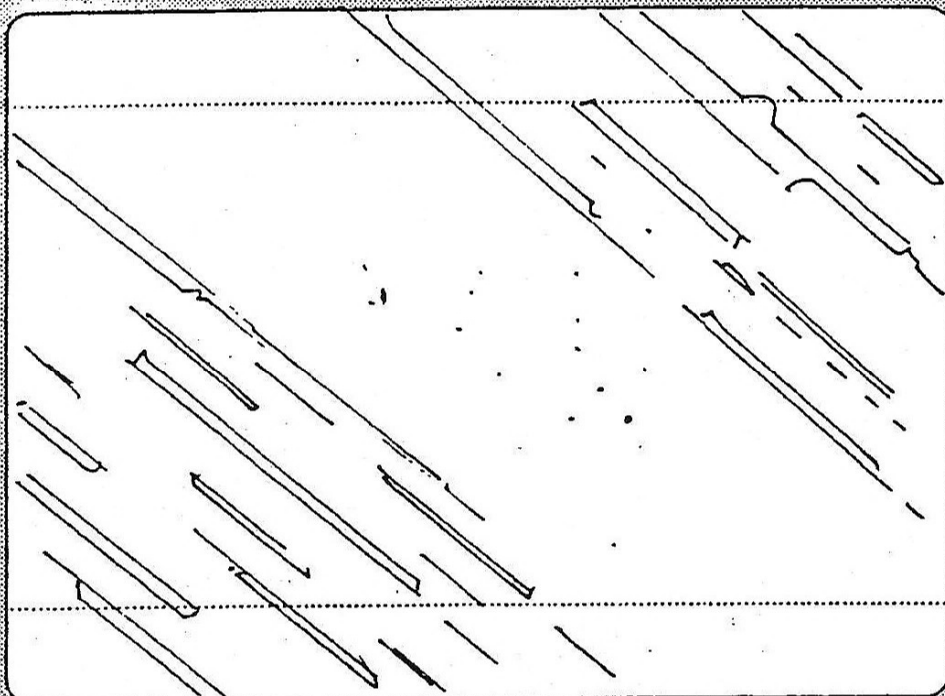
ACTION THE STAR TRAIL-LIKE SHAFTS OF LIGHT INCREASE, FILLING THE SCENE WITH MULTICOLOR RAYS OF LIGHT.

DIAL

MUSIC/SFX

CAMERA

SC. CONT-2-1



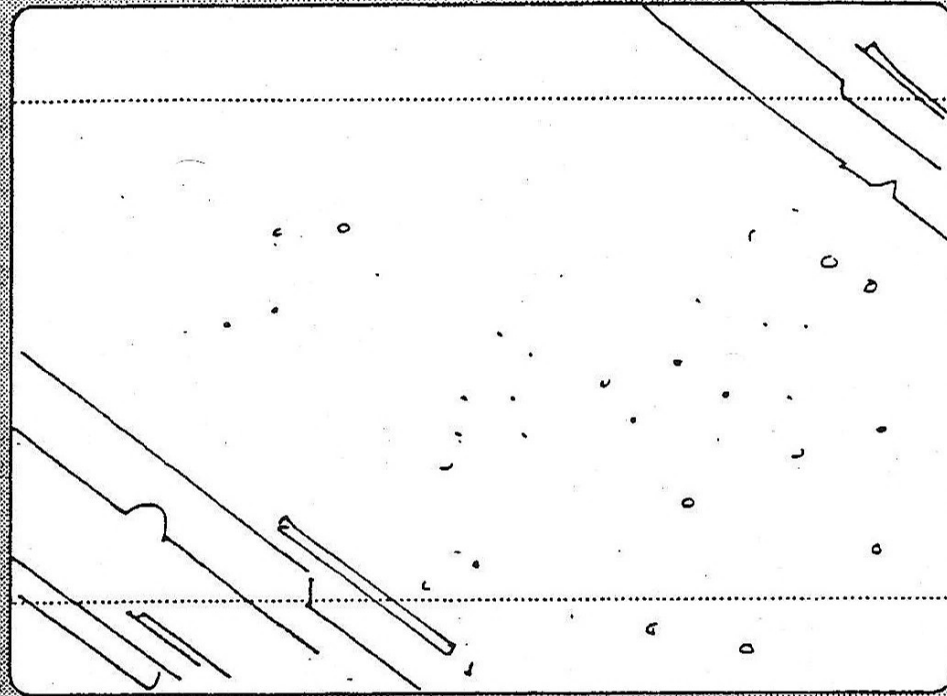
SC. CONT.

SEQ.

2

Page

24



ACTION WE MOVE THROUGH AND BETWEEN THESE SHAFTS OF LIGHT...

DIAL

MUSIC/SFX



ACTION ...AND OUT INTO THE SPACE BEYOND THEM.

DIAL

MUSIC/SFX

CAMERA



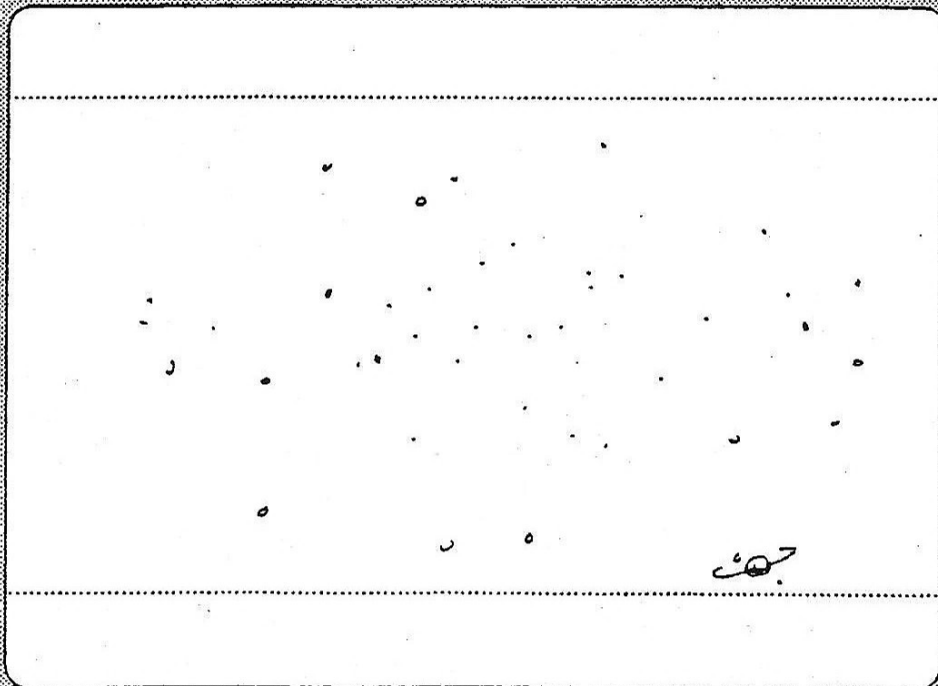
SC. CONT 2-1

SC. CONT

SEQ. 2

Page

25



X-DISS.  
TO  
SC. 3-1  
OF  
SEQ. 3

ACTION ...WHICH IS STUDDED WITH STARS OF VARIOUS COLORS AND BRIGHTNESS.

DIAL

MUSIC/SFX

CAMERA



ACTION -

DIAL

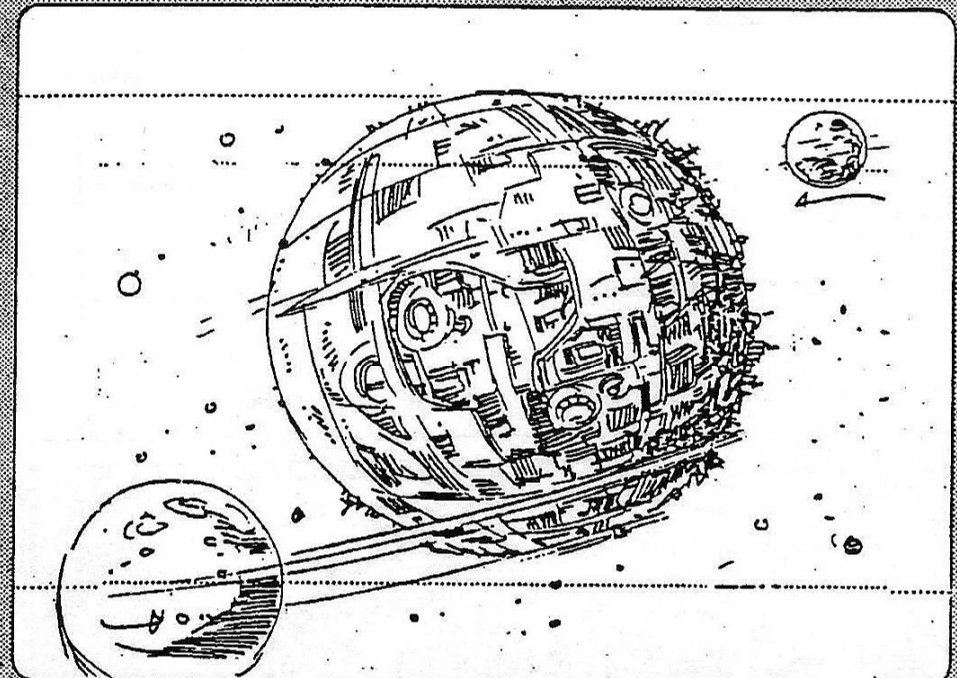
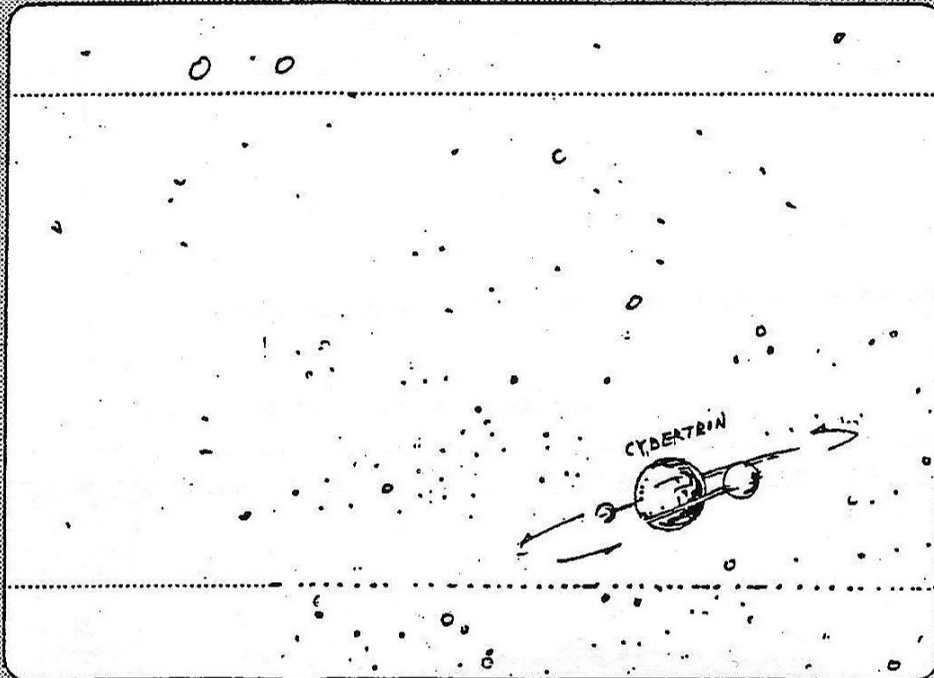
MUSIC/SFX

CAMERA

SC. 3-1

SC. CONT

SEQ. 3 Page 1



ACTION X.L.S. CYBERTRON AND ITS TWO MOONS. WE TRAVEL THROUGH SPACE TOWARD CYBERTRON AND ITS MOONS...

DIAL

MUSIC/SFX

CAMERA

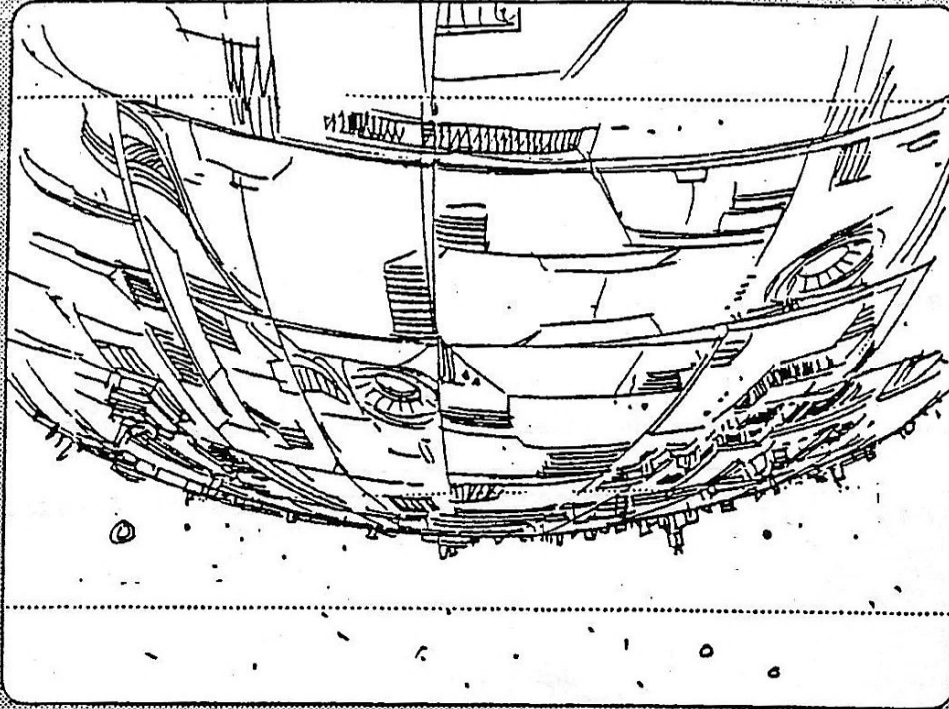
ACTION ...WE TRAVEL PAST THE OUTER MOON AND CONTINUE TOWARD CYBERTRON...

NARRATOR It is the year 2005...

MUSIC/SFX

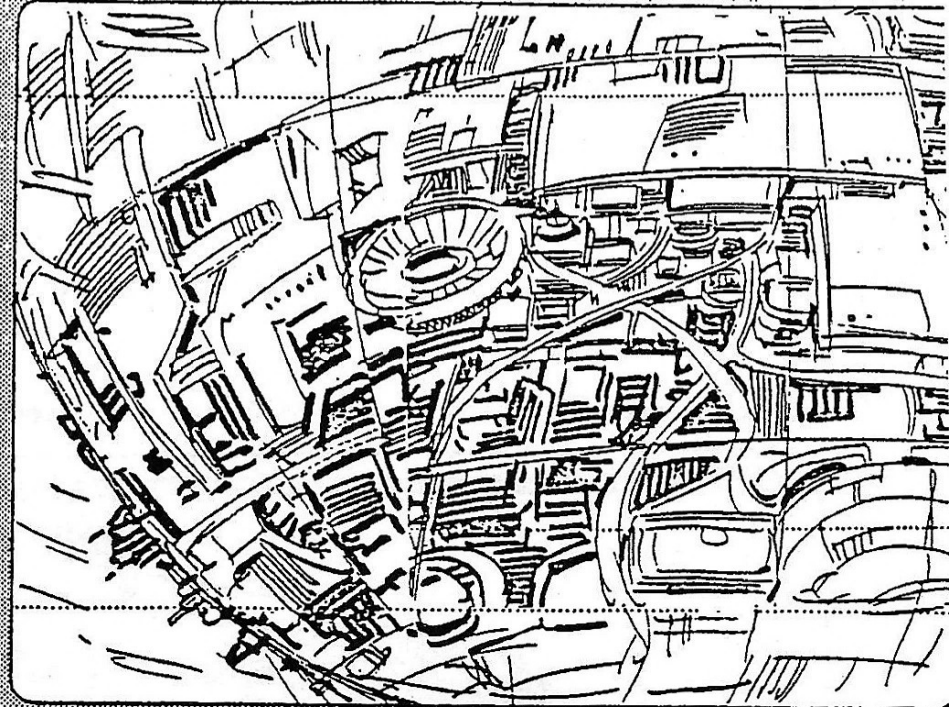
CAMERA

SC. CONT 3-1



SC. CONT

SEQ. 3 Page 2



ACTION ...WE CLOSE IN ON CYBERTRON...

DIAL NARRATOR (CONT) ... The treacherous Decepticons ...

MUSIC/SFX

TFRAW

From CAMERA 1 to Beast Hunters and Beyond!!!!

ACTION ...THEN, AS WE NEAR IT WE START MOVING UP...

DIAL NARRATOR (CONT) ...have conquered...

MUSIC/SFX

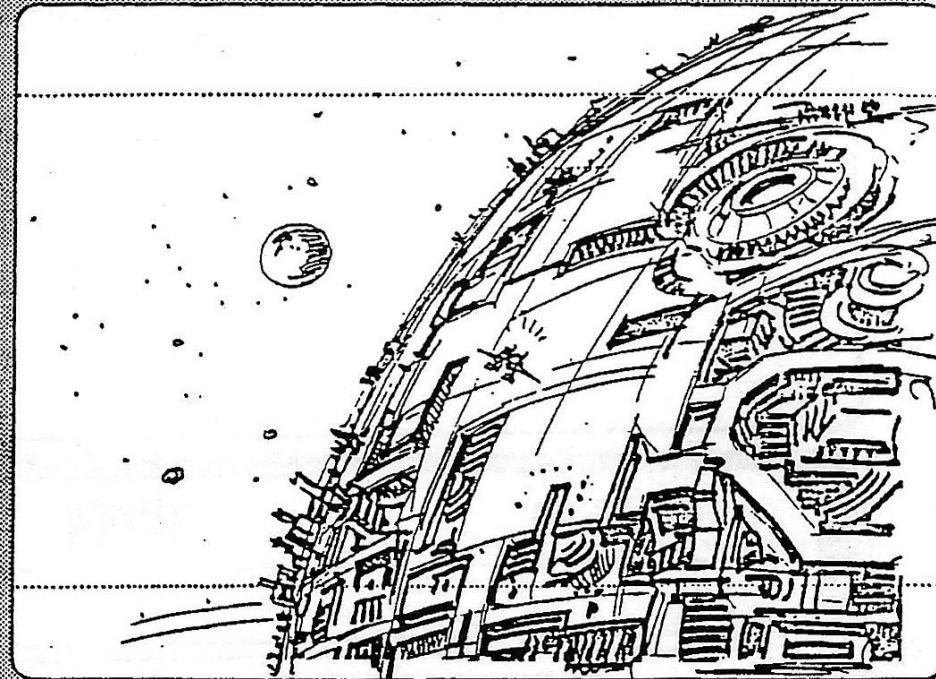
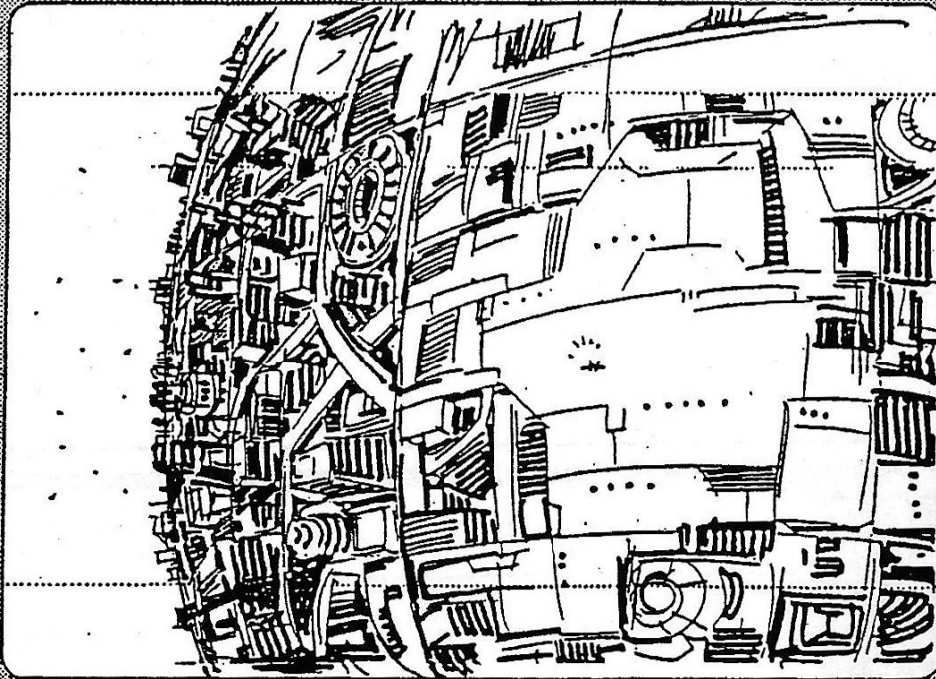
CAMERA



SC. CONT 3-1

SC. CONT

SEQ. 3 Page 3



ACTION ...WE CONTINUE TRAVELING OVER THE SURFACE OF CYBERTRON.  
WE PICK UP LAZERBEAK AS HE FLIES UP FROM THE PLANET'S SURFACE...

DIAL NARRATOR (CONT) ...the Autobots home planet  
of Cybertron...

MUSIC/SFX

CAMERA

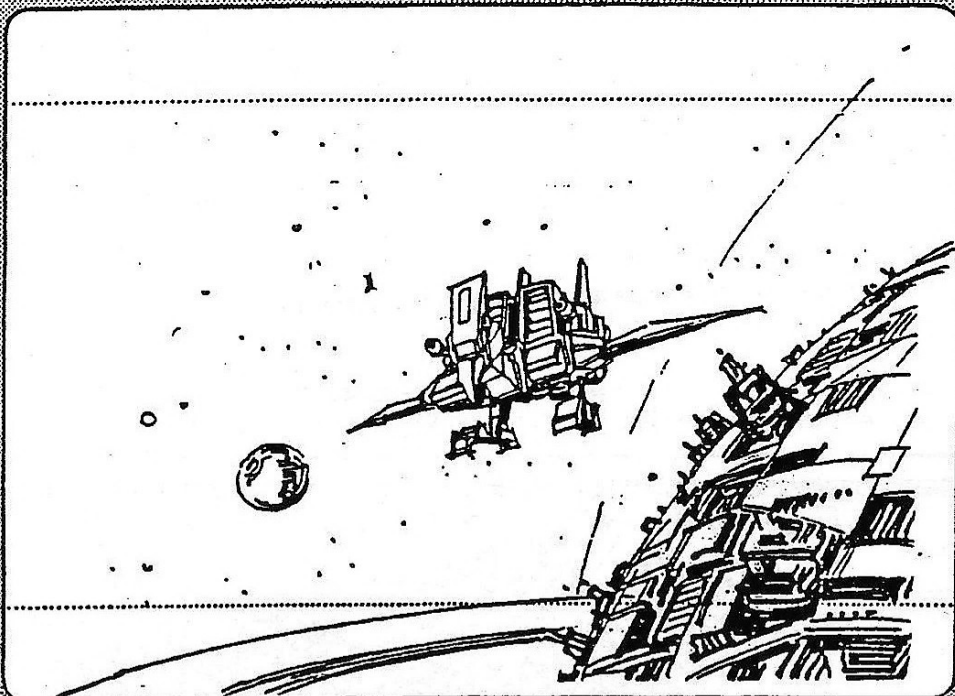
ACTION ...AS WE CONTINUE TO PASS ACROSS CYBERTRON, LASERBEAK  
APPROACHES...

DIAL

MUSIC/SFX

CAMERA

SC. CONT 3-1



ACTION ...LAZERBEAK ZOOMS UP AND...

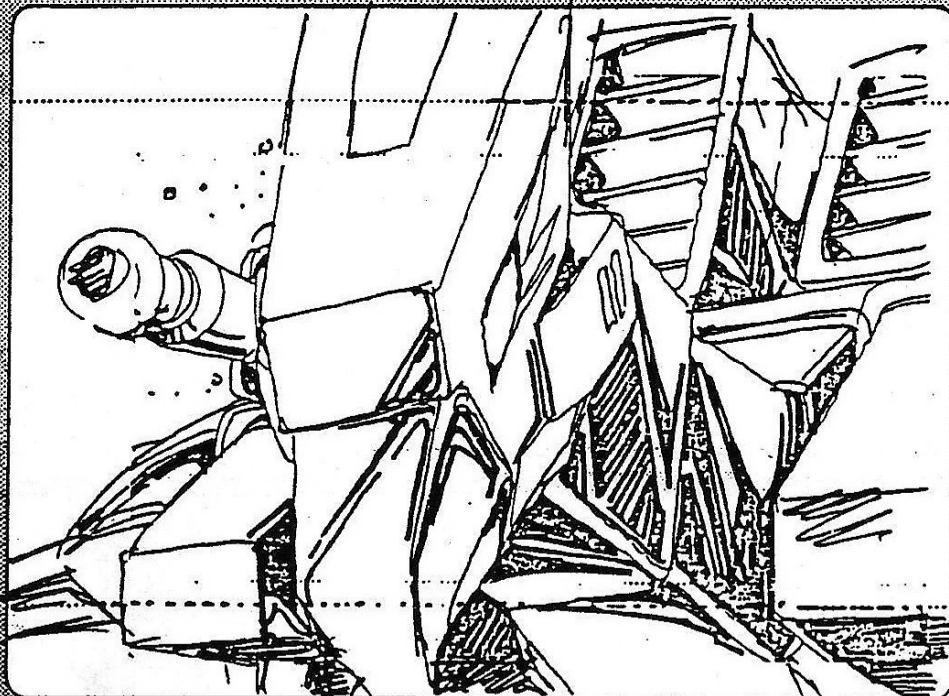
DIAL

MUSIC/SFX

CAMERA

SC. CONT

SEQ. 3 Page 4



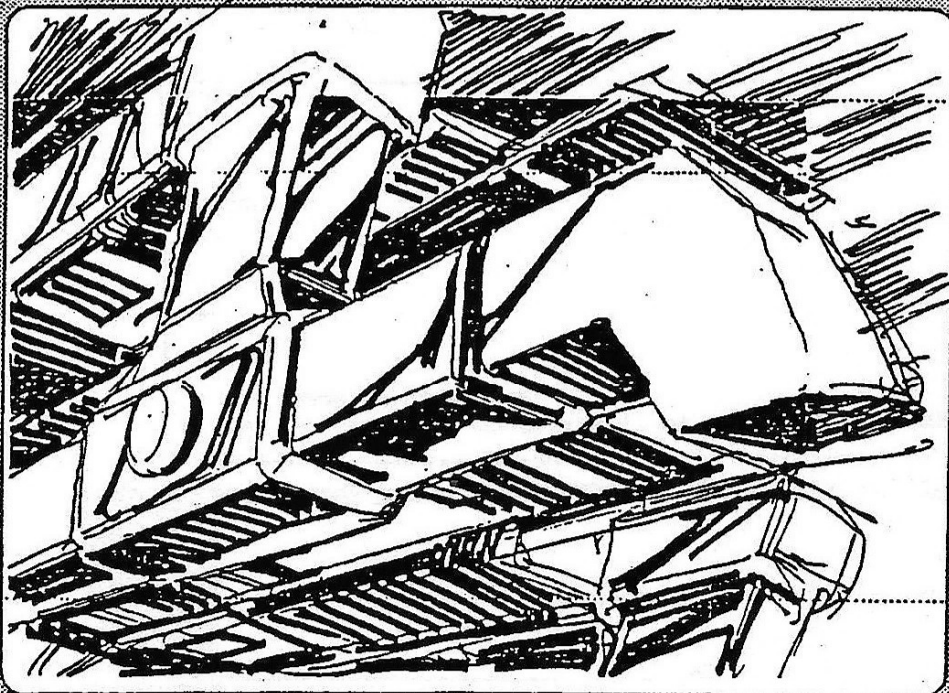
ACTION ...FILLS THE SCREEN...

DIAL

MUSIC/SFX

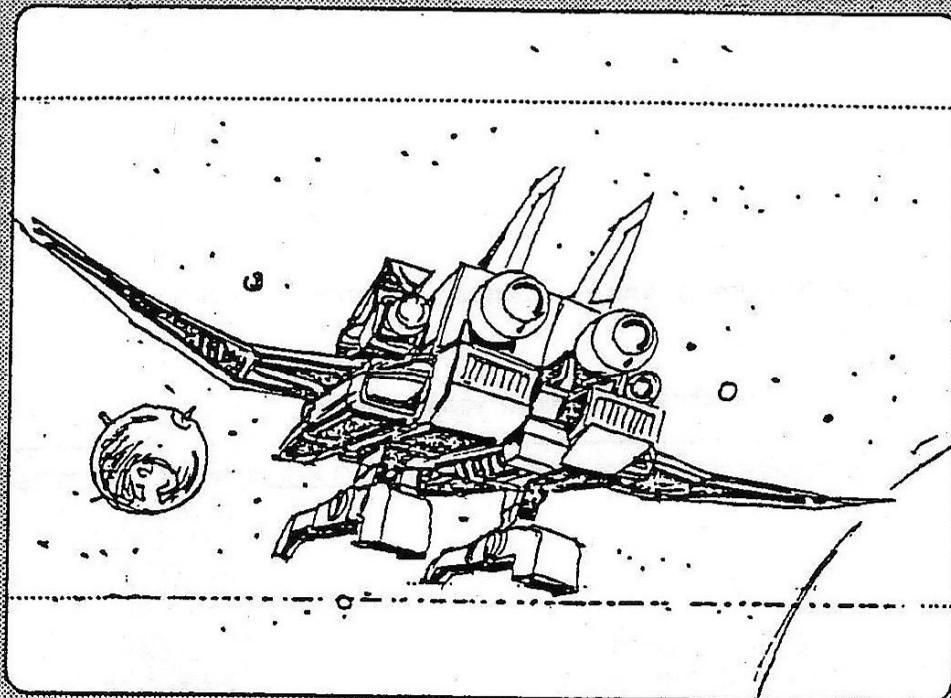
CAMERA

SC. CONT 3-1



SC. CONT

SEQ. 3 Page 5



ACTION ...WE PAN WITH HIM AS HE PASSES BY...

DIAL

MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...HE HEADS AWAY ON A COURSE THAT WILL TAKE HIM TO THE  
OUTER MOON...

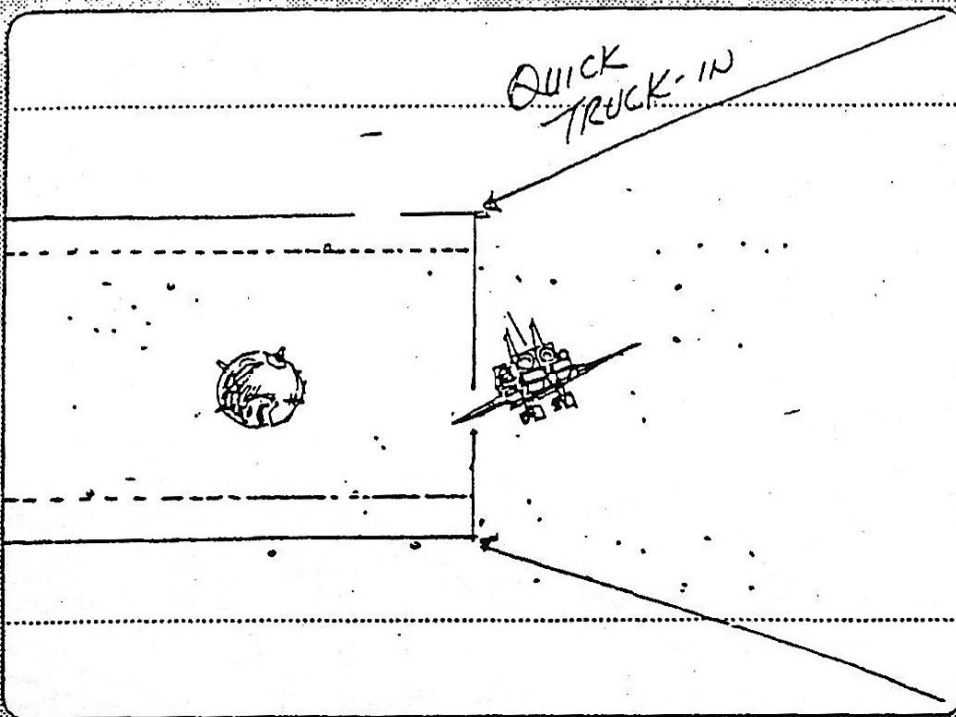
DIAL

MUSIC/SFX

CAMERA



SC. CONT 3-1



ACTION ...LAZERBEAK MOVES AWAY. WE TRUCK PAST HIM TO THE OUTER MOON OF CYBERTRON.

DIAL

MUSIC/SFX

SC. 3-2

SEQ. 3 Page 6



ACTION L.S. THE OUTER MOON OF CYBERTRON. WE TRAVEL TOWARD IT...

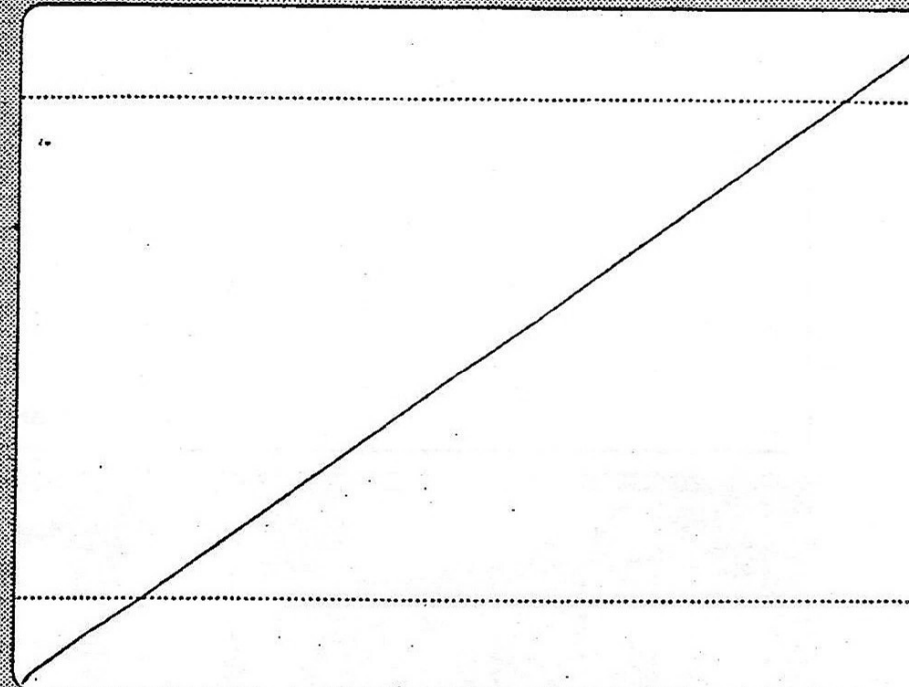
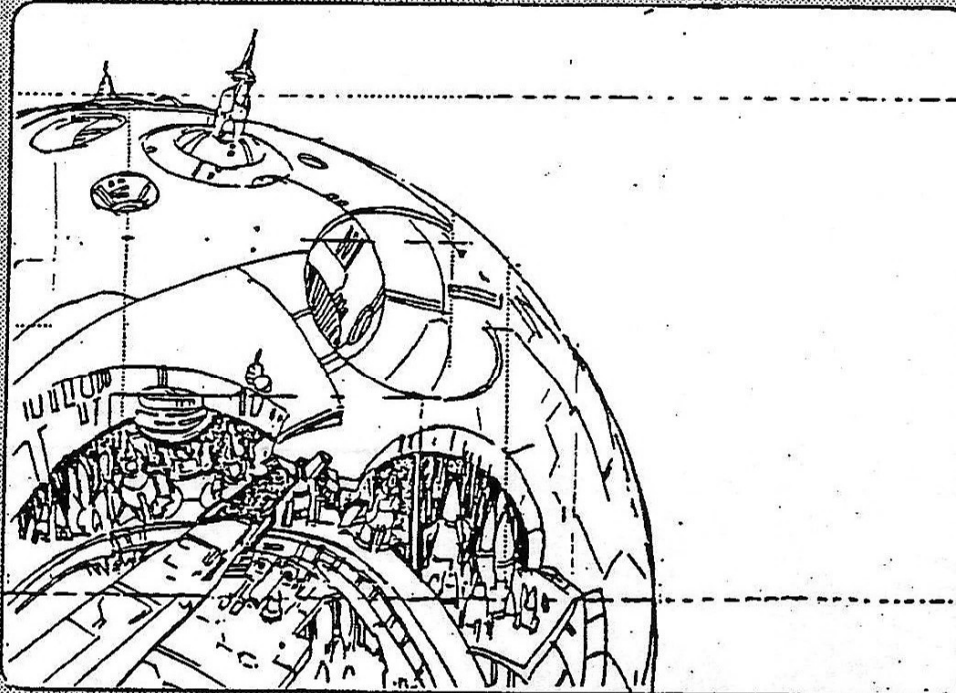
DIAL NARRATOR (CONT) ...But from secret ...

MUSIC/SFX

SC. CONT 3-2

SC.

SEQ. 3 Page 7



ACTION ...AS WE APPROACH IT, WE CAN SEE THAT BELOW ITS OUTER CRUST  
IS A STOCKPILE OF WEAPONS.

DIAL NARRATOR (CONT)... staging grounds ...

MUSIC/SFX

CAMERA

ACTION

DIAL

MUSIC/SFX

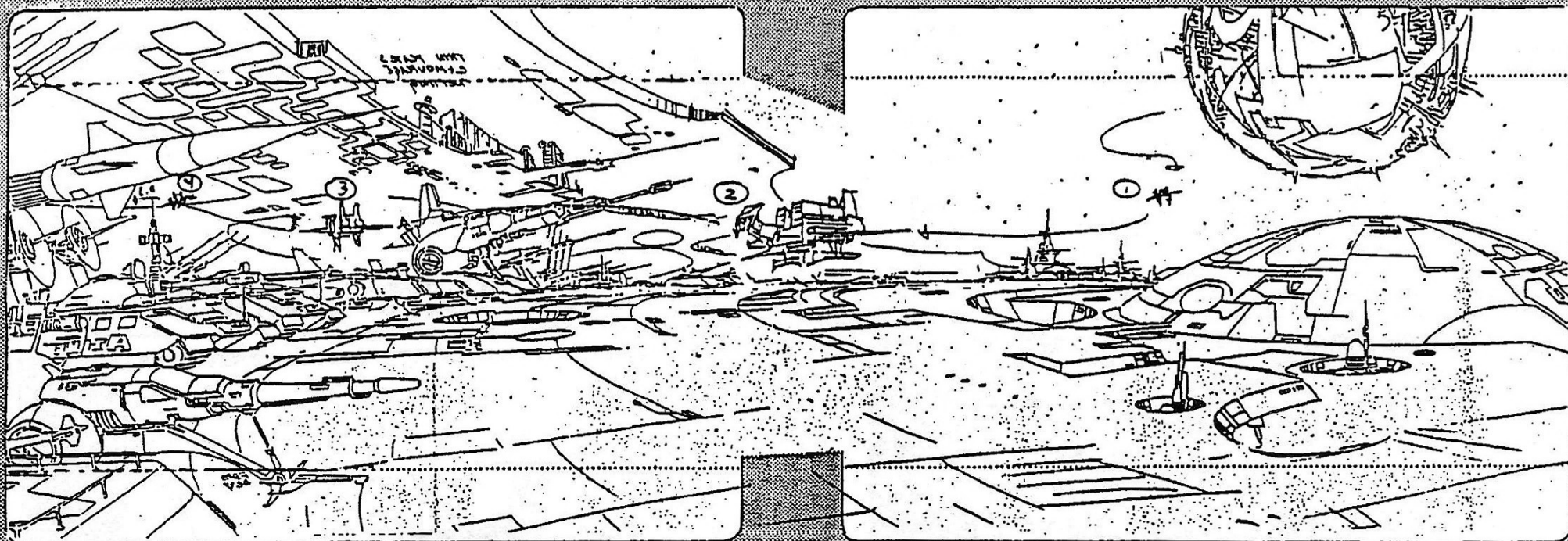
CAMERA

SC. 3-3

STOP

← PAN

START SEQ. 3 Page 8



ACTION L.S. THE SURFACE OF THE OUTER MOON WITH CYBERTRON IN THE DISTANCE. LAZERBEAK COMES FLYING IN AND WE FOLLOW HIM AS HE DISAPPEARS INTO THE WEAPONS STOCKPILE.

DIAL NARRATOR (CONT)...on two of Cybertron's moons,...

MUSIC/SFX

IFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

CAMERA

ACTION

DIAL

MUSIC/SFX

CAMERA



SC. 3-4

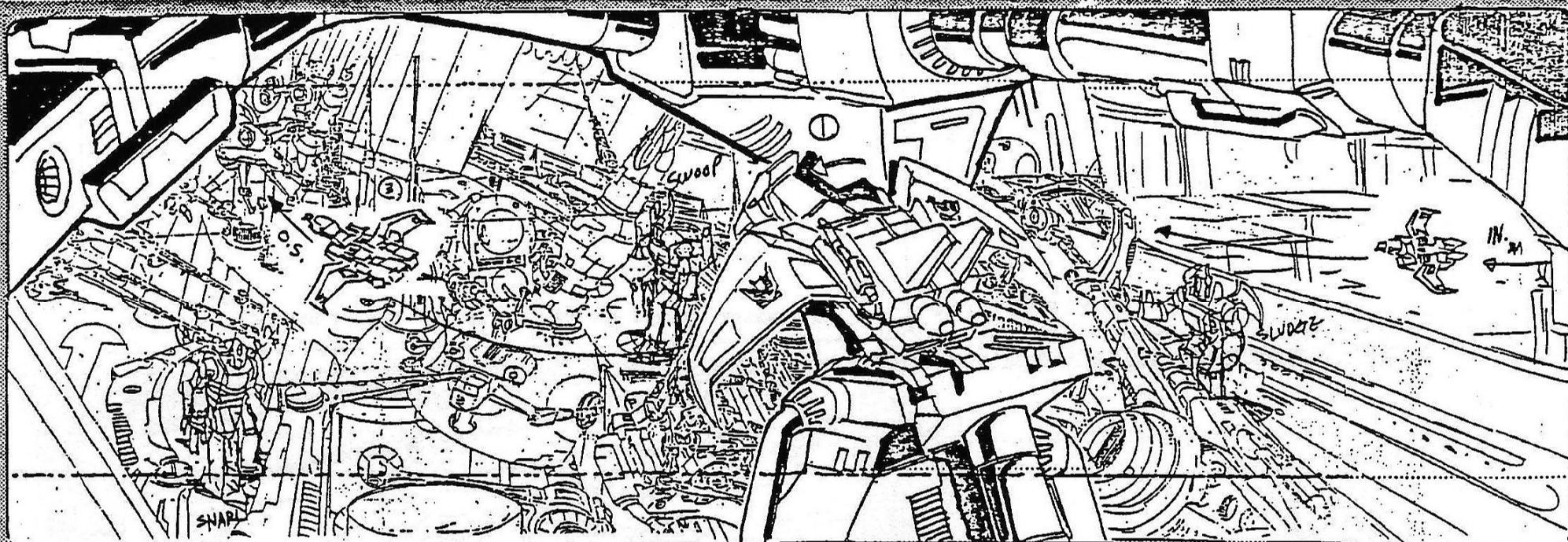
STOP

PAN ←

START

SEQ. 3 Page

9



ACTION DOWN SHOT MOONBASE WEAPONS MANUFACTURING PLANT. SLUDGE, SWOOP AND SNARL OPERATE VARIOUS PIECES OF MACHINERY AS WE FOLLOW LAZERBEAK WHO FLIES BY, OVERHEAD, UNDETECTED.

DIAL NARRATOR (CONT) ...the valiant Autobots prepare to retake their homeland.

MUSIC/SFX

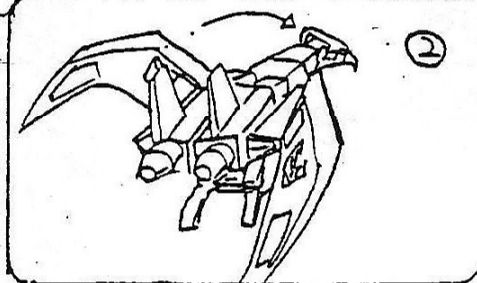
CAMERA

ACTION

DIAL

MUSIC/SFX

CAMERA



NOTE: THIS IS NOT A NEW SCENE PANEL. IT IS HERE TO CLARIFY THE ACTION OF LAZERBEAK.

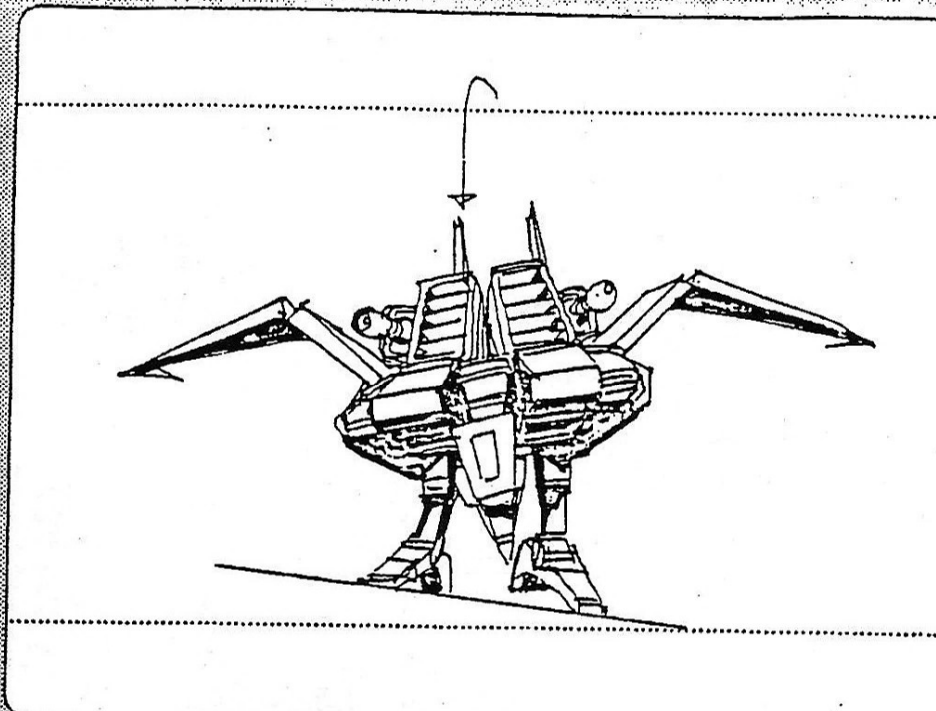
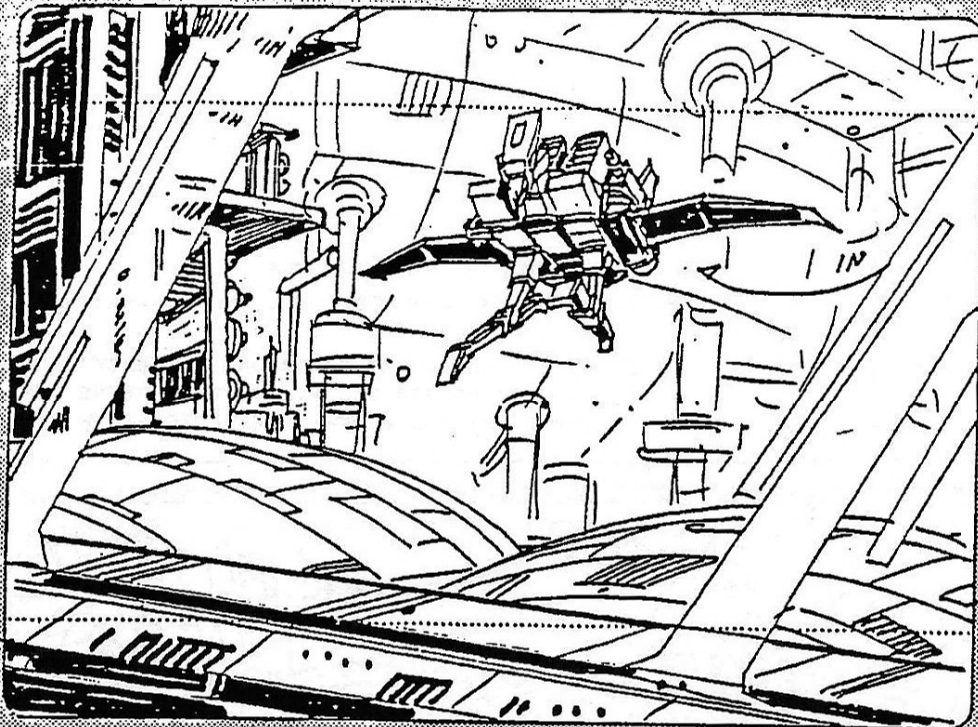
LAZERBEAK FLIES UP AND LANDS ON A BEAM ABOVE THE AUTOBOTS. (1) HE LOOKS DOWN TO SPY ON SWOOP AND SNARL. (2) LAZERBEAK THEN TURNS AND LOOKS DOWN AT SLUDGE. HE THEN TAKES OFF AND (3) FLIES DOWN AND O.S.



SC. 3-2

SC. CONT.

SEQ. 3 Page 10



ACTION M.S. A WINDOW IN ONE WALL OF THE WEAPONS PLANT. LAZERBEAK ENTERS...

DIAL

MUSIC/SFX

CAMERA Von 1 to Beast Hunters and Beyond!!!!

ACTION ...AND LANDS...

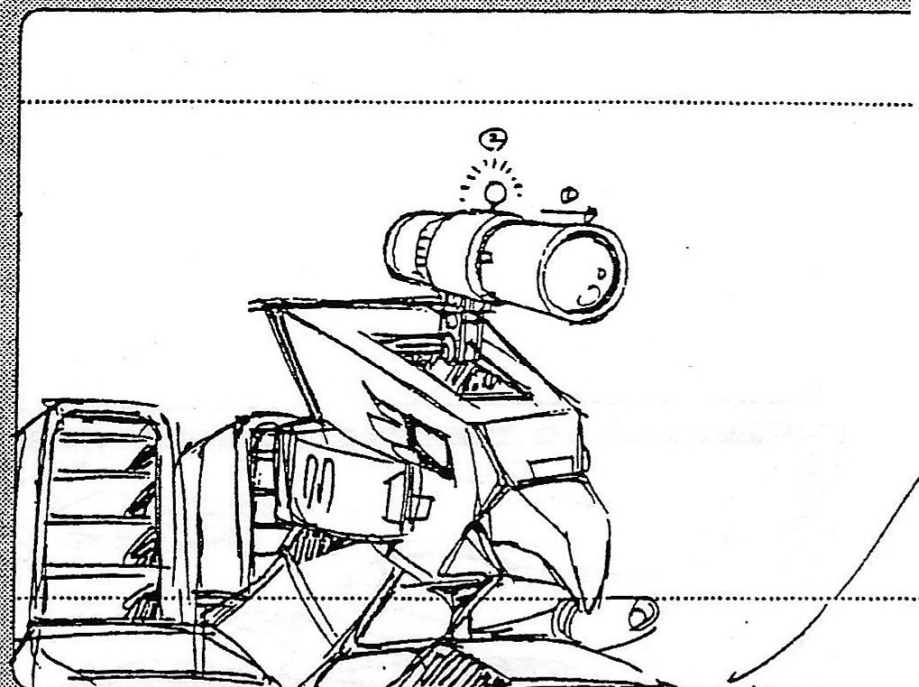
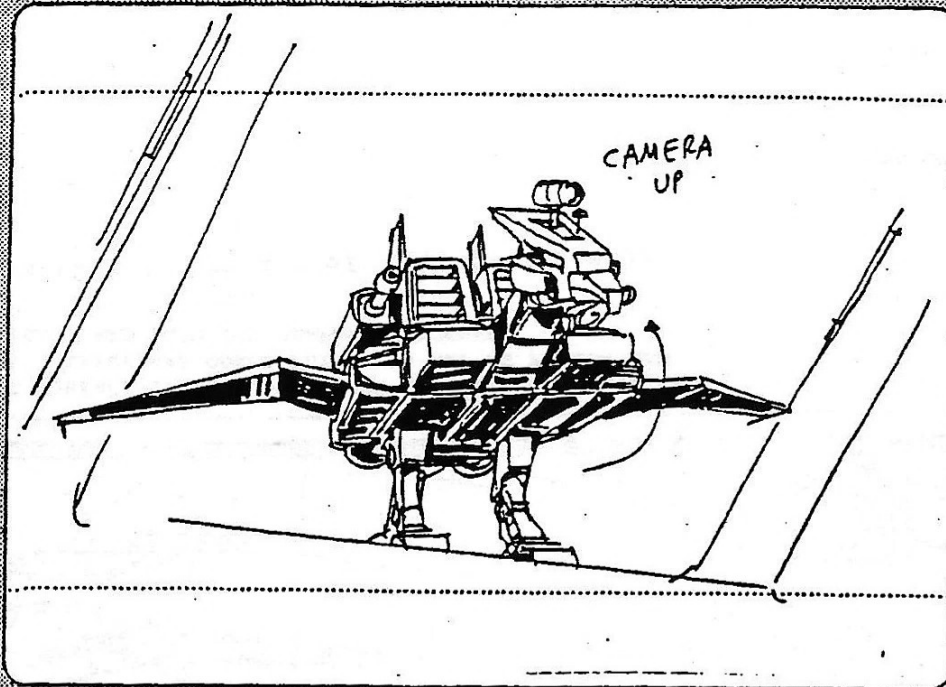
DIAL

MUSIC/SFX

SC. CONT 3-5

SC. 3-6

SEQ 3 Page 11



ACTION ...AND LOOKS UP. HE SPOTS SOMETHING O.S. A SMALL CAMERA  
POPS UP OUT OF LAZERBEAK'S HEAD.

DIAL

MUSIC/SFX

CAMERA

ACTION C.U. LAZERBEAK. THE LENS ON THE CAMERA PUSHES FORWARD  
(FOCUSING), THEN A LIGHT ON TOP OF THE CAMERA LIGHTS UP.

DIAL

MUSIC/SFX

CAMERA



SC. 3-7

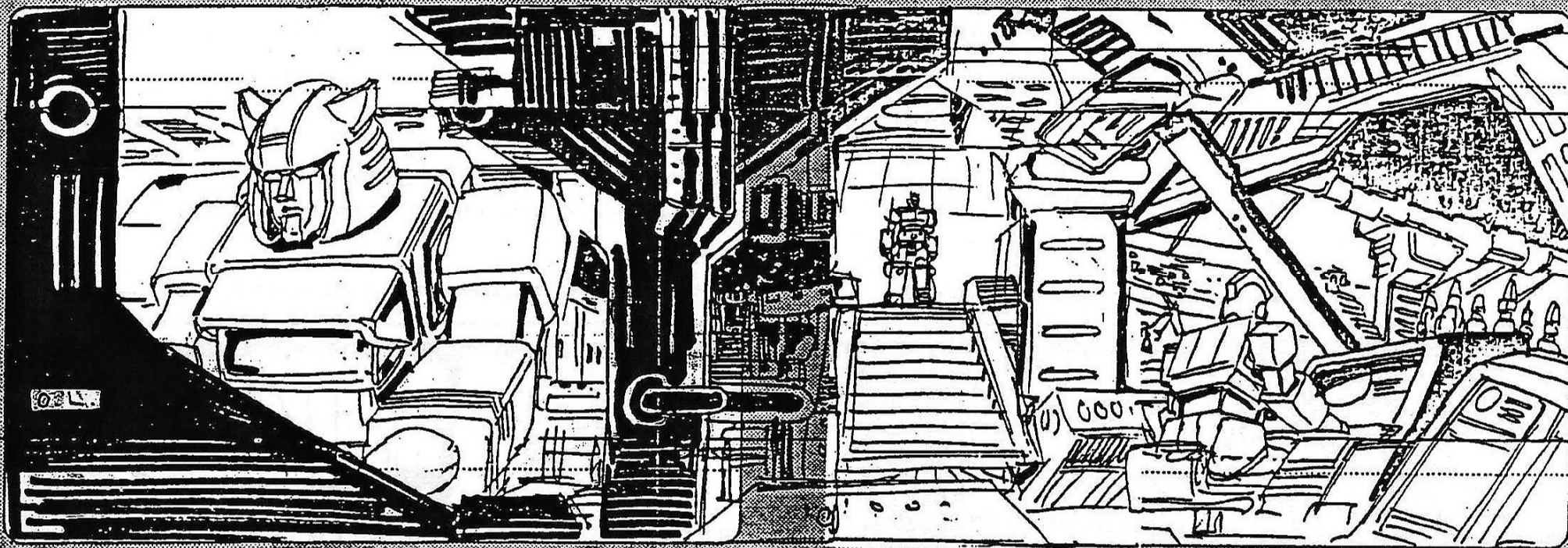
START →

PAN

STOP SEQ. 3

Page

12



ACTION M.S. (POV) THE MOON BASE CONTROL CENTER. CLIFFJUMPER IS OPERATING THE CONTROLS OF SOME INSTRUMENT. WE PAN ACROSS THE ROOM...

DIAL

MUSIC/SFX

ACTION ...OPTIMUS PRIME STANDS AT THE TOP OF A FLIGHT OF STAIRS. ON THE FLOOR BELOW, IRONHIDE IS CONCENTRATING ON A TELEVISION MONITOR.

DIAL PRIME Ironhide, report to me at once!

MUSIC/SFX

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

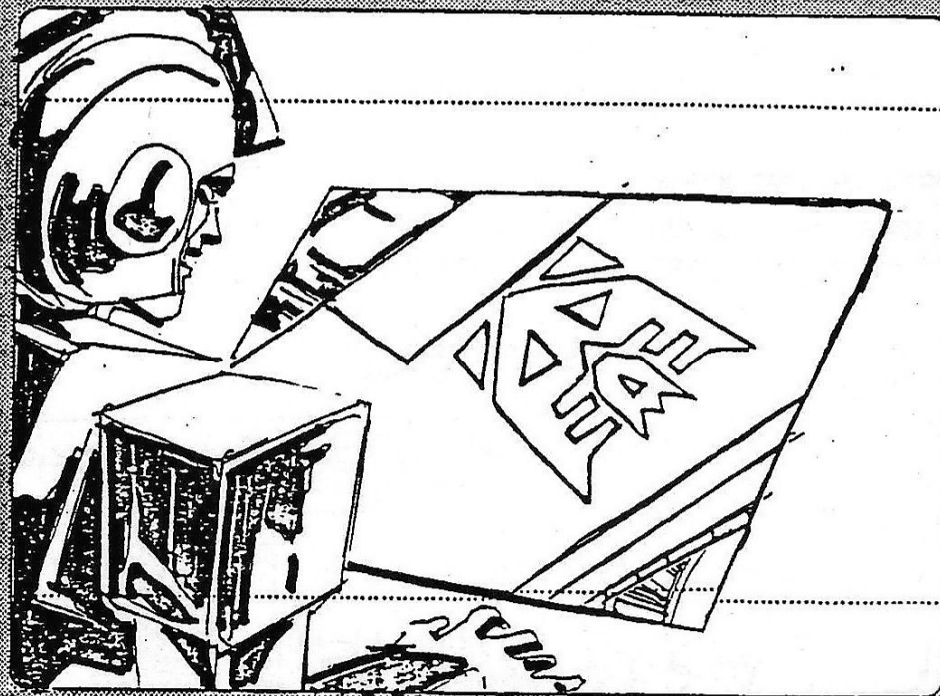
SC. 3-8



SC. CONT.

SEQ. 3

Page 13



ACTION C.U. THE TELEVISION MONITOR SCREEN. IRONHIDE WORKS THE CONTROLS. ON THE SCREEN WE SEE CYBERTRON...

DIAL IRONHIDE Every time I look

MUSIC/SFX

CAMERA

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

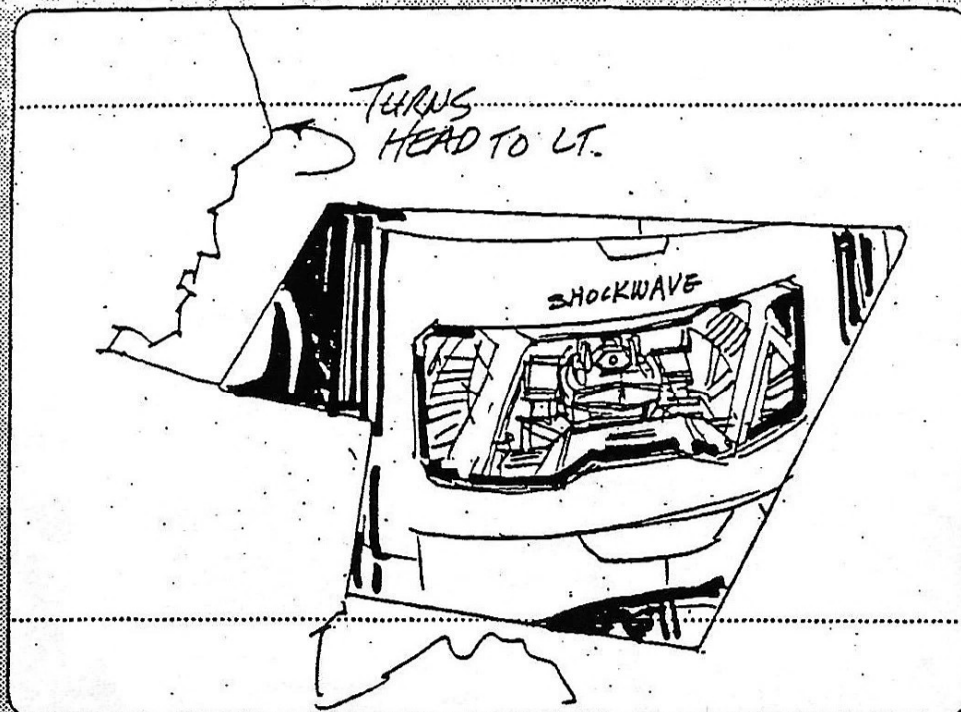
ACTION ...THE IMAGE ZOOMS IN ON A COMPLEX OF BUILDINGS...

IRONHIDE  
DIAL (CONT) into a monitor,

MUSIC/SFX

CAMERA





ACTION ...THE ZOOM IN STOPS ON A C.U. OF A WINDOW. THROUGH THE WINDOW WE CAN SEE SHOCKWAVE. IRONHIDE TURNS TOWARD PRIME O.S.

DIAL IRONHIDE (CONT)

Prime my circuits sizzle.

MUSIC/SFX

ACTION M.S. THE MOONBASE CONTROL CENTER. IRONHIDE TURNS TOWARD PRIME AND SHAKES HIS FIST.

DIAL IRONHIDE (CONT)

When are we gonna  
(SHAKING HIS FIST)

start 'bustin' Deceptichops

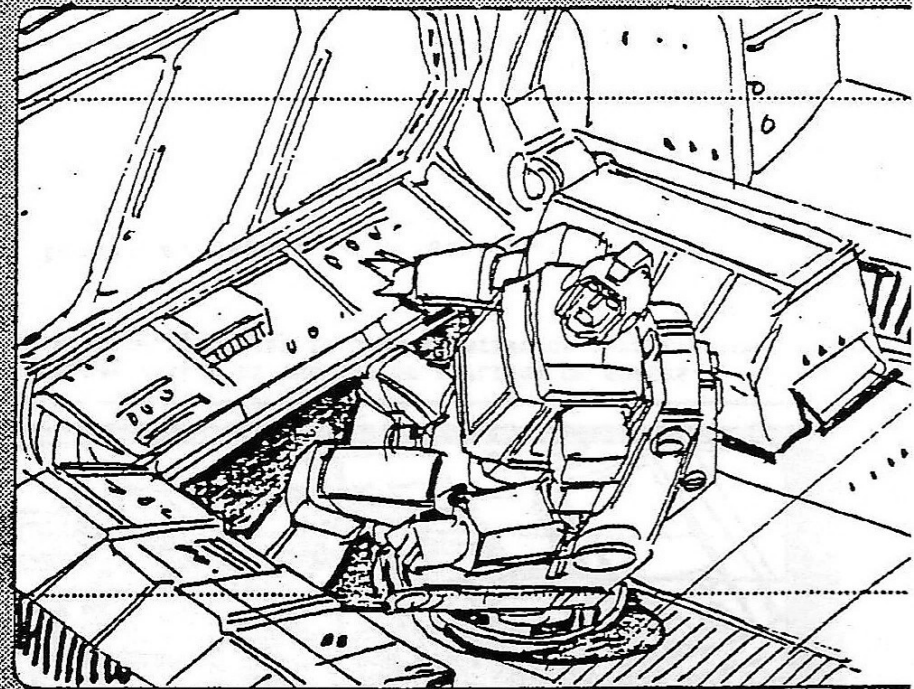
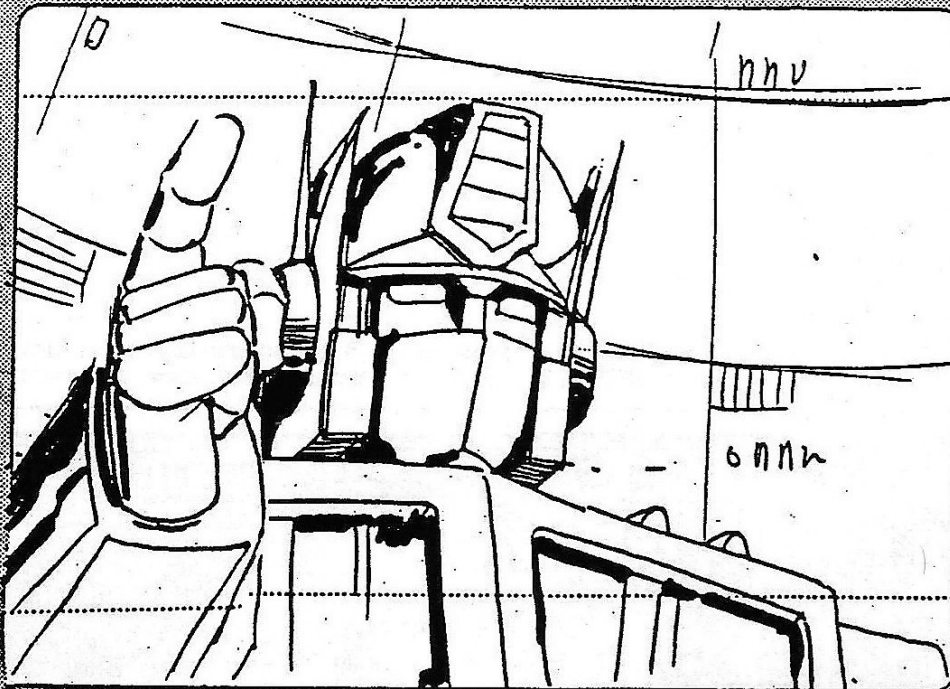
MUSIC/SFX



SC. 3-10

SC. 3-11

SEQ. 3 Page 15



ACTION C.U. OPTIMUS PRIME. HE SPEAKS TO IRONHIDE O.S.

DIAL PRIME I want you to make a special run to Autobot city on Earth.

MUSIC/SFX

CAMERA

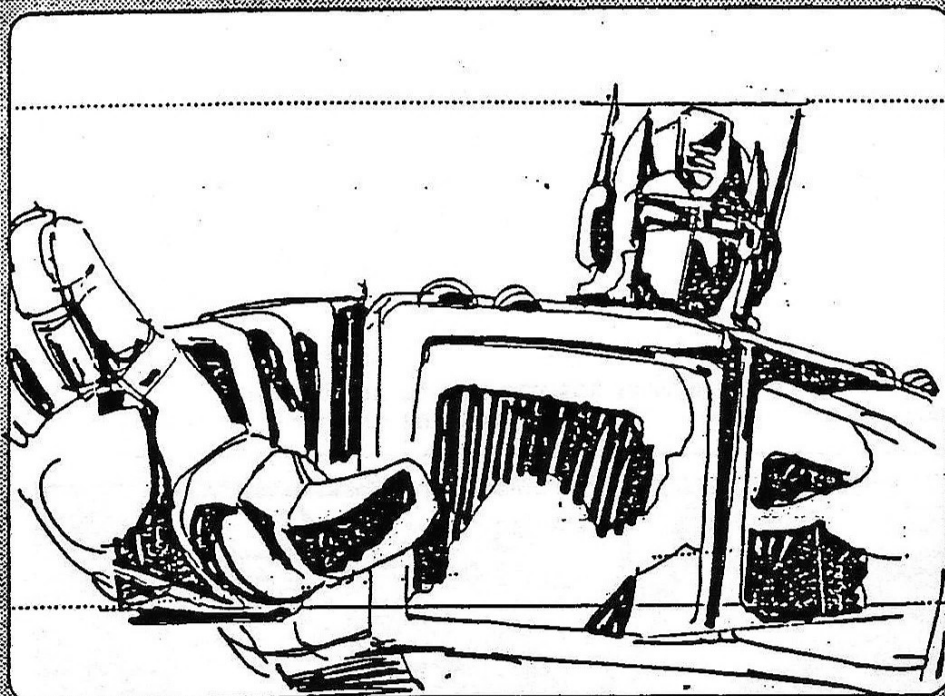
ACTION DOWN SHOT IRONHIDE. IRONHIDE LOOKING UP AT OPTIMUS PRIME O.S.

DIAL IRONHIDE But Prime...

MUSIC/SFX

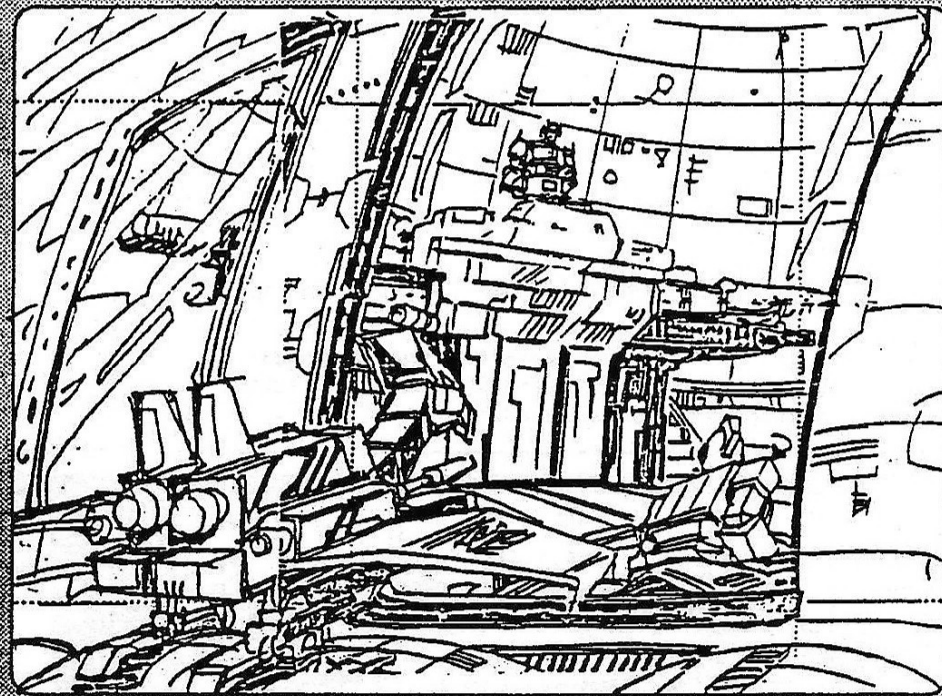
CAMERA

SC. 3-12



SC. 3-13

SEQ. 3 Page 16



ACTION M.S. OPTIMUS PRIME. HE MOTIONS TO IRONHIDE.

DIAL PRIME Listen, Ironide. We don't have enough energon cubes to power a full scale assault.

MUSIC/SFX

IFRAW

From Generation 1 to Beast Hunters and Beyond!!!!

ACTION L.S. THE WINDOW OF THE CONTROL CENTER. LAZERBEAK IS SPYING IN ON PRIME AND IRONHIDE. IRONHIDE SWIVELS AROUND TO FACE THE T.V. MONITOR.

DIAL PRIME Ready the shuttle for launch.

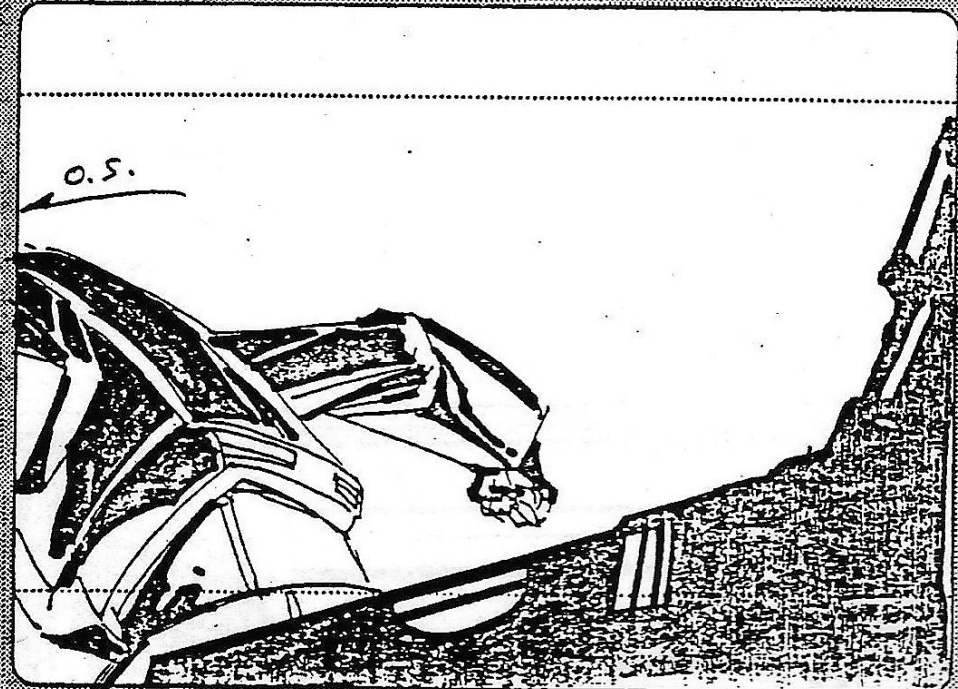
MUSIC/SFX

CAMERA

SC. 3-14

SC. CONT.

SEQ. 3 Page 17



ACTION M.S. IRONHIDE. HE LOOKS DOWN INTO THE MONITOR, THEN TURNS...

DIAL IRONHIDE (LOOKING INTO MONITOR)  
Your days are numbered now, Decepticreeps.

MUSIC/SFX

CAMERA

ACTION ...GETS UP AND RUNS O.S.

DIAL

MUSIC/SFX

CAMERA



SC. 7-1.7

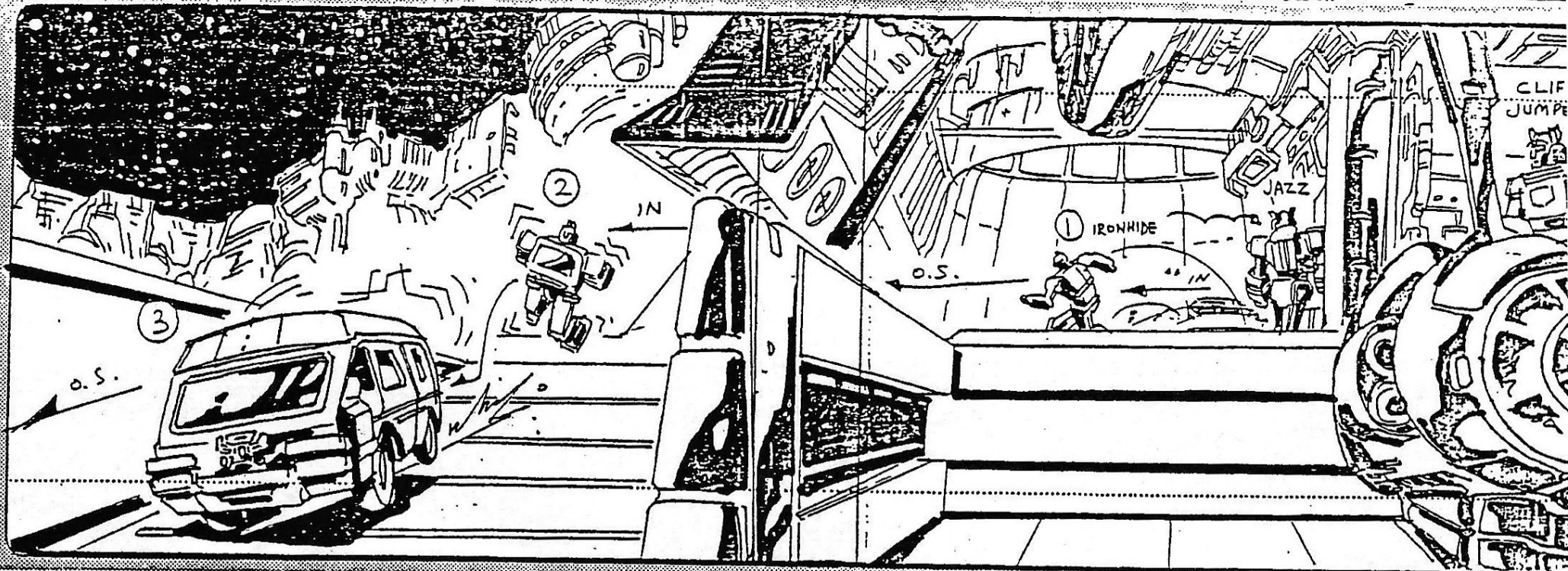
STOP

FOLLOW PAN

START SEQ. 3

Page

10



ACTION

M.L.S. EXTERIOR OF THE MOON BASE COMMAND CENTER. IRONHIDE RUNS OUT PAST CLIFFJUMPER, AND JAZZ WHO IS JUST ENTERING THE COMPLEX. WE PAN WITH IRONHIDE AS HE TRANSFORMS INTO VEHICULAR MODE AND DRIVES O.S.

DIAL

ACTION

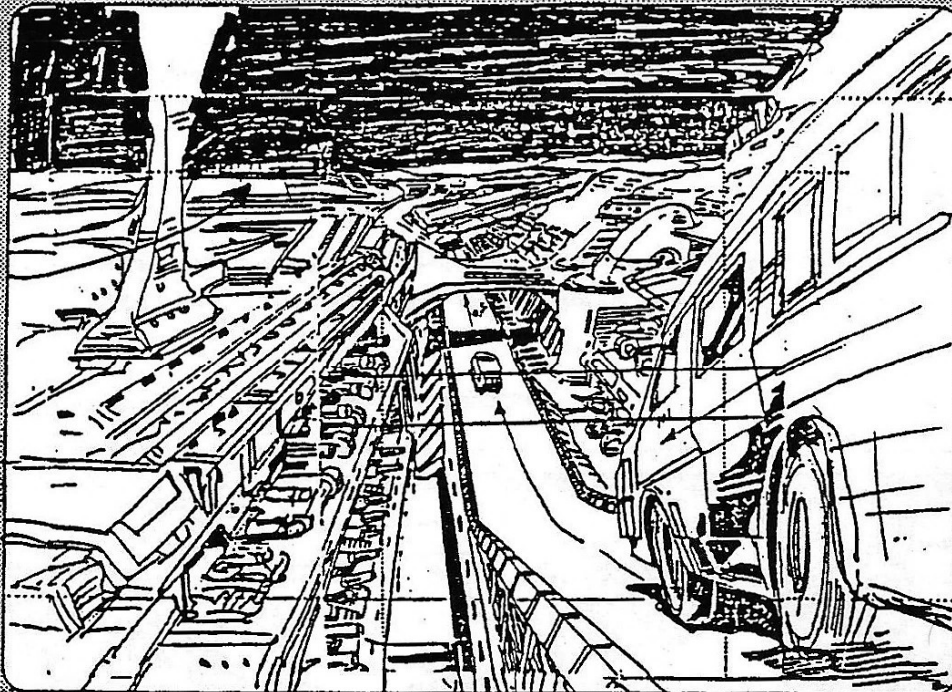
DIAL

MUSIC/SFX

MUSIC/SFX

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

Autobot Shuttle

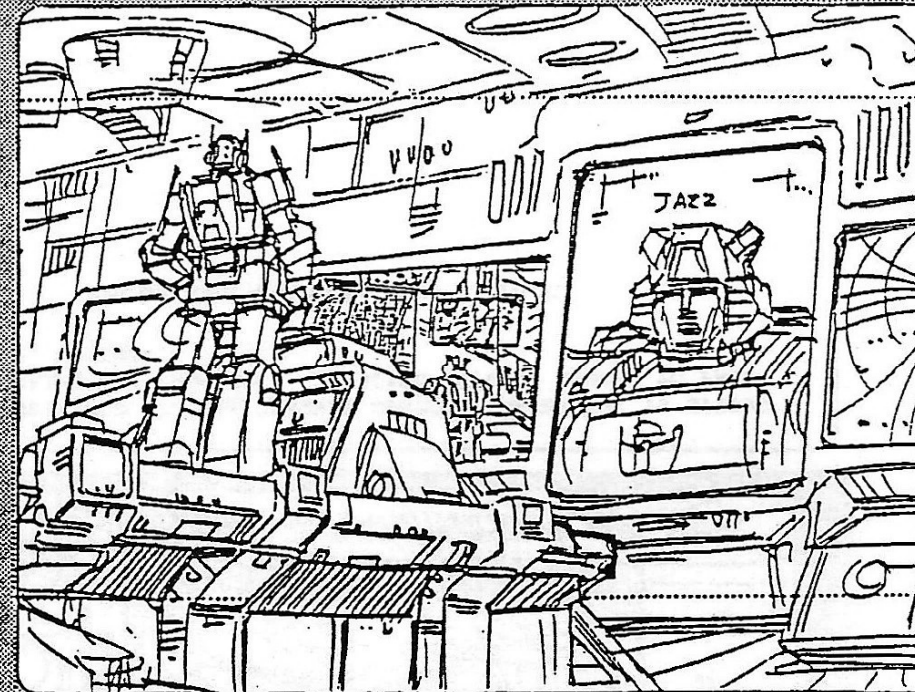


ACTION X.L.S. THE AUTOBOT MOON BASE. IRONHIDE RACES ALONG A ROAD THAT LEADS TO THE SHUTTLE LAUNCH AREA.

DIAL

MUSIC/SFX

CAMERA

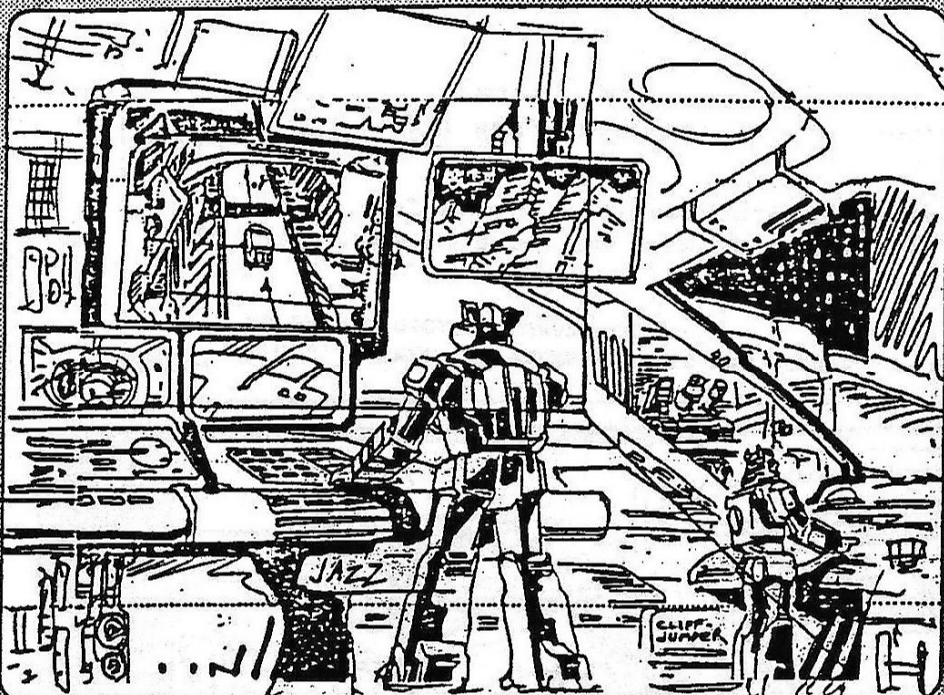


ACTION L.S. PRIME STANDS IN FRONT OF THE CONTROL PANEL AND SCREENS. HE COMMANDS JAZZ TO REPORT. JAZZ'S IMAGES APPEAR ON THE MONITORS.

DIAL PRIME Jazz. Report security status.

MUSIC/SFX

CAMERA



ION L.S. INTERIOR MOON BASE CONTROL CENTER. CLIFFJUMPER AND JAZZ ARE MANNING THEIR STATIONS. ON THE MONITOR IN FRONT OF JAZZ IS A VIEW OF IRONHIDE HEADING TOWARD THE SPACE SHUTTLE.

JAZZ No sign of Decepticons here, Prime.

IC/SFX

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION : L.S. PRIME IN THE CONTROL CENTER. HE IS TALKING TO JAZZ WHOSE IMAGE APPEARS ON THE SCREEN IN FRONT OF HIM.

DIAL PRIME What about Moon base 2?

MUSIC/SFX



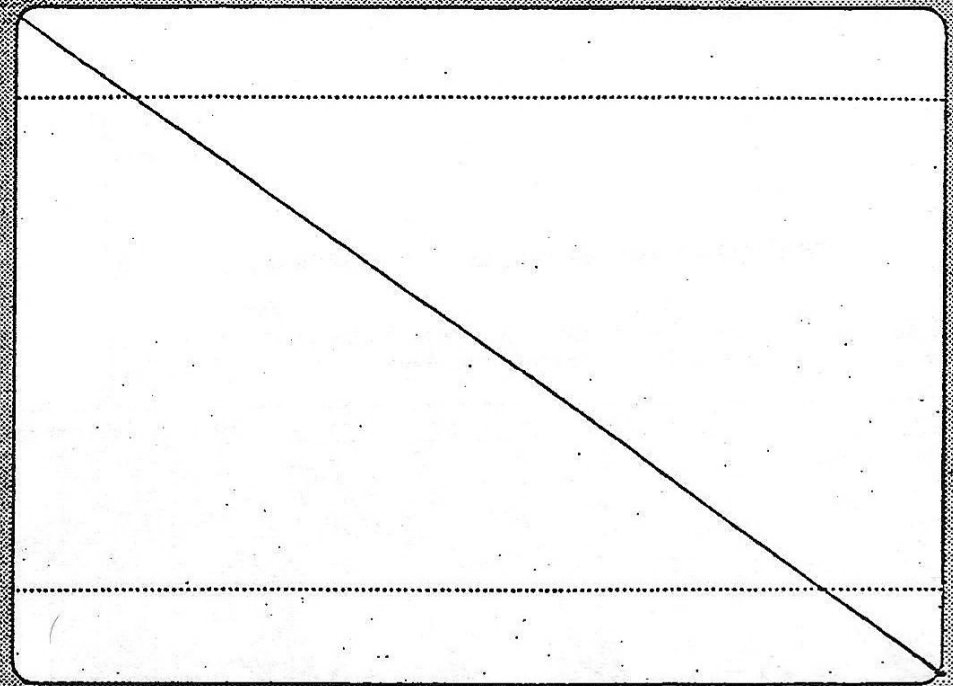
SC. 3-19

TRUCK-IN

SC.

SEQ 3

Page 20(A)



PAGE 21 TO FOLLOW

ACTION M.L.S. JAZZ. HE IS AT THE COMMUNICATION CONSOLE. THROUGH THE WINDOW BEHIND HIM WE CAN SEE CYBERTRON AND THE INNER MOON.

DIAL JAZZ Jazz to Moon Base 2.

MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

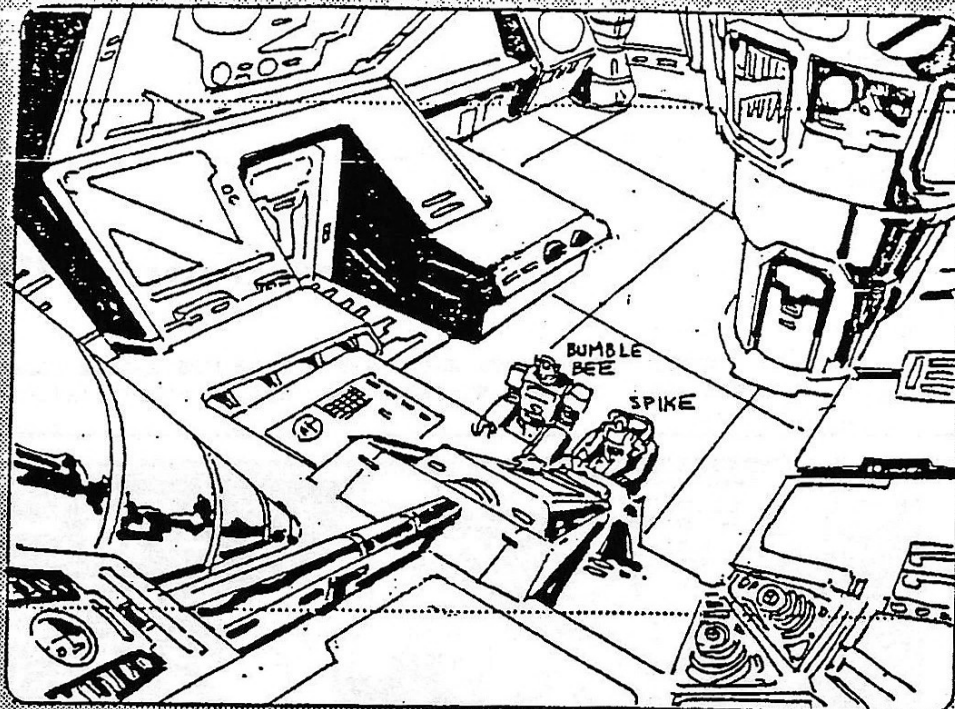
ACTION

DIAL

MUSIC/SFX

CAMERA

SC. 7-20



ACTION DOWN SHOT BUMBLEBEE AND SPIKE. THEY ARE IN THE CONTROL ROOM AT MOON BASE TWO.

DIAL JAZZ Jazz to Moon Base 2.

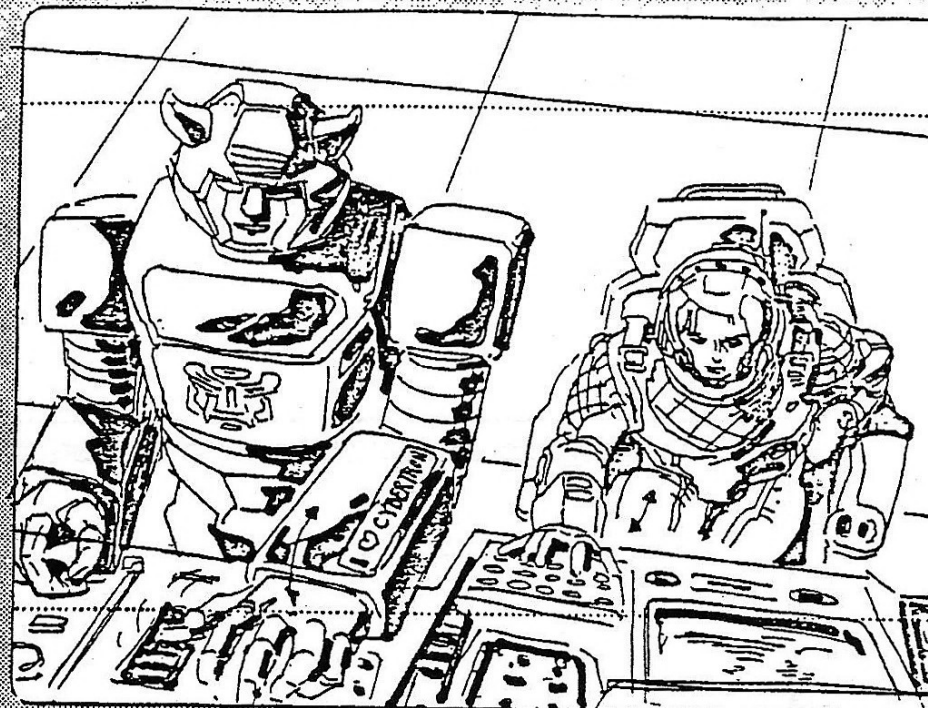
MUSIC/SFX

SC. 7-21

SEQ. 3

Page

21



ACTION M.S. BUMBLEBEE AND SPIKE. THEY OPERATE THE BUTTONS ON THE CONTROL PANEL AS THEY COMMUNICATE TO JAZZ ON MOON BASE ONE.

DIAL BUMBLEBEE Bumblebee and Spike here.

MUSIC/SFX

MUSIC/SFX

SC. 3-22

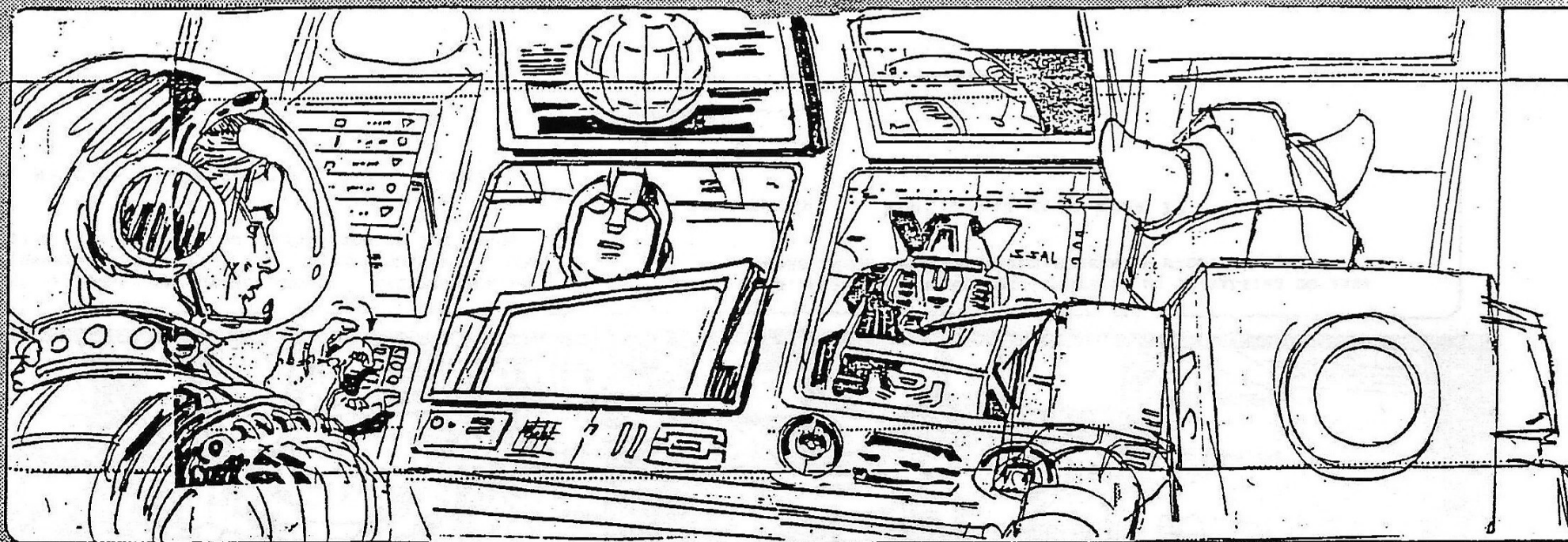
STOP

PAN ←

START

SEQ. 3

Page 22



ACTION M.C.U. SPIKE. HE TALKS TO JAZZ WHO APPEARS ON THE MONITOR.  
WE PAN TO PICK UP BUMBLEBEE.

DIAL ① JAZZ We're about to send up a shuttle.  
Any Decepticon shennanigans in your area?

MUSIC/SFX SPIKE ③ Hey, Ironhide, tell my son, Daniel, I  
miss him.

CAMERA

ACTION

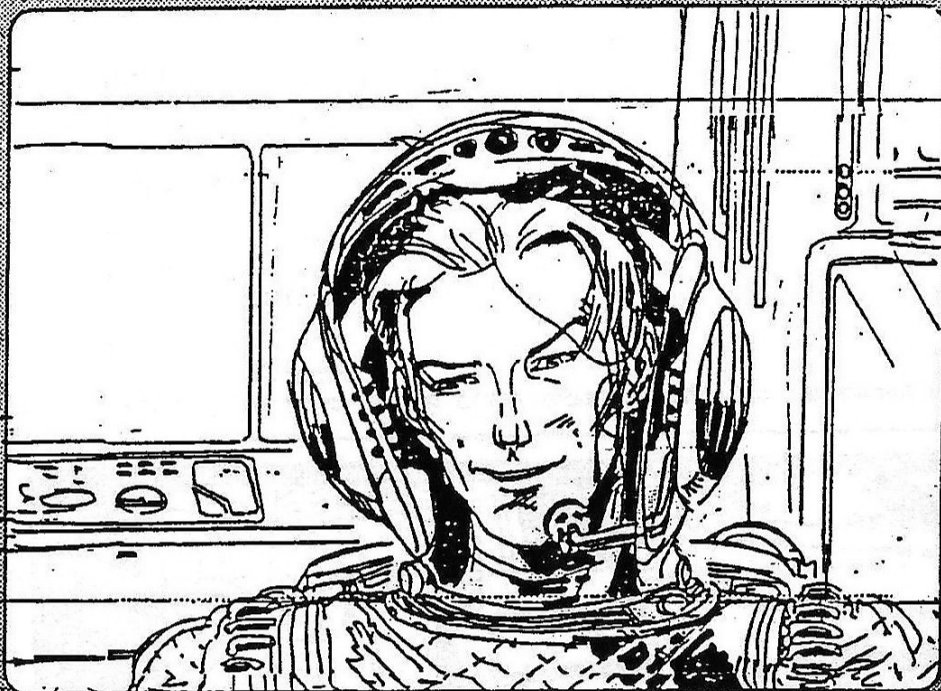
DIAL ② BUMBLEBEE All clear, Jazz.

MUSIC/SFX

CAMERA

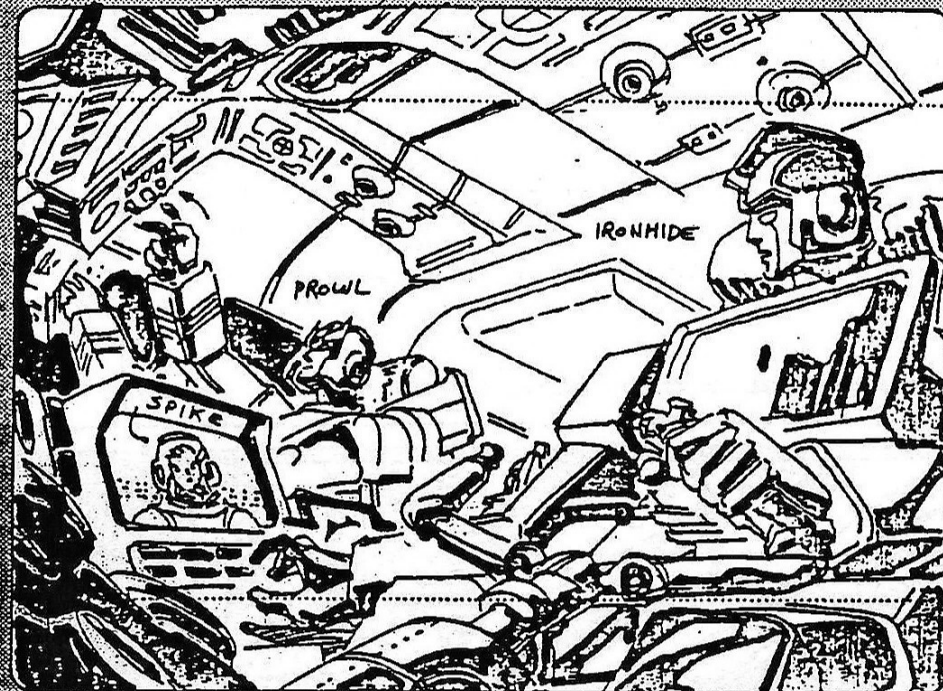


SC. 3-23



SC. 3-24

SEC. 3 Page 23



ACTION C.U. SPIKE. HE SPEAKS TO IRONHIDE WHO IS O.S.

DIAL SPIKE

And tell him I'll be coming home as soon as we've ....

MUSIC/SFX

ACTION

2 SHOT IRONHIDE AND PROWL INSIDE THE AUTOBOT SPACE SHUTTLE. IRONHIDE TALKS TO SPIKE WHILE PROWL READIES THE SHUTTLE FOR LAUNCH.

DIAL

SPIKE (CONT) ...kicked Megatron's tail across the galaxy.

MUSIC/SFX

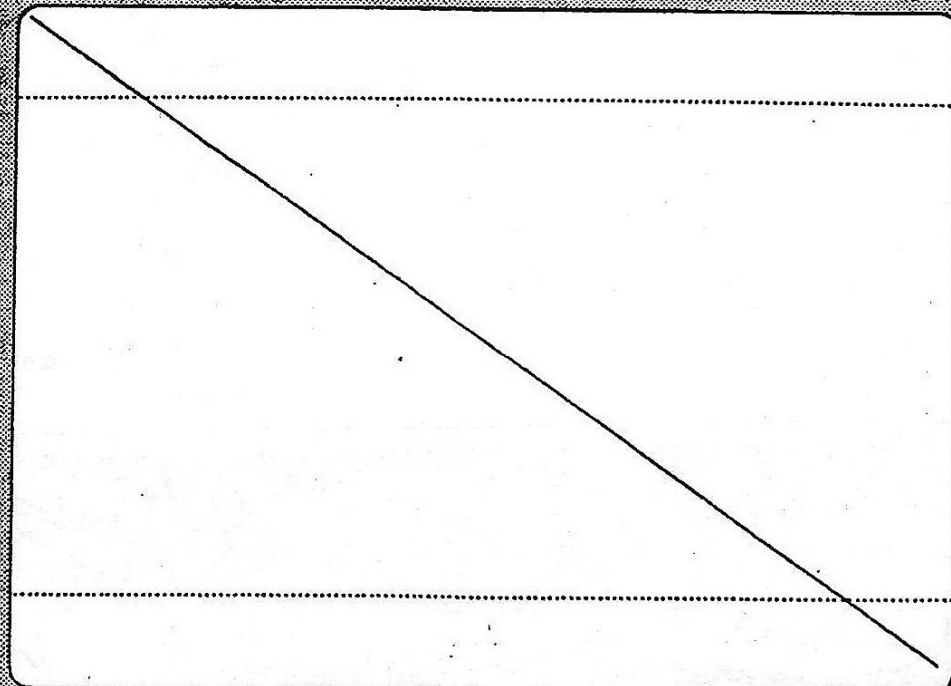
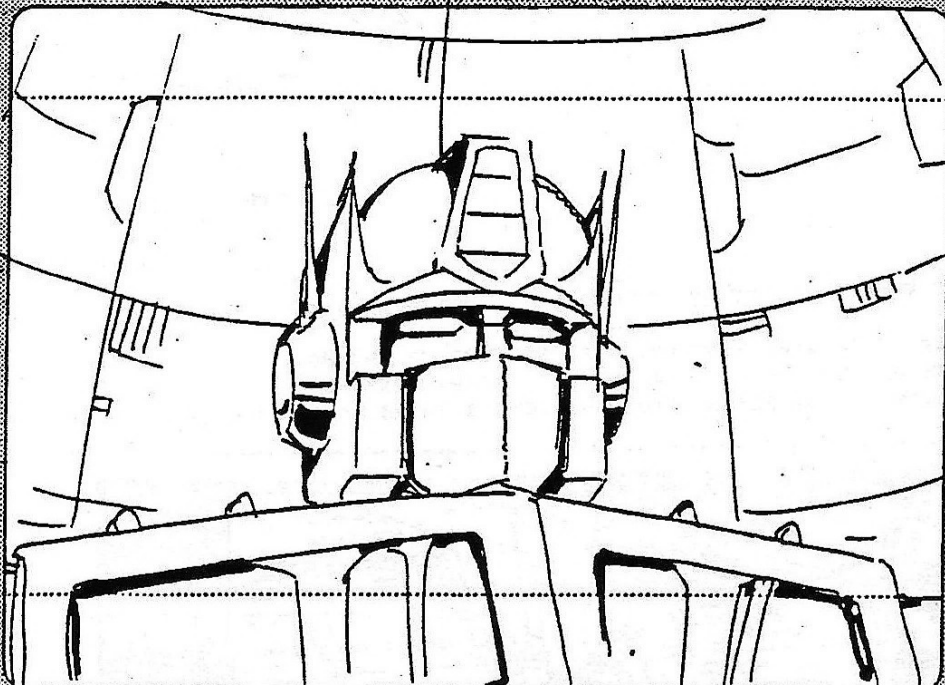
IRONHIDE

Will do, Spike.

SC. 3-25

SC.

SEQ. 3 Page 24



ACTION C.U. OPTIMUS PRIME.

DIAL OPTIMUS PRIME Commence countdown, Cliffjumper.

MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

DIAL

MUSIC/SFX

CAMERA

SC. 1-20

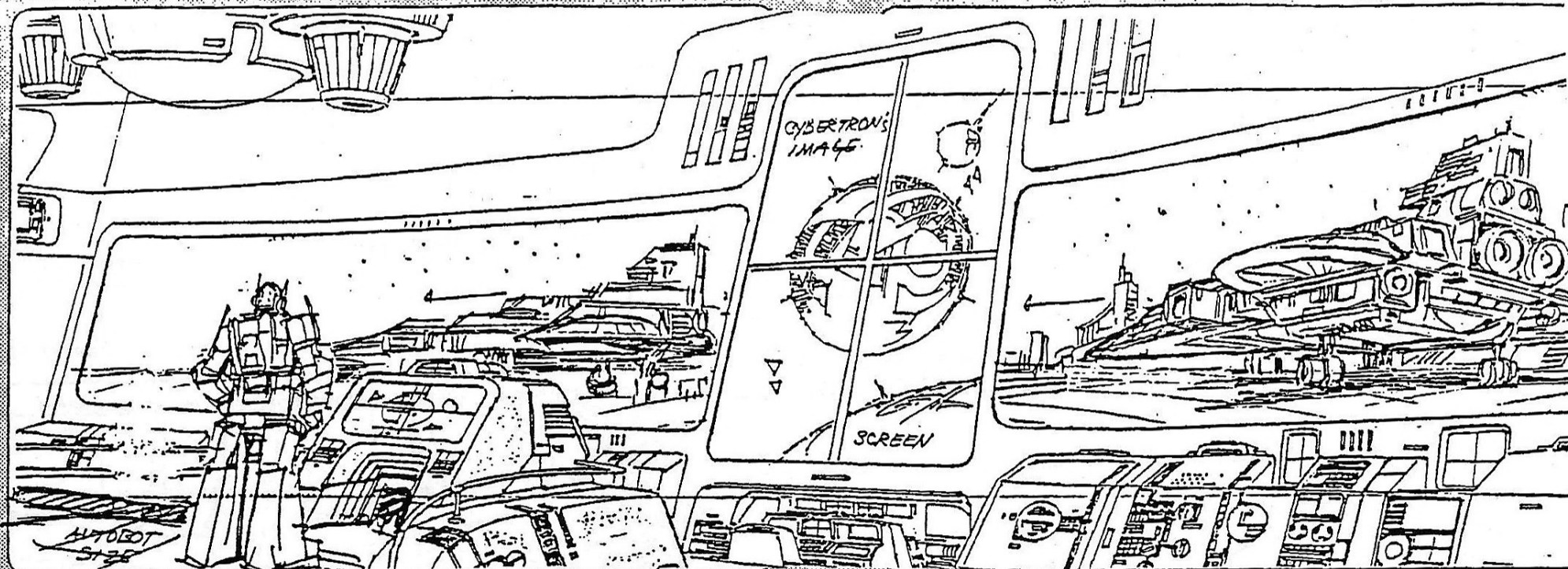
START

PAN →

SC.

STOP

SEQ. 3 Page 47



ACTION L.S. PRIME STANDS IN FRONT OF THE HUGE MONITORS IN THE  
COMMAND CENTER. WE PAN TO SEE VARIOUS SCREENS AND IMAGES  
OF THE AUTOBOT SHUTTLE AND CYBERTRON WITH IST MOONS.

DIAL CLIFFJUMPER Five... Four... Three....

MUSIC/SFX

CAMERA

ACTION

DIAL

MUSIC/SFX

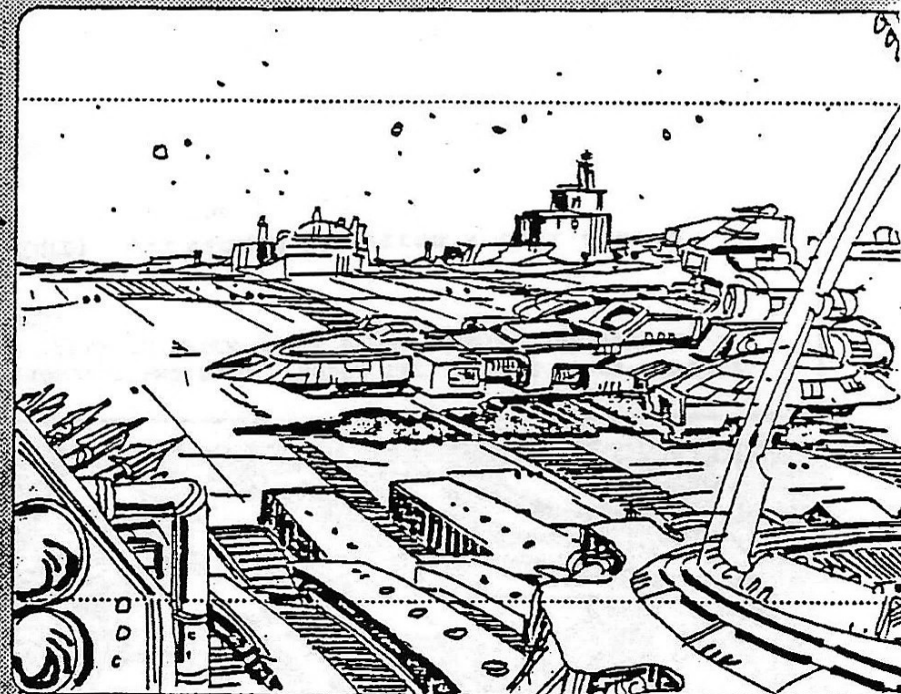
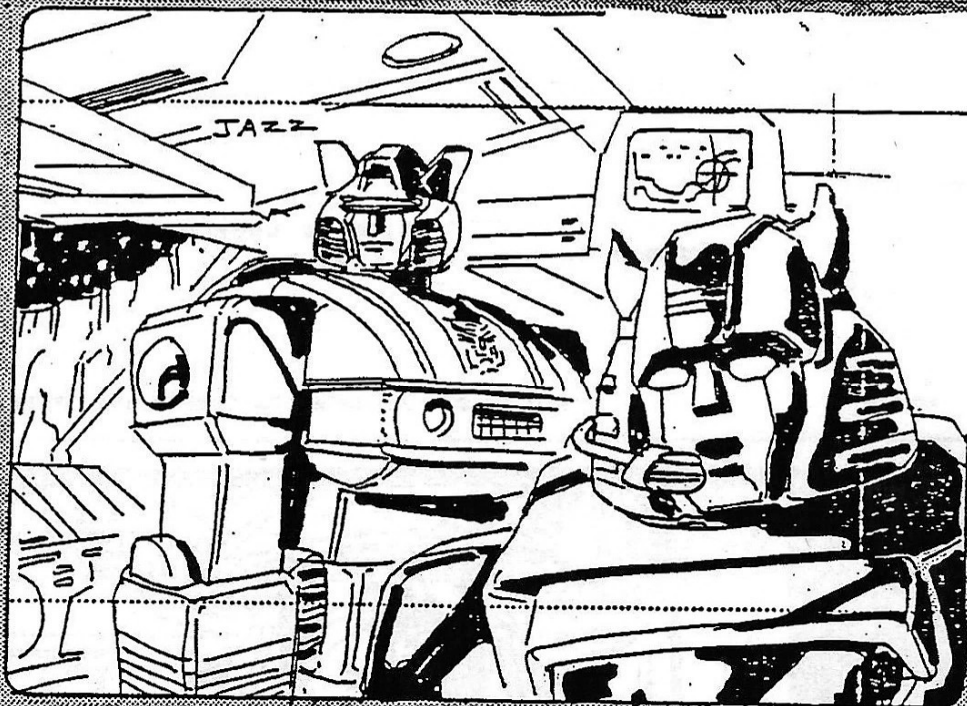
CAMERA



SC. 3-27

SC. 3-28

SEQ. 3 Page 26



ACTION M.S. JAZZ AND CLIFFJUMPER CONDUCTING THE COUNT DOWN TO LAUNCH.

DIAL CLIFFJUMPER .. TWO....

MUSIC/SFX

CAMERA

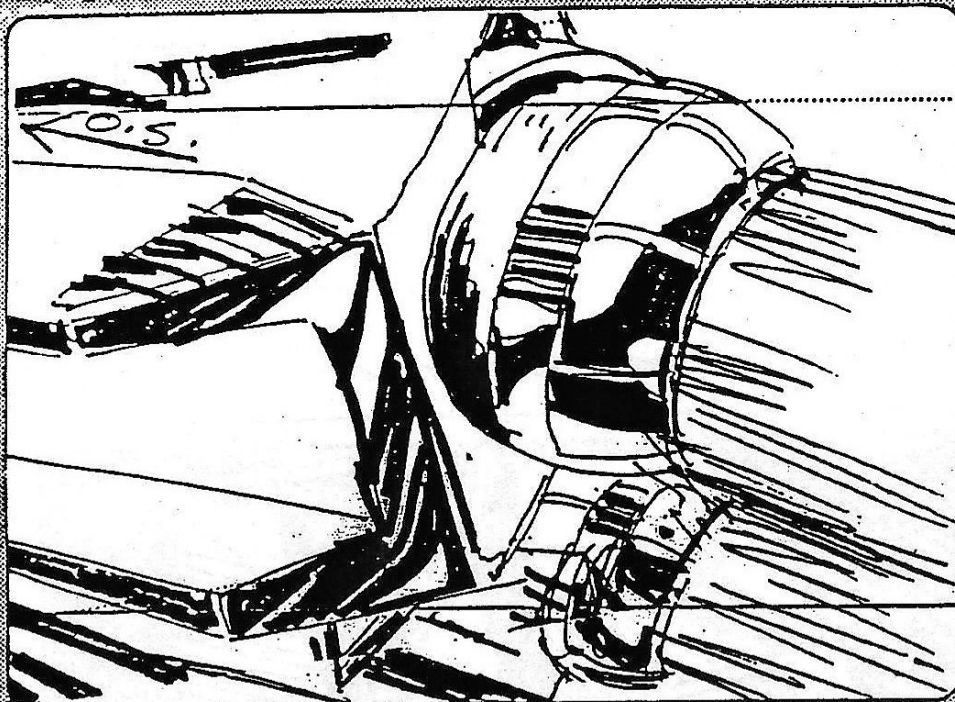
ACTION L.S. THE AUTOBOT SPACE SHUTTLE ON THE LAUNCH RUNWAY.

DIAL CLIFFJUMPER (CONT) ... One... ...Blastoff.

MUSIC/SFX

CAMERA

SC. 3-29



ACTION X.C.U. THE ROCKET NOZZELS OF THE SPACE SHUTTLE. THEY IGNITE SENDING OUT POWERFUL BLASTS OF FLAME. THE SHUTTLE STARTS MOVING AND GOES O.S.

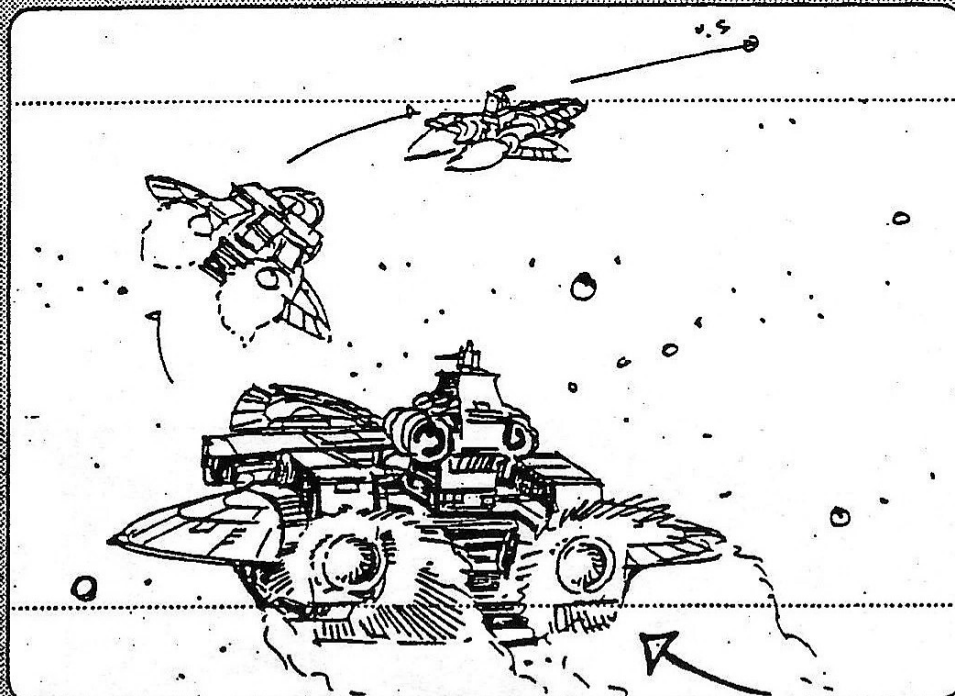
DIAL

MUSIC/SFX

**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 3-30

SEQ. 3 Page 27



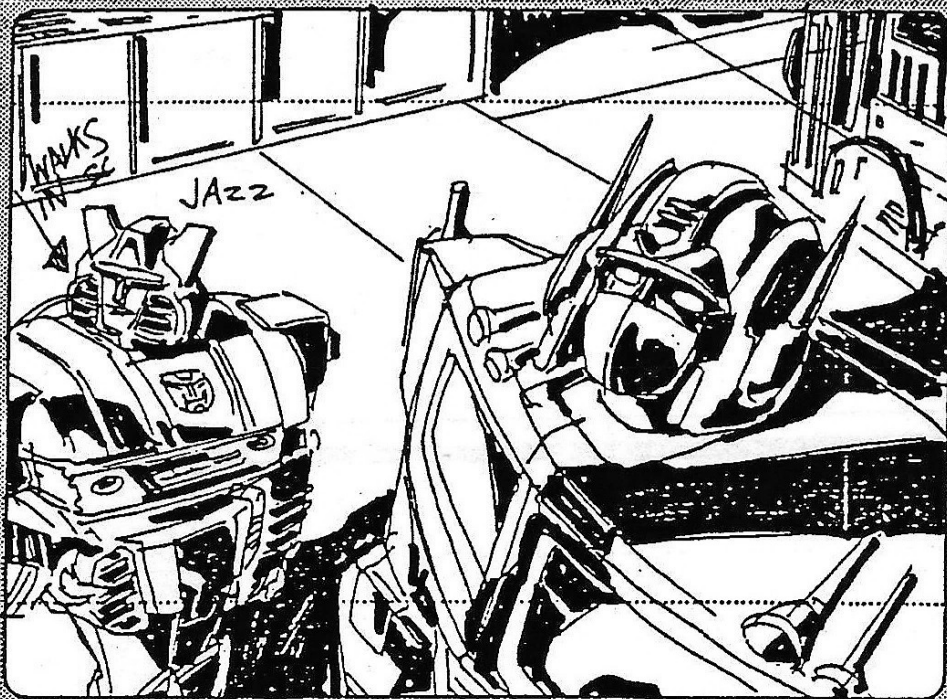
ACTION I.S. THE AUTOBOT SPACE SHUTTLE AS IT CLIMBS INTO SPACE ABOVE THE OUTER MOON.

DIAL

MUSIC/SFX

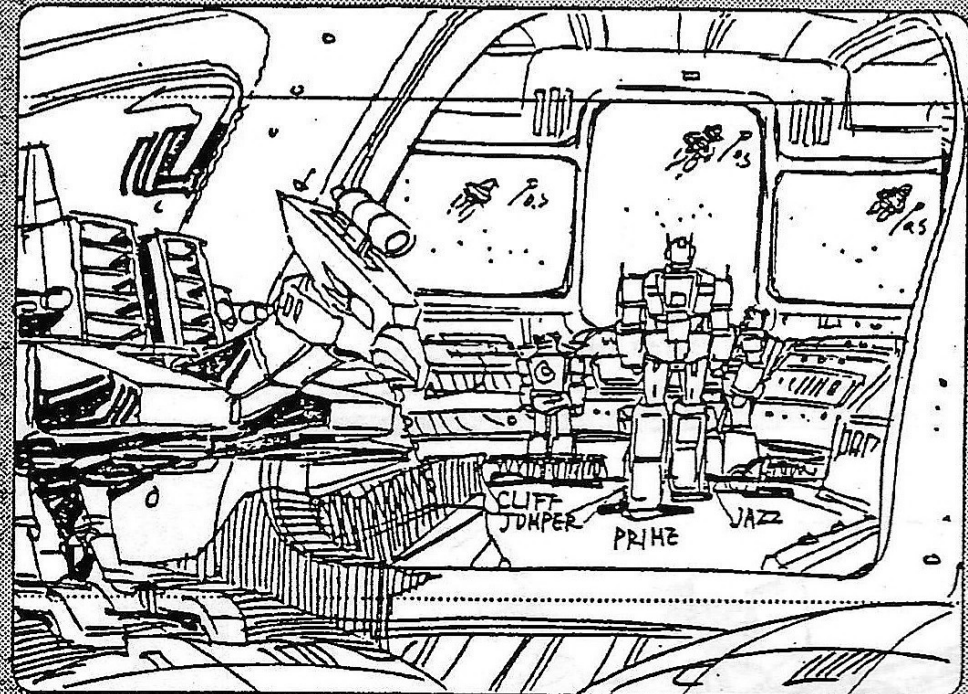
CAMERA

SC. 3-31



SC. 3-32

SEQ. 3 Page 28



ACTION M.S. JAZZ AND PRIME. THEY WATCH THE SPACE SHUTTLE CLIMB AND HEAD FOR EARTH ON THEIR (O.S.) MONITORS.

DIAL PRIME Now, all we need is a little Energon and ...

MUSIC/SFX

CAMERA  
TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION M.C.U. LAZERBEAK WATCHING PRIME, JAZZ, AND CLIFFJUMPER THROUGH THE WINDOW IN THE COMMAND CENTER. THE CAMERA ON HIS HEAD RETRACTS.

DIAL PRIME (CONT) ...a lot of luck.

MUSIC/SFX

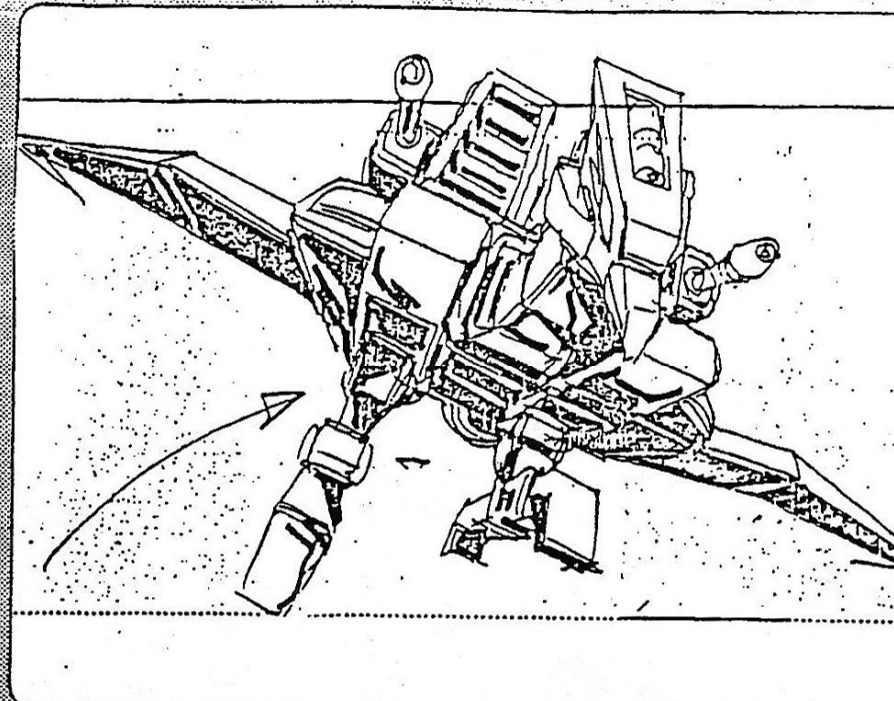
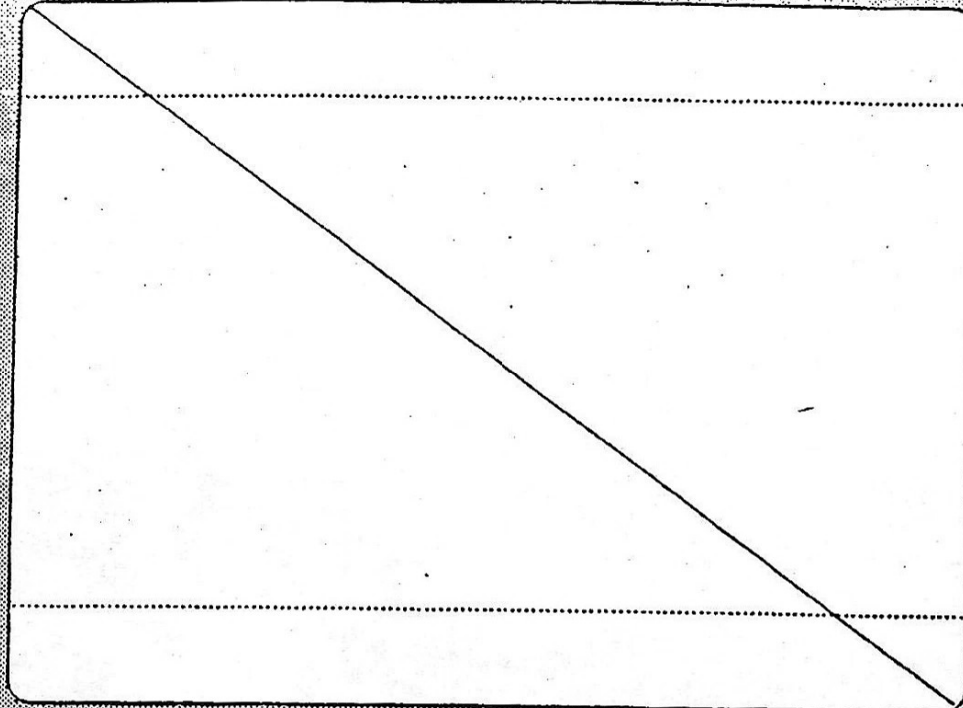
CAMERA



SC.

SC. CONT 3-32

SEQ. 3 Page 27



ACTION

DIAL

MUSIC/SFX

CAMERA

ACTION LAZERBEAK TAKES OFF AND FLIES...

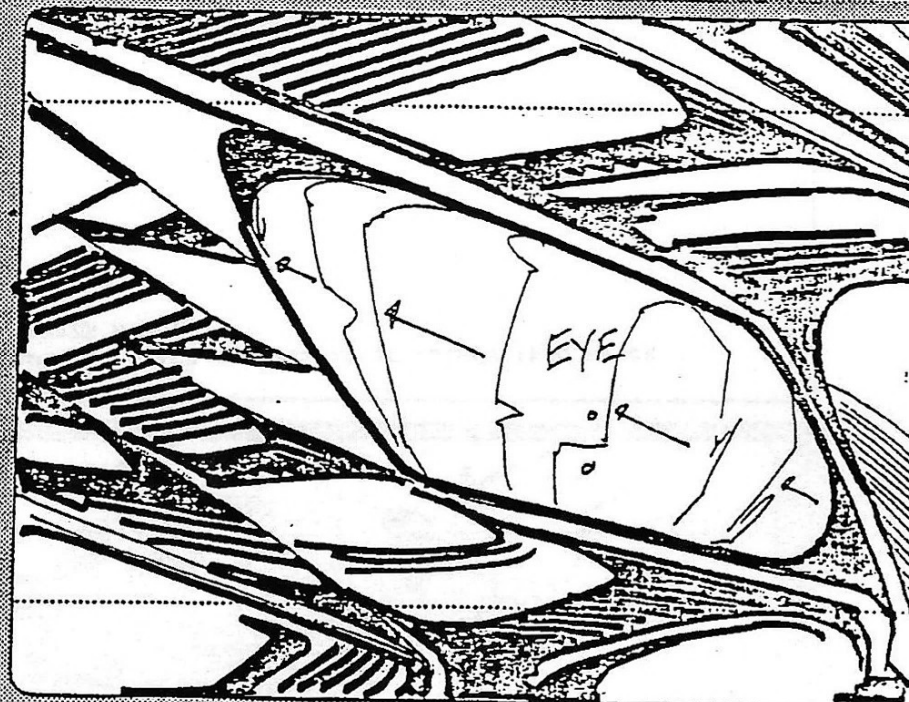
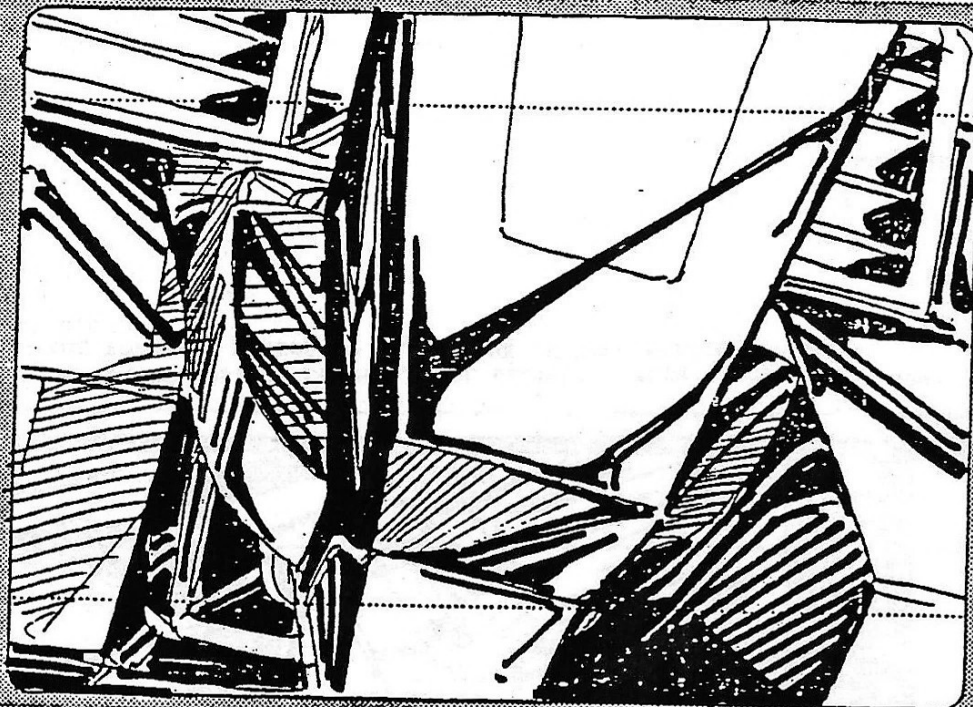
DIAL

MUSIC/SFX

SC. CONT 3-32

SC. CONT.

SEQ.3 Page 30



ACTION ...PAST CLOSE TO THE CAMERA...

DIAL

MUSIC/SFX

CAMERA

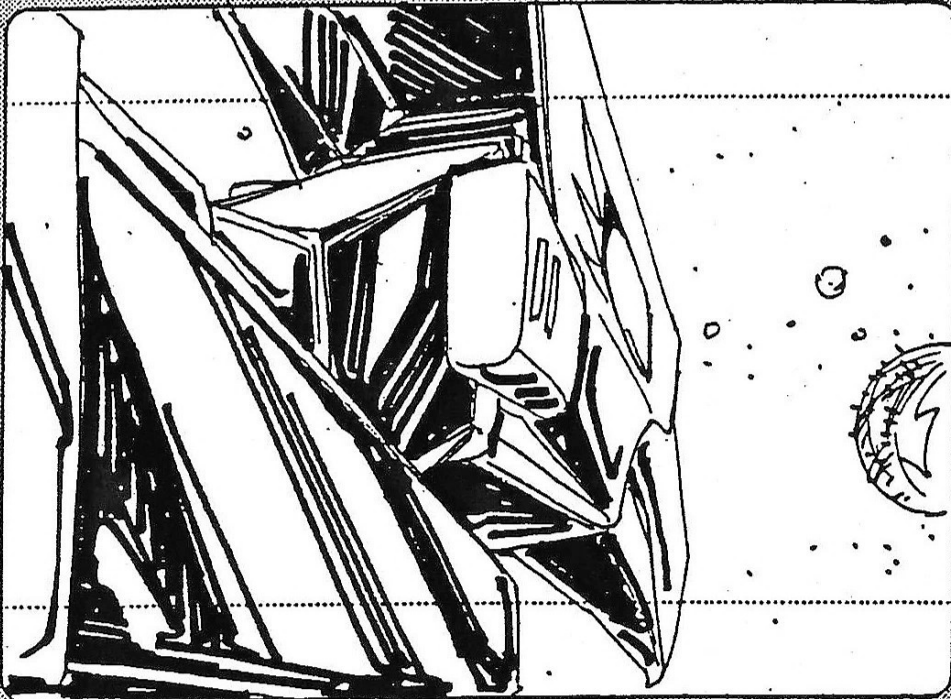
ACTION ...HIS EYE FILLS THE SCREEN...

DIAL

MUSIC/SFX

CAMERA

SC. CONT 3-32



ACTION ...WE PAN WITH HIM AND PICKS UP, IN THE SKY, CYBERTRON...

DIAL

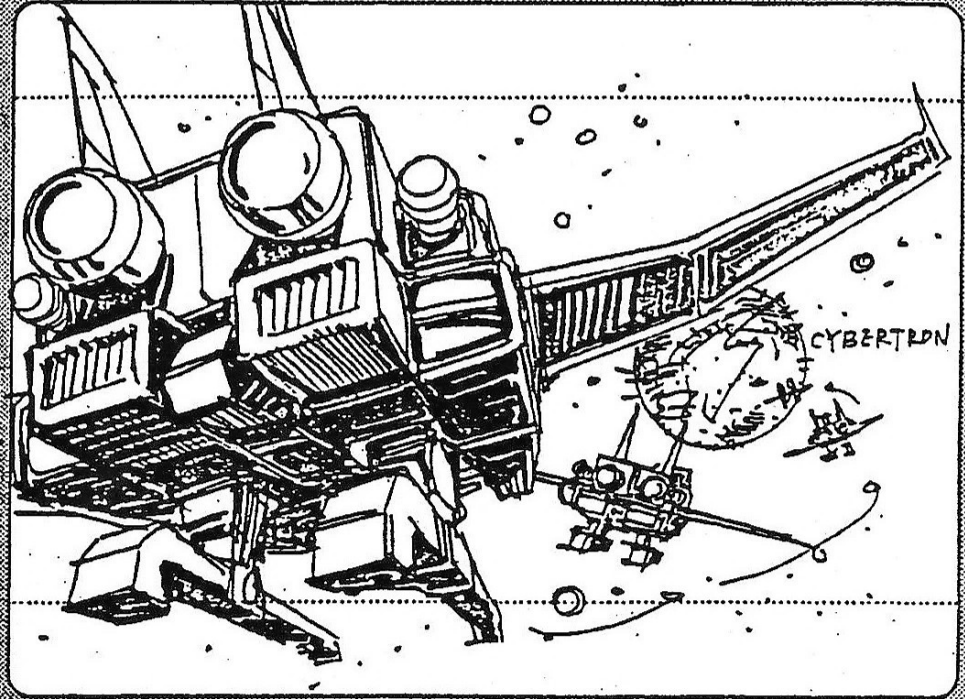
MUSIC/SFX

CAMERA



SC. CONT

SEQ. 3 Page 31



ACTION ...LAZERBEAK HURRIES AWAY HEADING FOR THE METALLIC PLANET.

DIAL

MUSIC/SFX

CAMERA

3<sup>rd</sup> X-DISS TO  
SEQ 4  
SC 4-1



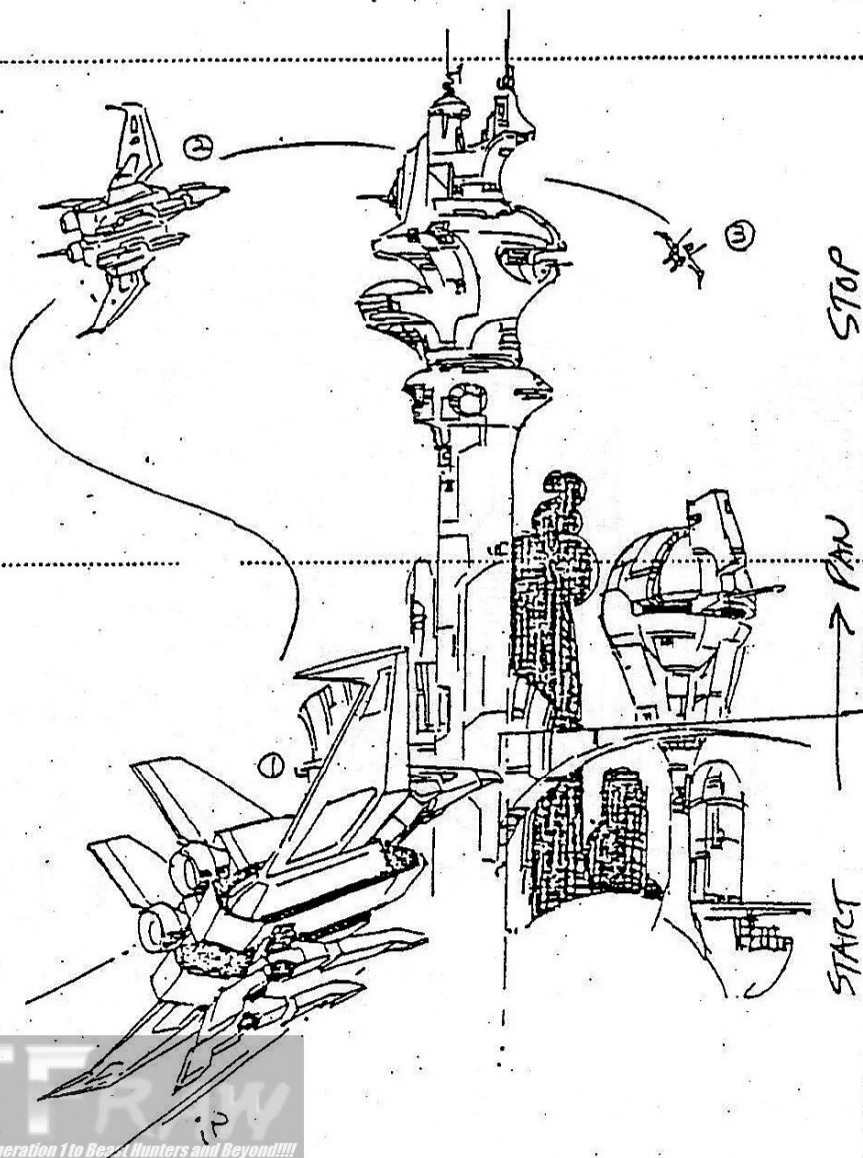
SC. 4-1

SC.

SEQ. 4

Page

/



ACTION

L.S. LAZERBEAK. HE FLIES IN AND HEADS TOWARD THE DECEPTICON TOWER ON CYBERTRON. WE PAN UP TO FOLLOW HIM AS HE CIRCLES THE TOWER.

DIAL

MUSIC/SFX

CAMERA

SC. 4-2

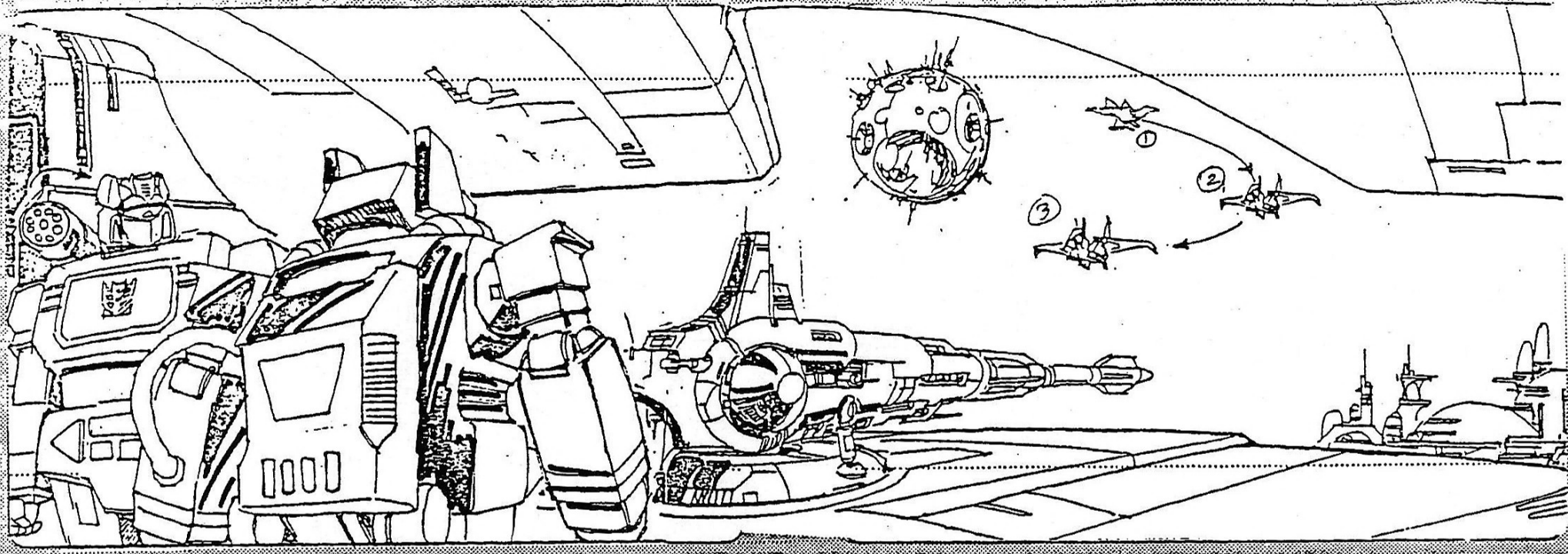
STOP



PAN

START

Page 2



ACTION

L.S. LAZERBEAK. HE TURNS AND FLIES IN TOWARD THE TOWER.  
WE PAN AHEAD TO SEE SOUNDWAVE AND SHOCKWAVE IN THE TOWER.

DIAL

MUSIC/SFX

ACTION

DIAL

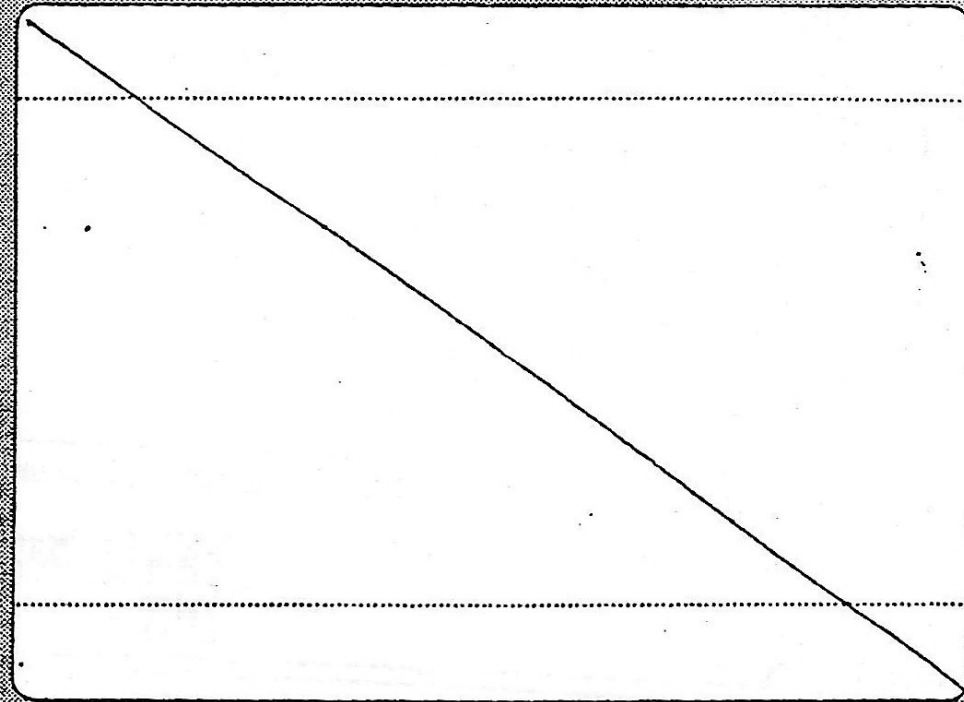
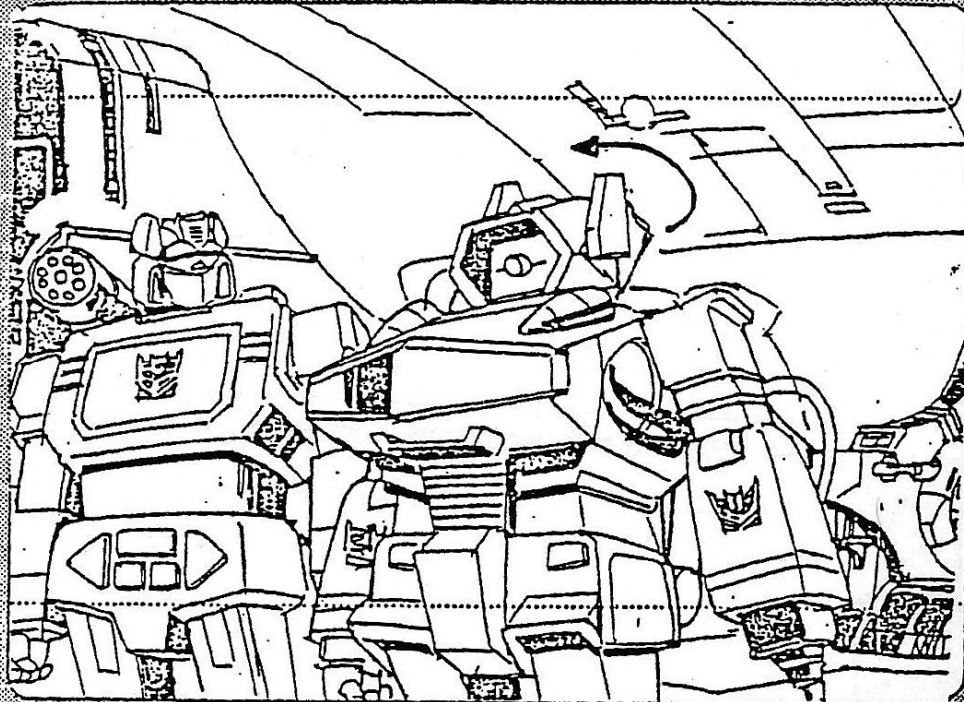
MUSIC/SFX

SC. CONT 4-2

SC.

SEQ. 4

Page 3



ACTION ...SHOCKWAVE TURNS AROUND TO FACE MEGATRON WHO  
IS O.S.

DIAL SHOCKWAVE Lazerbeak returns, Megatron.  
(PICK UP LINE)

MUSIC/SFX

CAMERA

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

DIAL

MUSIC/SFX

CAMERA



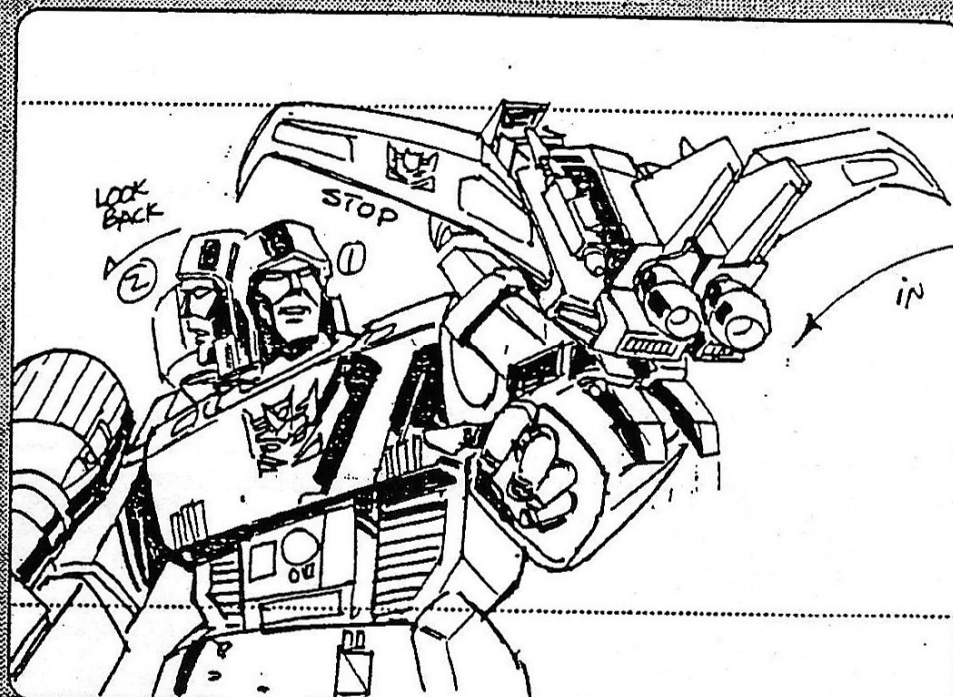
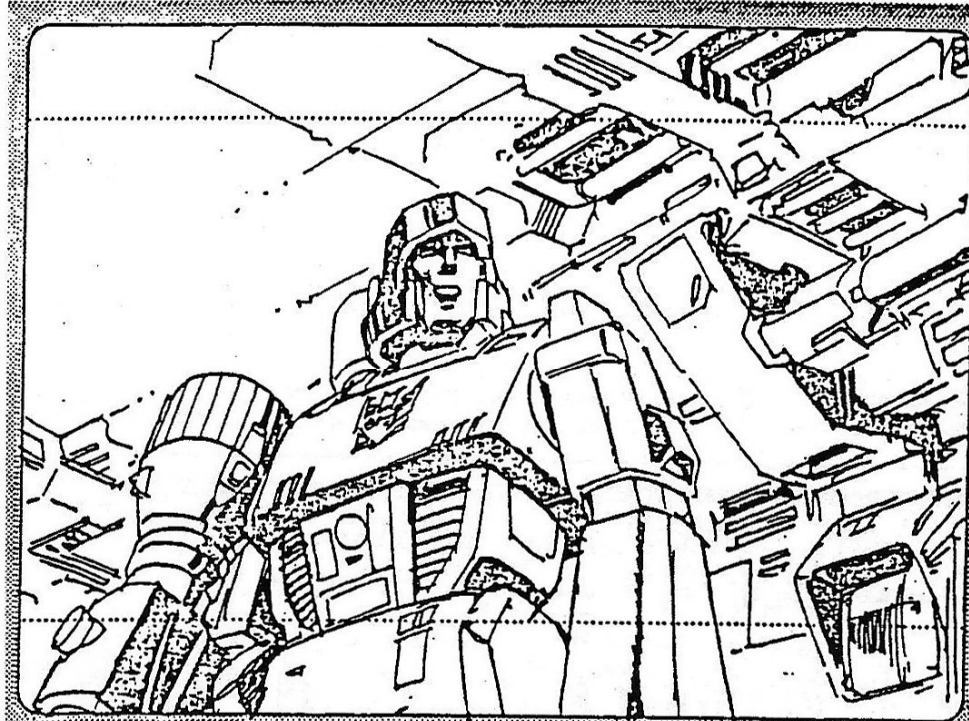
SC. 4-5.

SC. CONT

SEQ. 4

Page

4



ION M.S. MEGATRON, HE LOOKS TOWARD THE O.S. LAZERBEAK AS...

MEGATRON (CONT) WELCOME, LAZERBEAK..

ACTION

...LAZERBEAK ENTERS AND LANDS ON MEGATRON'S ARM...

DIAL MEGATRON (CONT) . UNLIKE SOME OF MY OTHER WARRIORS...

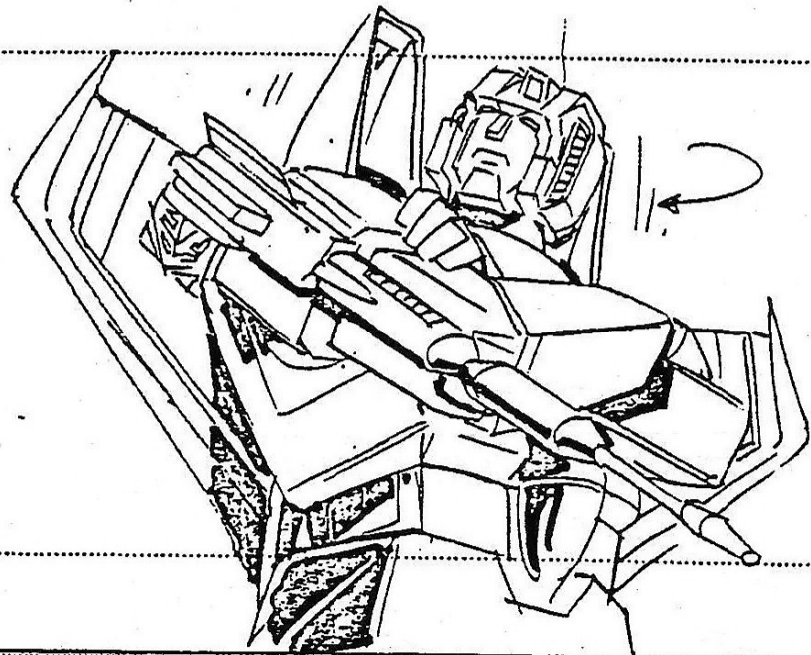
MUSIC/SFX

IC/SFX

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

NO PAGE 3

SC. 4-5A.



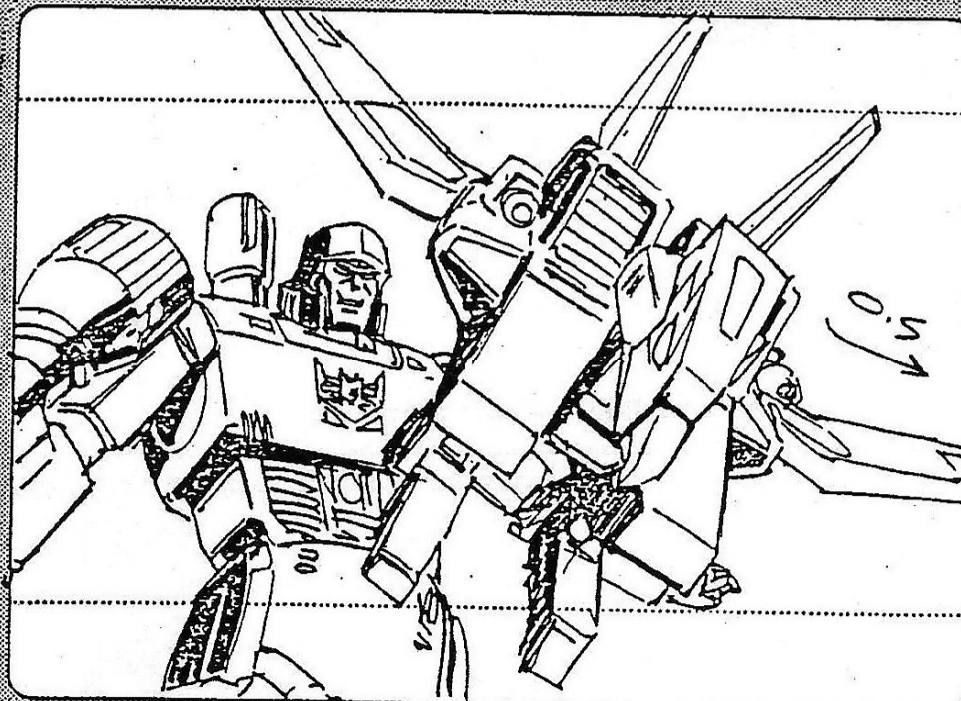
ON M.S. STARScream. HE FOLDS HIS ARMS AND LOOKS OFF WITH CONTEMPT.

MEGATRON YOU NEVER FAIL ME.

/SFX

SC. 4-5B

SEQ. 4. Page 5



ACTION ...THEN HE TAKES OFF AND FLIES O.S.

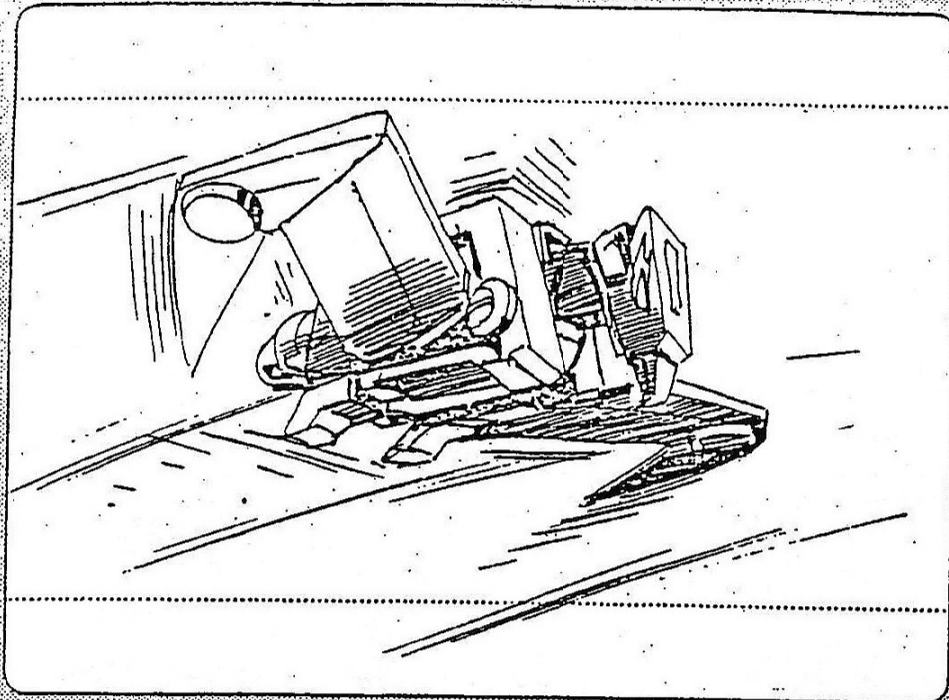
LASERBEAK (SQUAWK)

DIAL MEGATRON Soundwave, playback ...

MUSIC/SFX

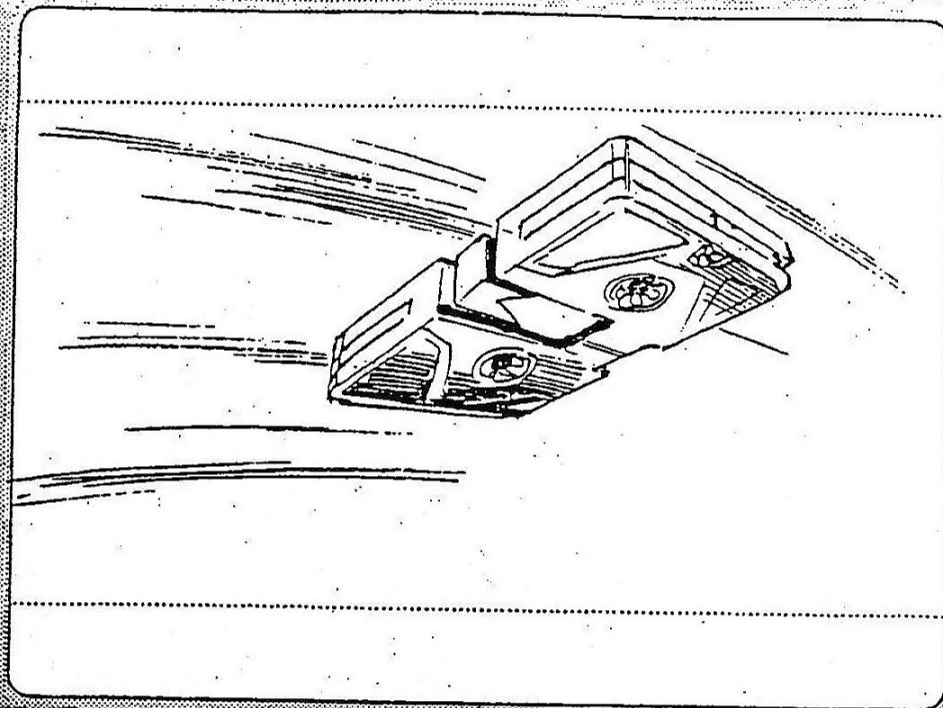
CAMERA

SC. CONT 4-5- FOLLOW PAN



SC. CONT

SEQ. 4 Page 6



ACTION L.S. LAZERBEAK. WE FOLLOW HIM AS HE FLIES AND...

DIAL MEGATRON (CONT) ... Laserbeak's findings.  
(V.O.)

MUSIC/SFX

ACTION ...TRANSFORMS INTO HIS CASSETTE MODE.

DIAL

MUSIC/SFX

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

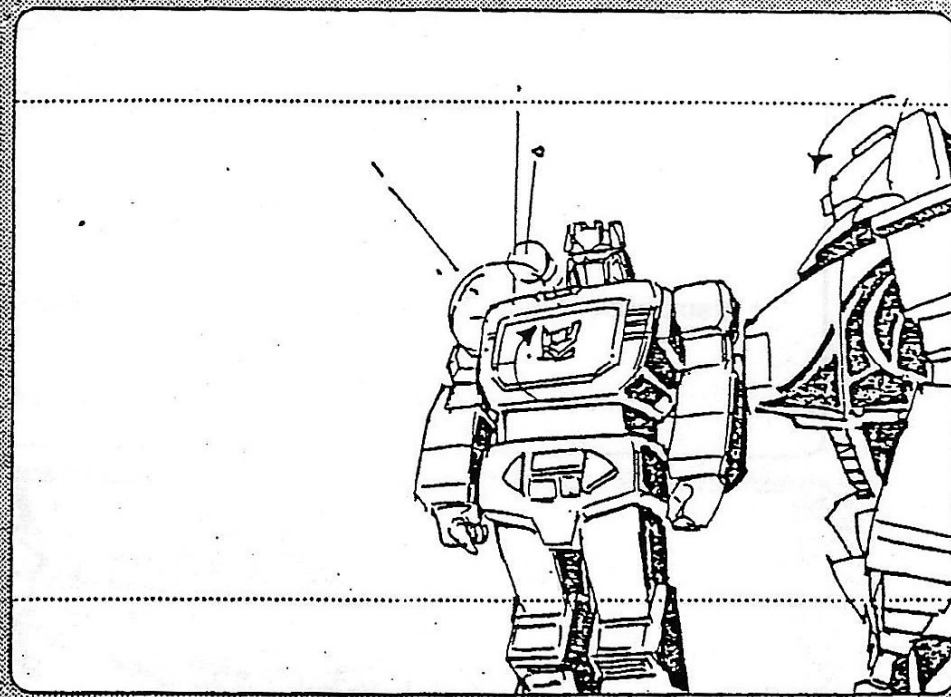
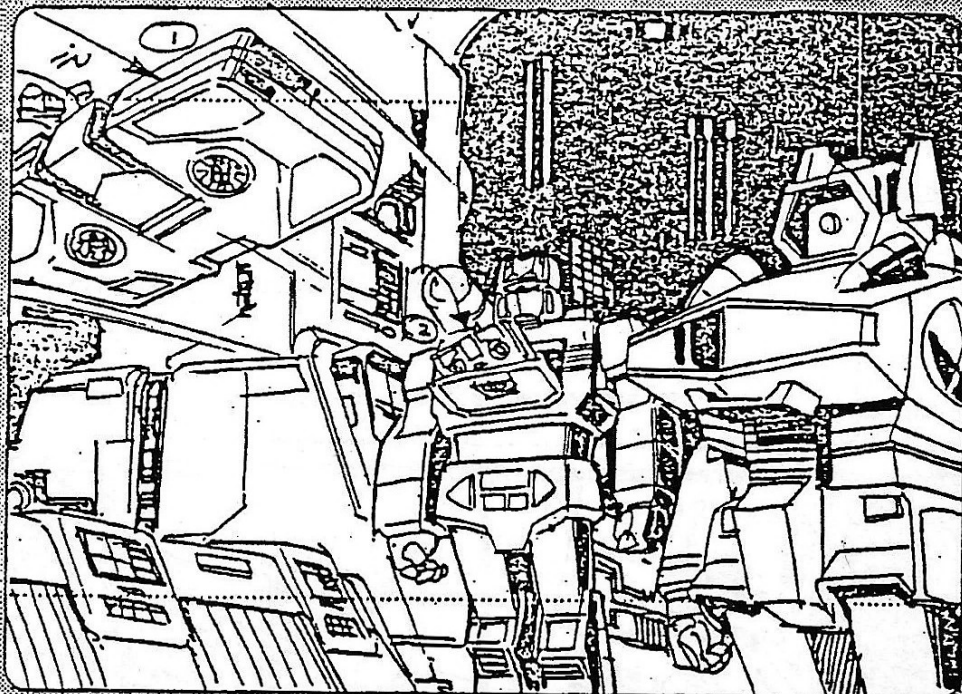


SC. 4-6

SC. CONT

SEQ. 4

Page 7



ACTION M.L.S. SOUNDWAVE AND SHOCKWAVE AS LASERBEAK ENTERS IN CASSETTE MODE AND FLIES INTO SOUNDWAVE'S CHEST COMPARTMENT.

DIAL SOUNDWAVE As you command, Megatron.

MUSIC/SFX

CAMERA

ACTION ...THE DOOR ON SOUNDWAVE'S CHEST CLOSSES...

DIAL

MUSIC/SFX

CAMERA

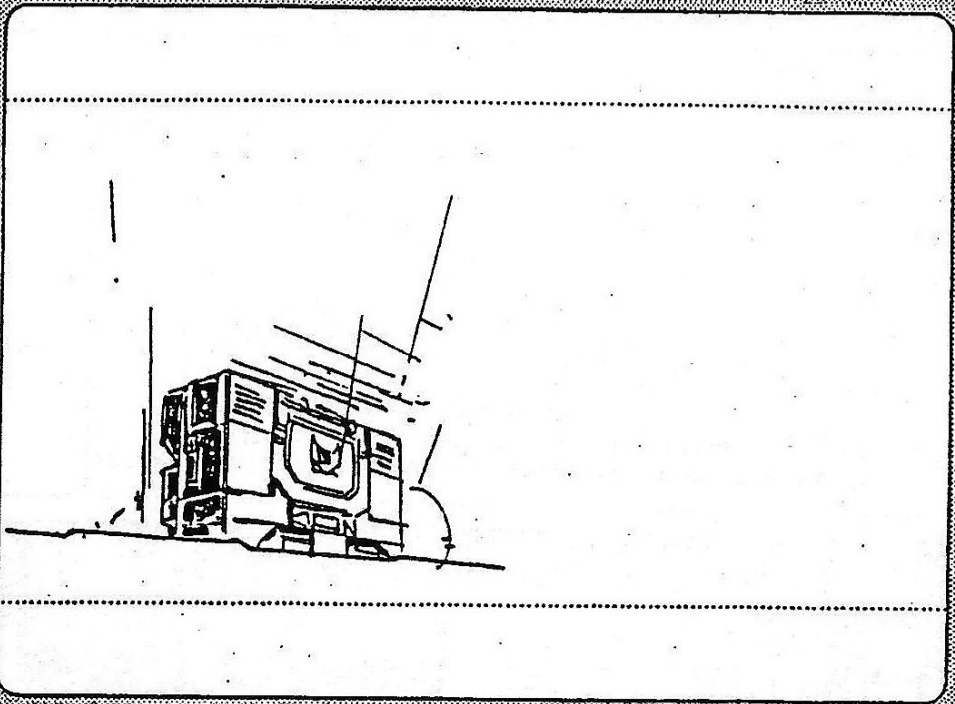
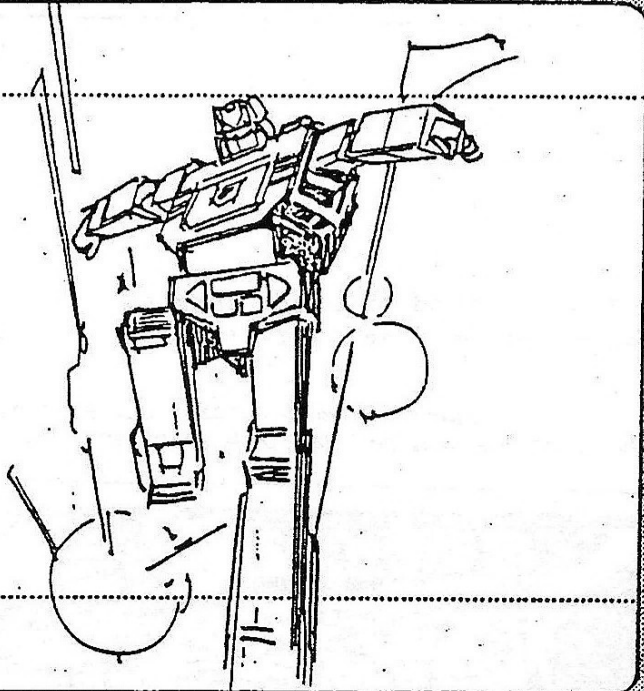
TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 4-6

SC. CONT

SEQ. 4

Page 8



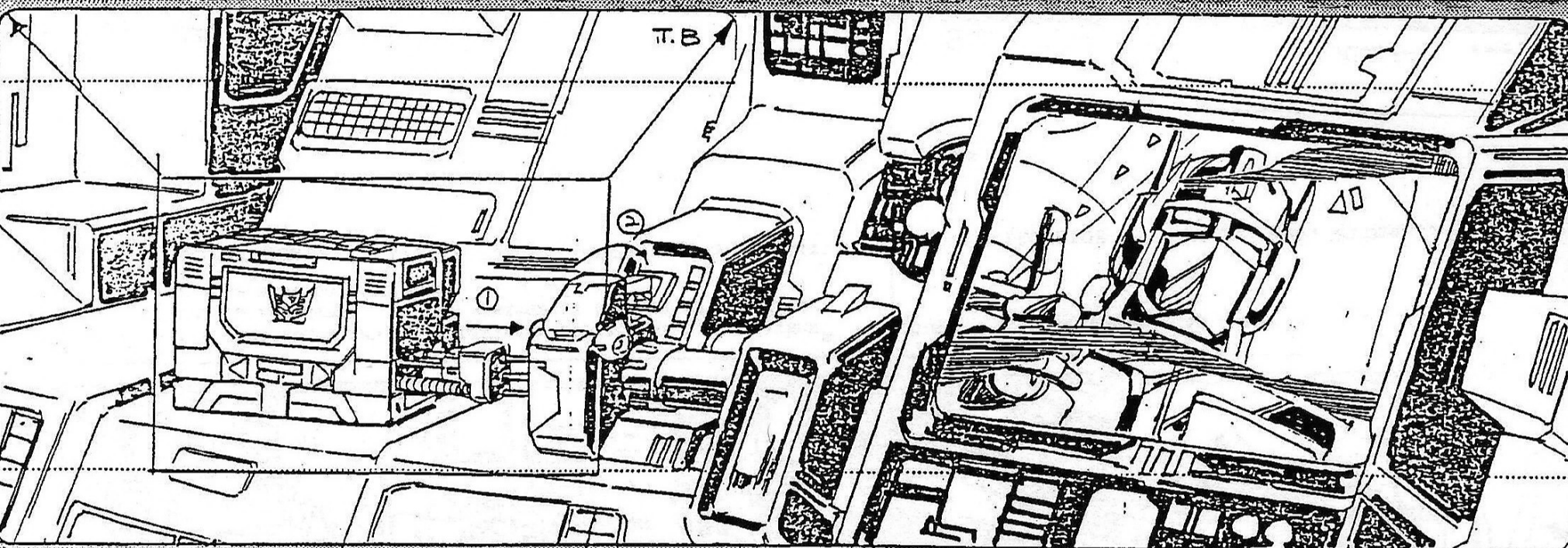
ION ...AND SOUNDWAVE JUMPS, TRANSFORMS INTO HIS RADIO MODE...

ACTION ...AND LANDS ON A CABINET.

DIAL

MUSIC/SFX

CAMERA



ON C.U. SOUNDWAVE IN RADIO MODE. A PLUG-IN DEVICE ON THE SIDE OF SOUNDWAVE MOVES OUT AND JOINS UP TO A HIGH TECH TELEVISION PROJECTION CHAIN. WE TRUCK BACK AND PAN...

ACTION ...ON THE TELEVISION MONITOR APPEAR A REPLAY OF IMAGES OF EVENTS WE HAVE ALREADY SEEN IN SEQUENCE  
3. THE FIRST ONE IS OF PRIME.

DIAL PRIME I want you to make a special run ...

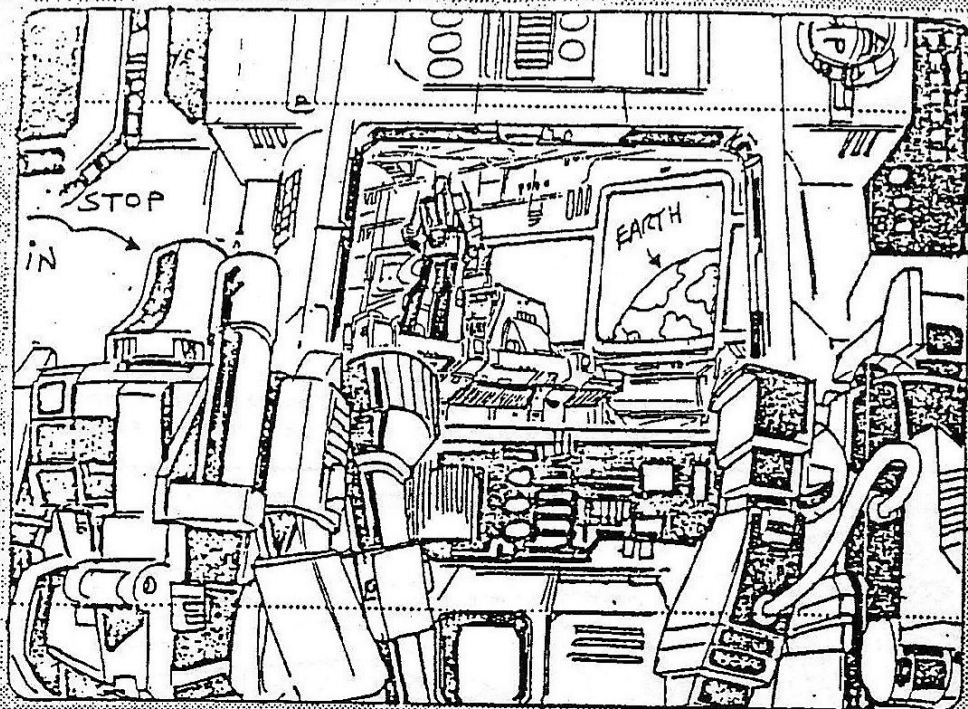
MUSIC/SFX

CAMERA

C/SFX



SC. 4-8



SC. 4-9

SEQ. 4

Page

10



ACTION M.L.S. SHOCKWAVE AND THE TELEVISION MONITOR UNIT. MEGATRON<sup>N</sup> WALKS IN AND STOPS. ON THE MONITOR IS A SCENE OF PRIME IN THE MOON BASE CONTROL ROOM.

DIAL PRIME (CONT) (V.O.) ...to Autobot city on Earth.

MUSIC/SFX

TF-RAW

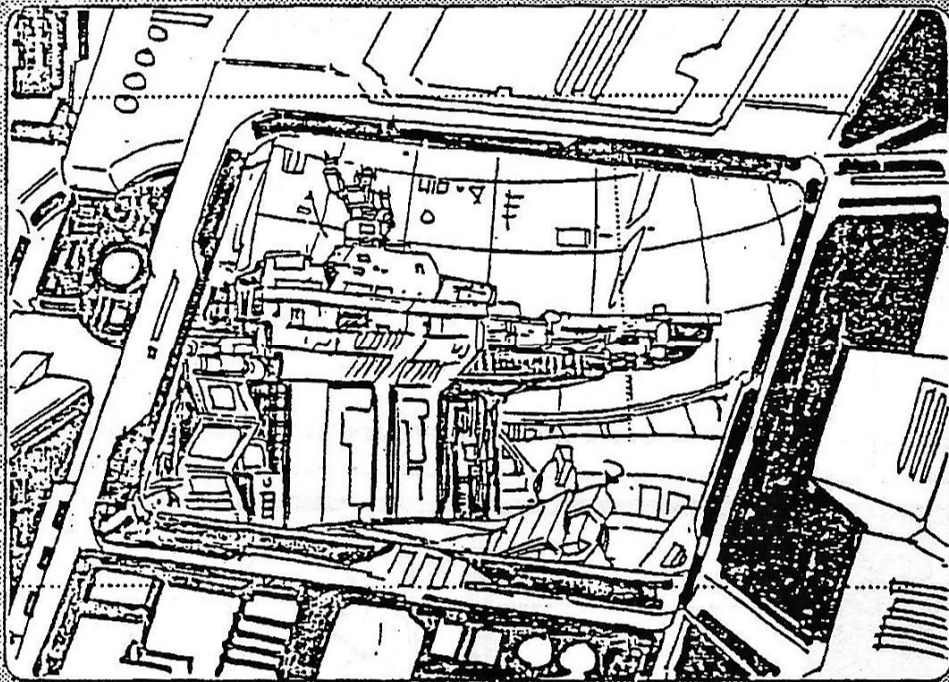
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION C.U. MEGATRON. HE LEANS IN AND SMILES.

DIAL IRONHIDE (V.O.) But, Prime...

MUSIC/SFX

SC. 4-10



ACTION

C.U. THE TELEVISION MONITOR. ON THE SCREEN IS AN IMAGE OF PRIME IN THE AUTOBOT COMMAND CENTER.

DIAL

PRIME Listen, Ironhide. We don't have enough energon cubes to power a full scale

MUSIC/SFX

CAMERA

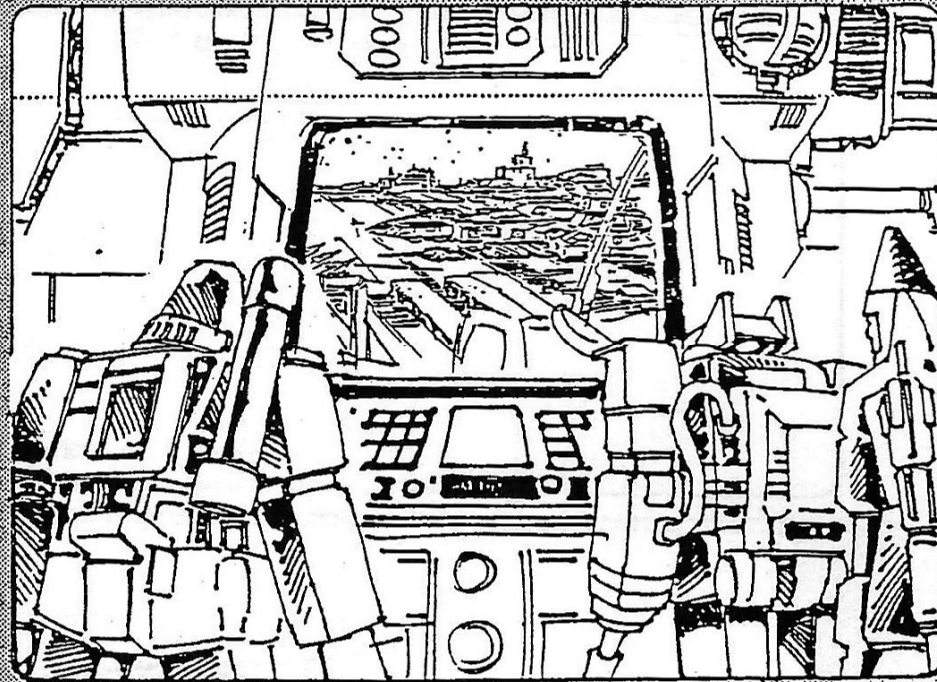
TFRAW

From Generation 1 to Beast Hunters and Beyond!!!!

SC. 4-11

SEQ. 4

Page 11



ACTION

M.L.S. MEGATRON AND SHOCKWAVE WATCH THE IMAGES OF THE AUTOBOT SPACE SHUTTLE ON THE MONITOR. STARSCREAM AND RAMJET STEP IN BEHIND HIM.

DIAL

PRIME (CONT) Ready the shuttle for launch...  
(V.O.)

MUSIC/SFX

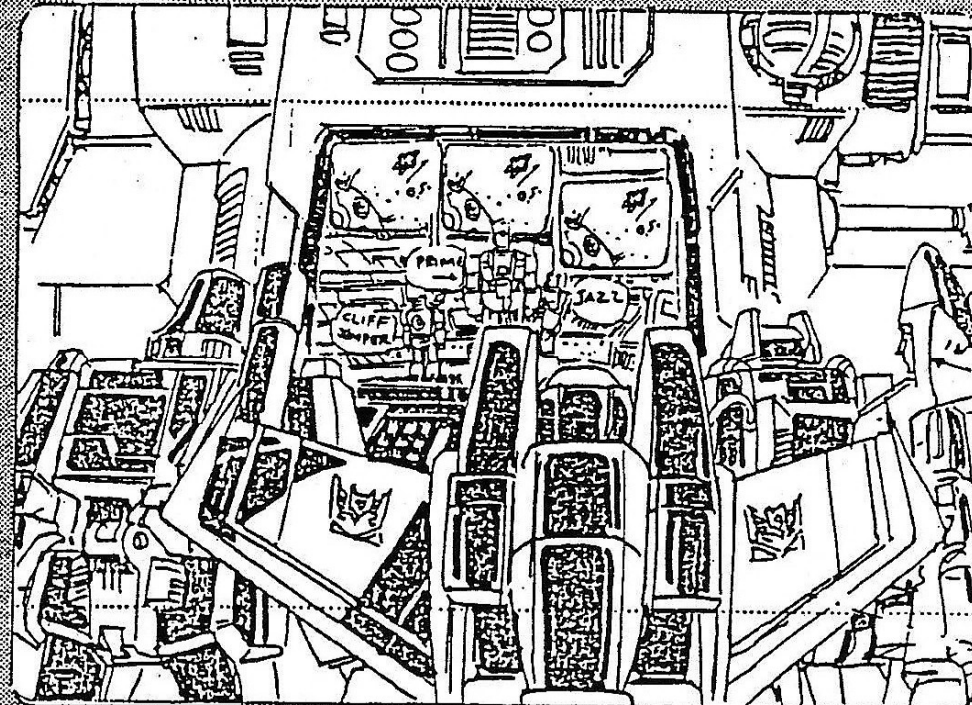
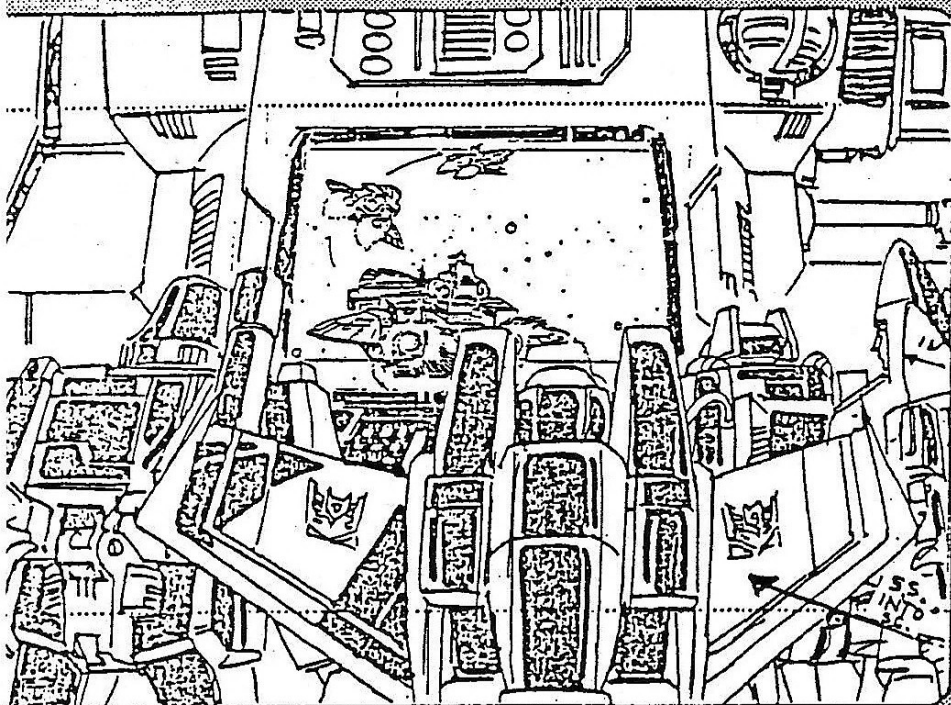
CAMERA

SC. CONT 4-12

SC. CONT.

SEQ. 4

Page 12



ON STARScream ENTERS THE SCENE, AS ON THE SCREEN WE SEE THE AUTOBOT SHUTTLE LIFT OFF...

PRIME (CONT)  
(V.O.)

TAKE OFF...

ACTION ...THEN THE IMAGE ON THE SCREEN CHANGES TO PRIME, CLIFFJUMPER AND JAZZ WATCHING THE SHUTTLE FLY AWAY FROM THE SURFACE OF THE OUTER MOON AND O.S.

DIAL PRIME (CONT)  
(V.O.) . Now, all we need is a little  
-energon and

MUSIC/SFX



SC. 4-12.

SC.

SEQ. 4

Page . 13



FADE  
OUT

ON M.S. MEGATRON. HE LEANS BACK AND SMILES.

PRIME (CONT) (V.O.) ... a lot of luck.

MEGATRON More than you imagine, Optimus Prime.

/SFX

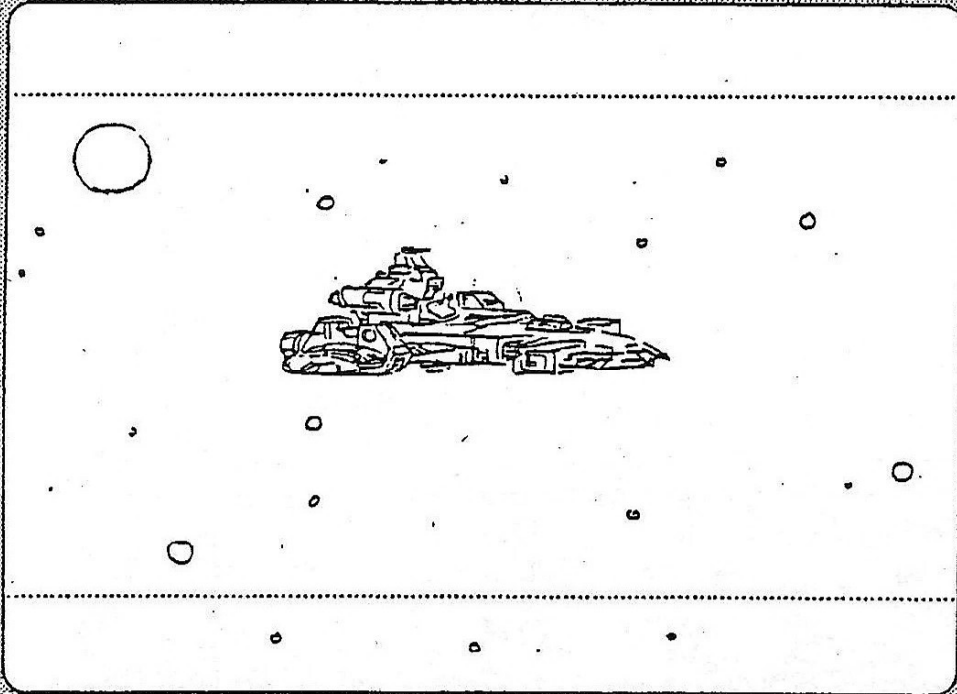
ACTION

DIAL

MUSIC/SFX

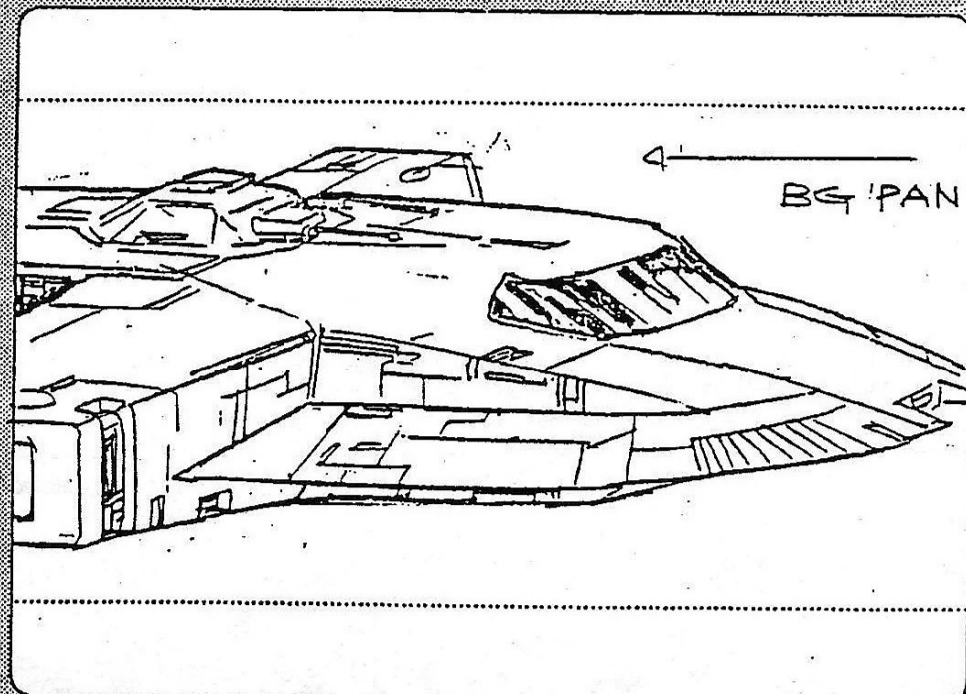
CAMERA

SC. 5-1



SC 5-2

SEQ. 5 Page 1



ACTION L.S. THE AUTOBOT SPACE SHUTTLE IN SPACE.  
IT IS TRAVELLING FROM CYBERTRON TO THE EARTH.

DIAL

MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION M.C.U. THE AUTOBOT SPACE SHUTTLE COCKPIT AREA.  
WE TRAVEL ALONG WITH THE SHUTTLE THROUGH SPACE.

DIAL

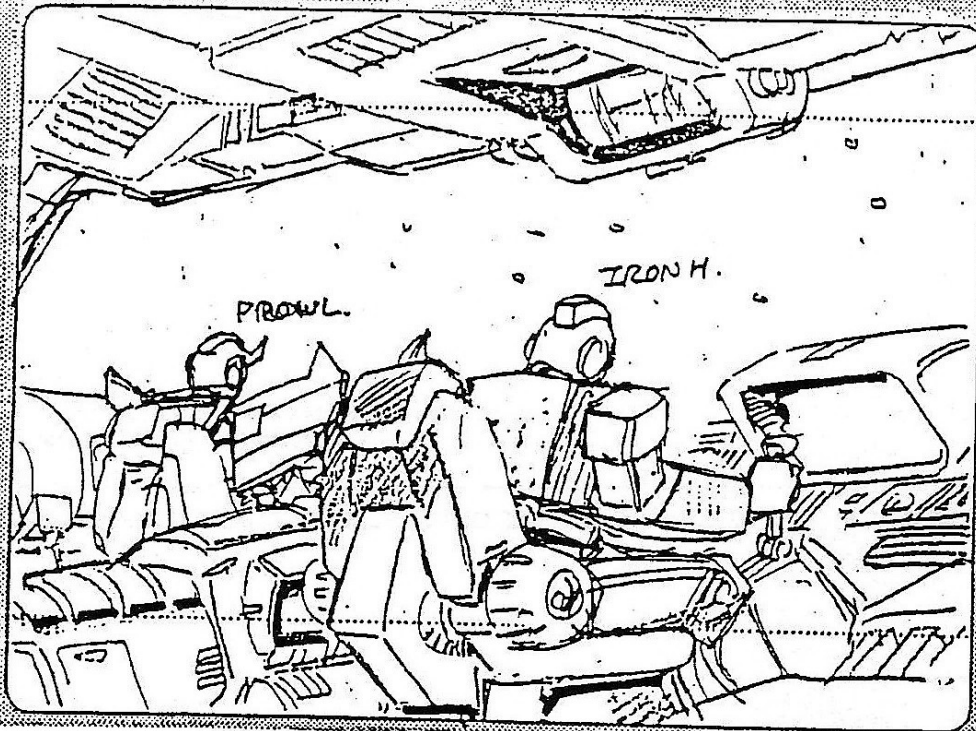
MUSIC/SFX

CAMERA

SC 5-3

SC. 5-4

SEQ. 5 Page 2

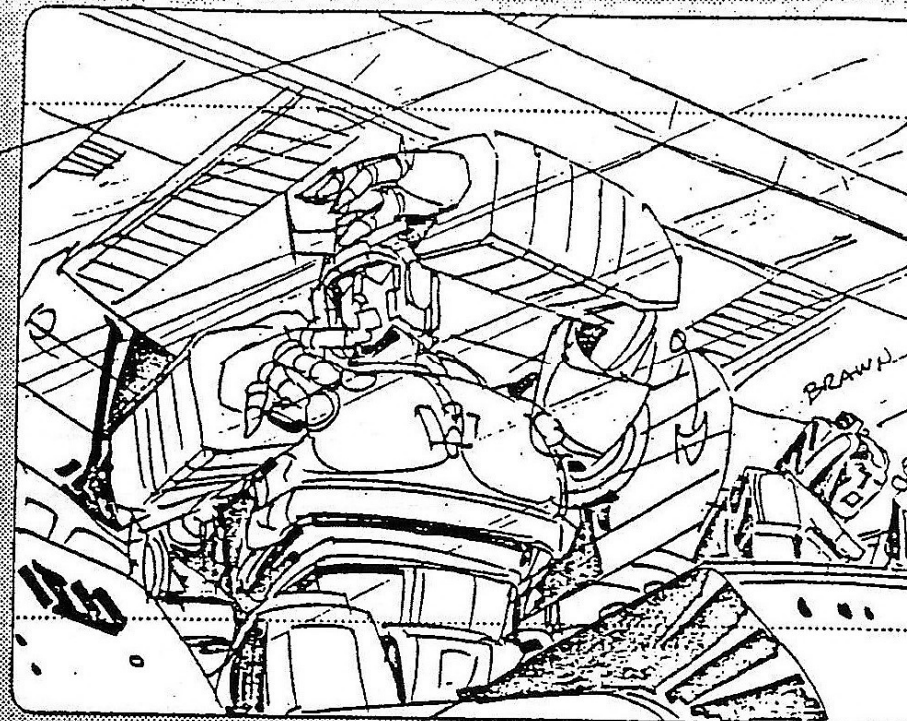


ACTION M.L.S. INTERIOR OF THE SHUTTLE COCKPIT.  
ON PROWL AND IRONHIDE.

DIAL

MUSIC/SFX

**TFR**  
From the **TRANSFORMERS** series  
CAMERA Cast Hunters and Beyond!!!!



ACTION M.S. PROWL. HE REACTS AND COVERS HIS FACE  
TO PROTECT HIMSELF FROM THE BLINDING LIGHT OF  
A PASSING COMET O.S.

DIAL

MUSIC/SFX



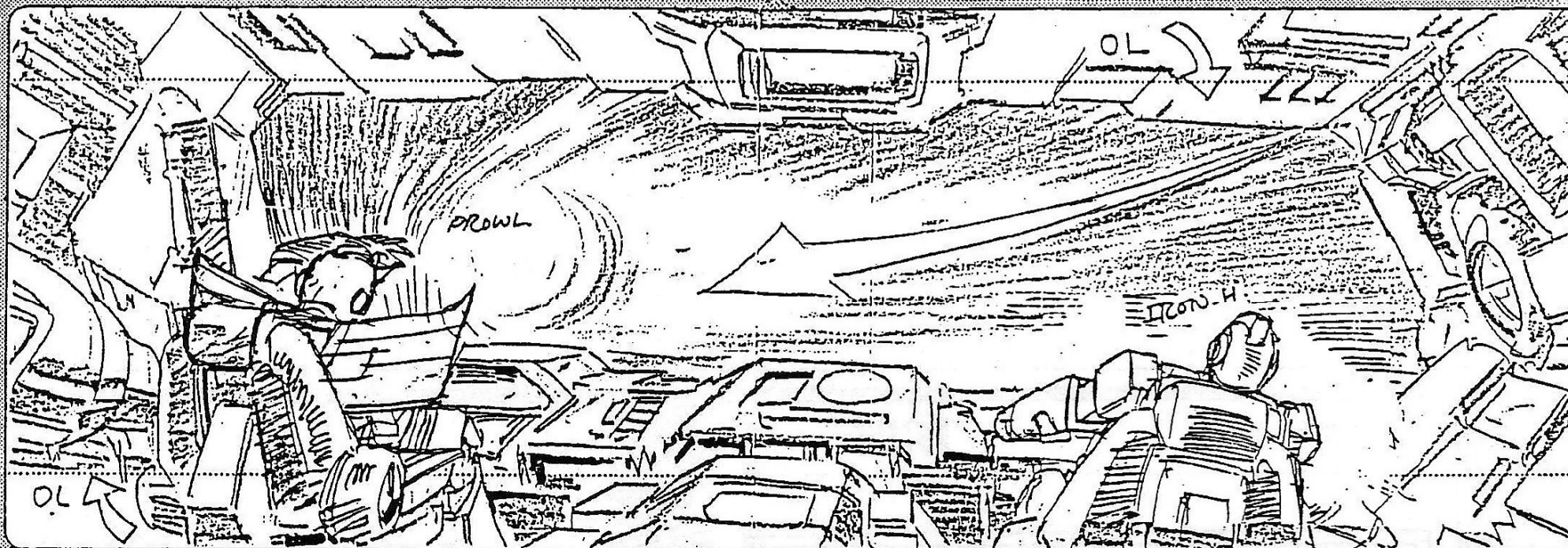
SC 5-5

STOP

← FOLLOW PAN

START

SEQ. 5 Page 3



ACTION M.S. ON THE BACK OF IRONHIDE, LOOKING OUT THROUGH THE SHUTTLE COCKPIT WINDSHIELD. AS THE COMET PASSES, WE PAN WITH IT TO SEE IT FLY O.S. AT THE OTHER SIDE OF THE COCKPIT. PROWL REACTS WITH SURPRISE.

DIAL

MUSIC/SFX

CAMERA

ACTION

DIAL

MUSIC/SFX

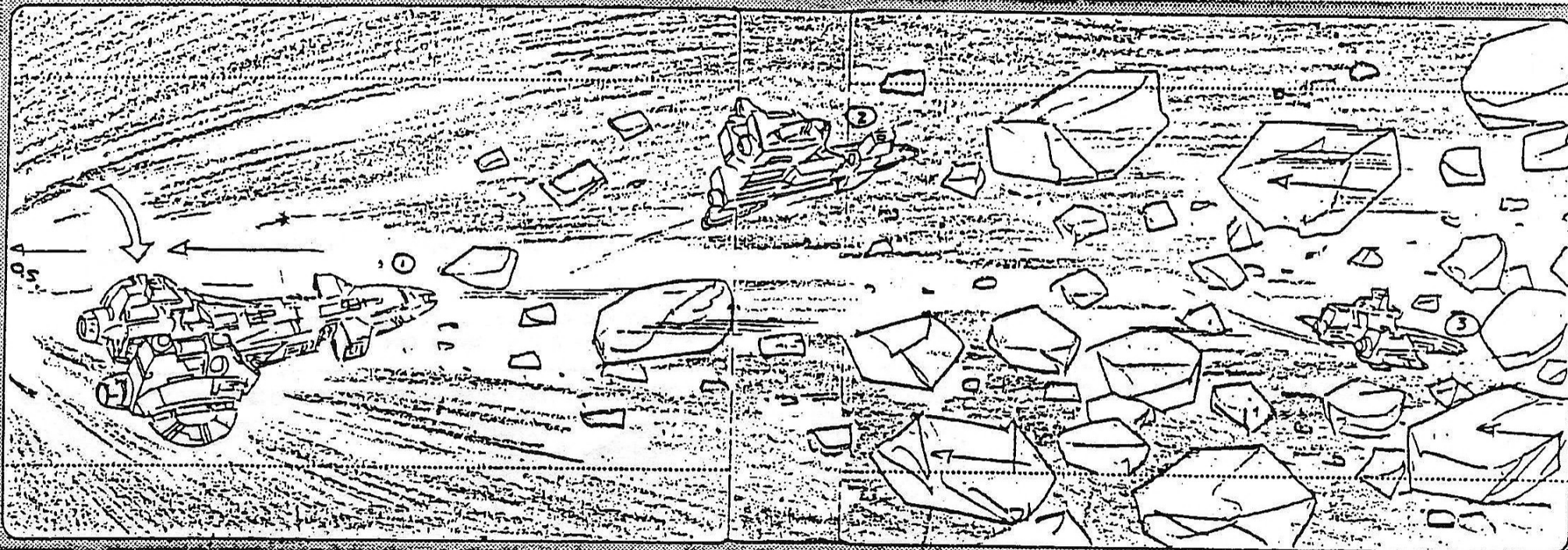
CAMERA

SC. 5-6

START

FOLLOW PAN →

STOP SEQ. 5 Page 4



ACTION L.S. THE AUTOBOT SPACE SHUTTLE.  
THE COMET PASSES O.S. WE PAN WITH THE SHUTTLE AS  
IT DODGES ICE CHUNKS IN THE COMET'S TAIL.

DIAL

MUSIC/SFX

ACTION

DIAL

MUSIC/SFX

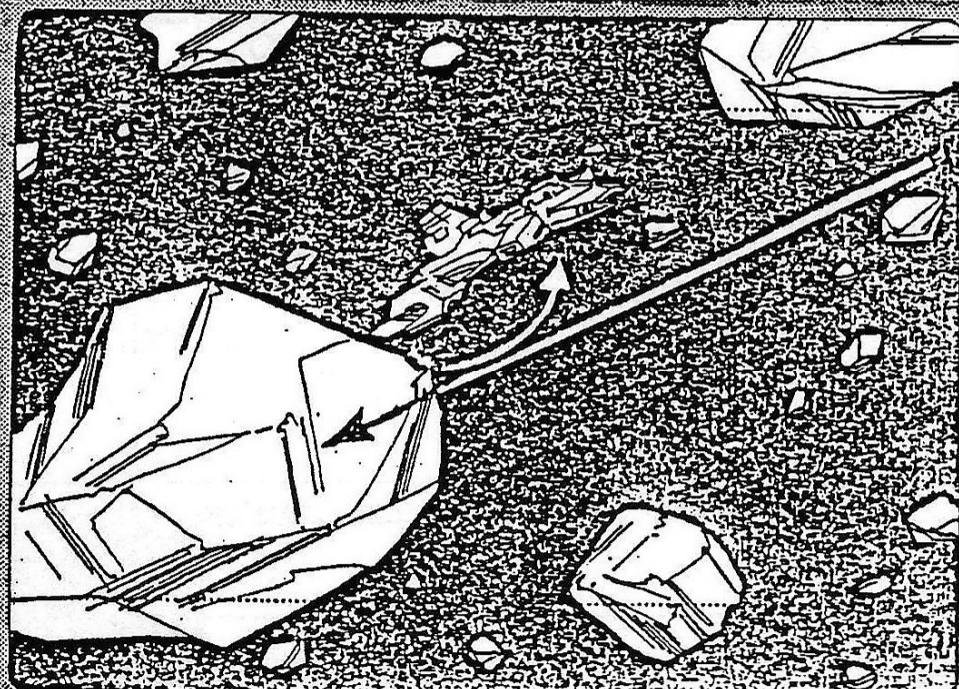
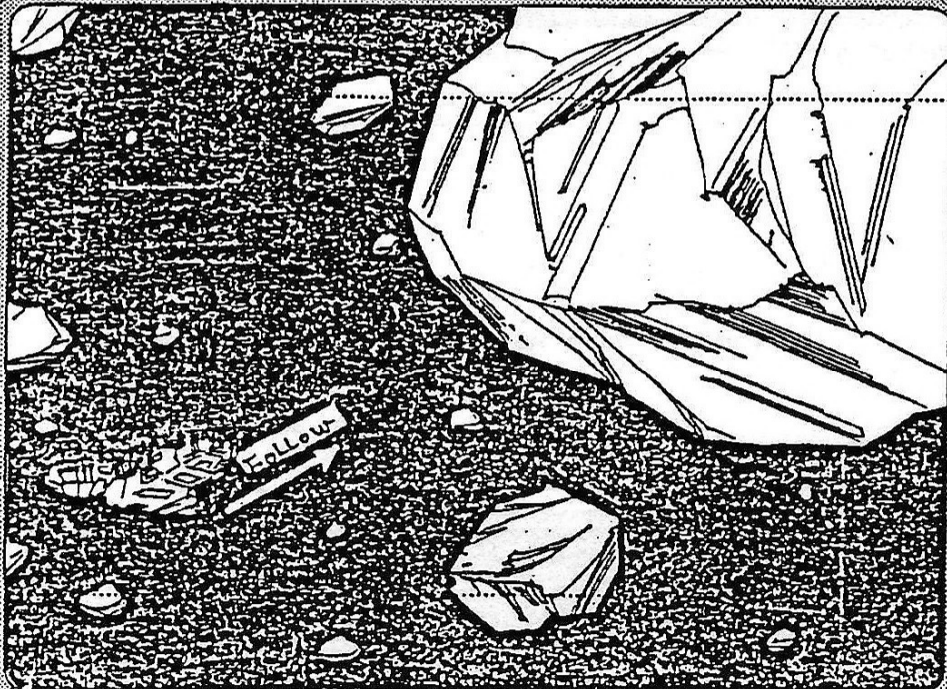
TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 5-7

FOLLOW PAN. →

CONT

SEQ. 5 Page 5



ACTION X.L.S. THE AUTOBOT SPACE SHUTTLE. WE FOLLOW IT AS IT BANKS...

DIAL

MUSIC/SFX

CAMERA

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ... TO AVOID HITTING THE HUGE ICE CHUNKS...

DIAL

MUSIC/SFX

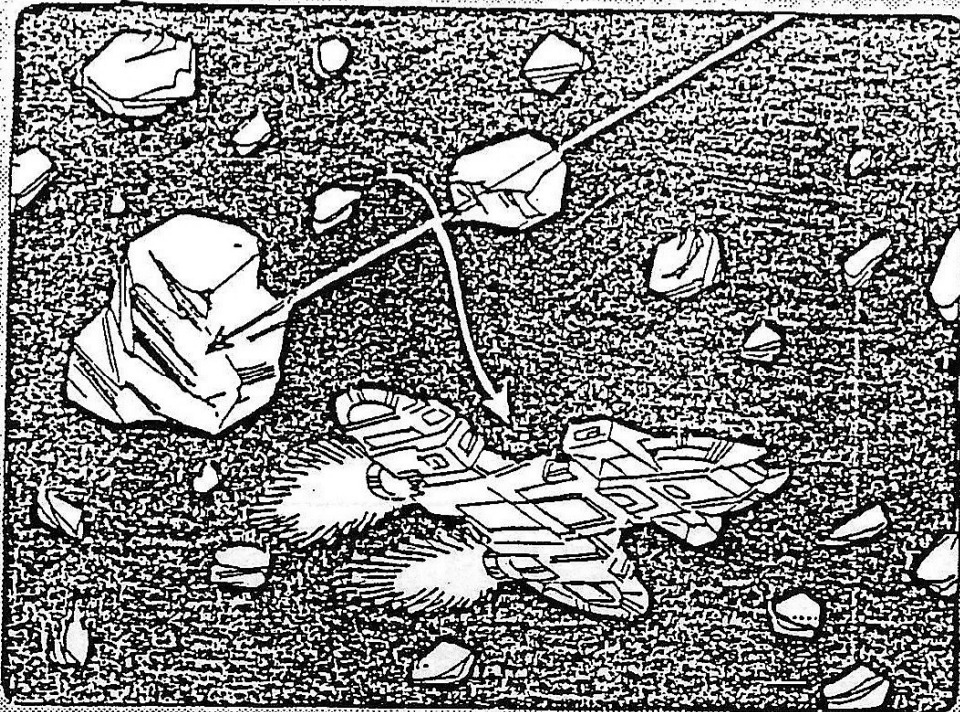
CAMERA



SC. CONT 3-1

SC.

SEQ. 5 Page 6



ACTION ...THE SHUTTLE DARTS OUT OF THE WAY OF ANOTHER CHUNK OF ICE.

DIAL PROWL Slow down, Ironhide.

MUSIC/SFX

ACTION

DIAL

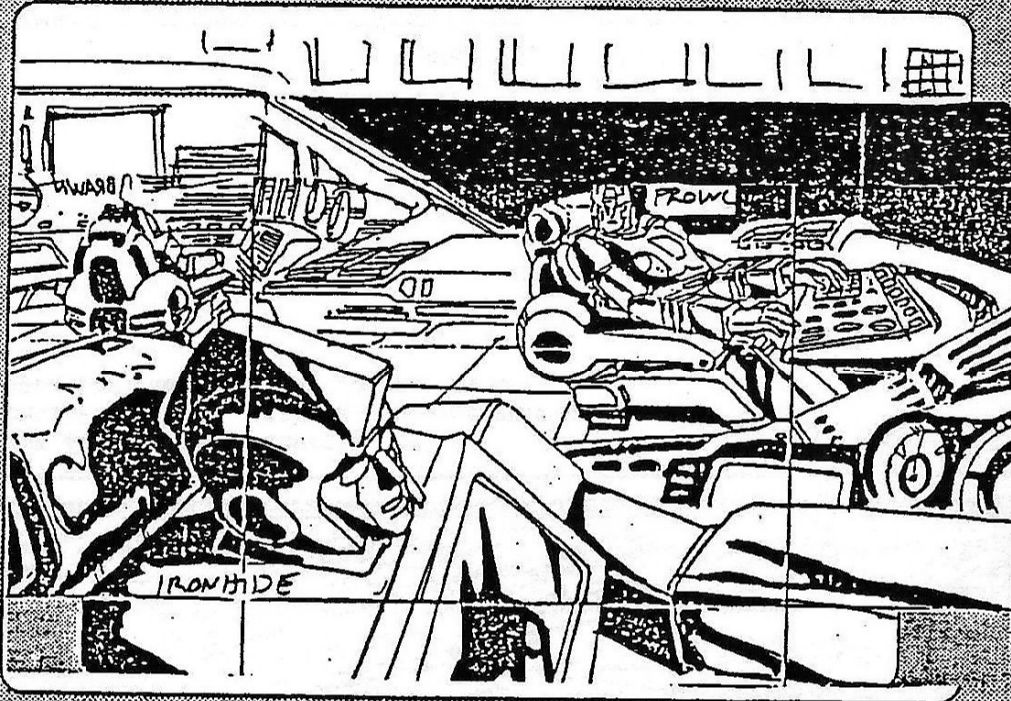
MUSIC/SFX

SC: 5-8 STOP

~~a~~ SLOW PAN START

SC.

SEQ. 5 Page 7



ACTION

M.L.S. IRONHIDE AND PROWL INSIDE THE COCKPIT OF THE SHUTTLE. THEY PILOT THE SHIP THROUGH THE COMET'S TAIL.

DIAL

PROWL (CONT) We want to get to Autobot City in one piece.

MUSIC/SFX

IRONHIDE If I can dodge Decepticon rays, . . .

CAMERA

ACTION

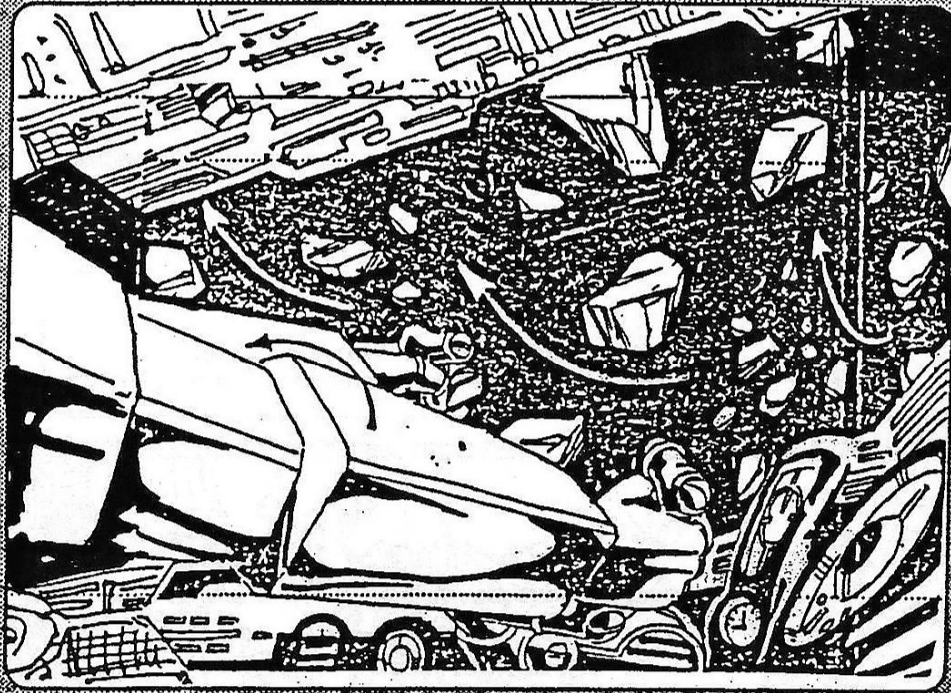
DIAL

MUSIC/SFX

CAMERA

SC.5-9

PAN BG



SC. CONT

PAN BG. SEQ.5 Page 8



ACTION

C.U. IRONHIDE'S ARM... WE CAN SEE THE FIELD OF ICE CHUNKS THROUGH THE WINDSHIELD OF THE SHUTTLE...

DIAL

IRONHIDE (CONT) ...I can sure as shootin' dodge a couple of ice chunks.

MUSIC/SFX

**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

...AS IRONHIDE STEERS THE SHIP TO AVOID HITTING THEM.

DIAL

MUSIC/SFX

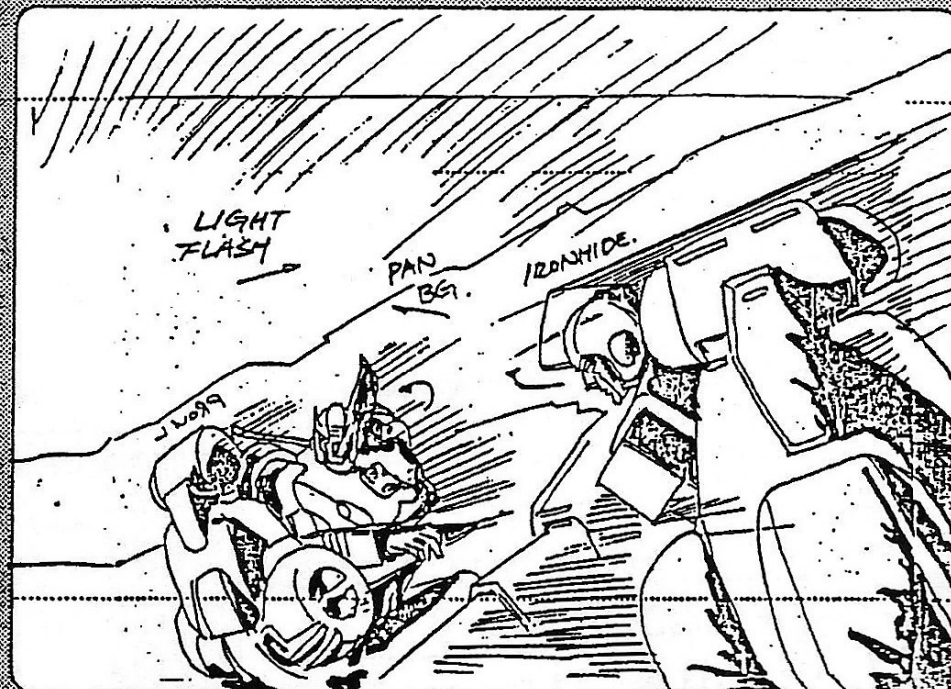
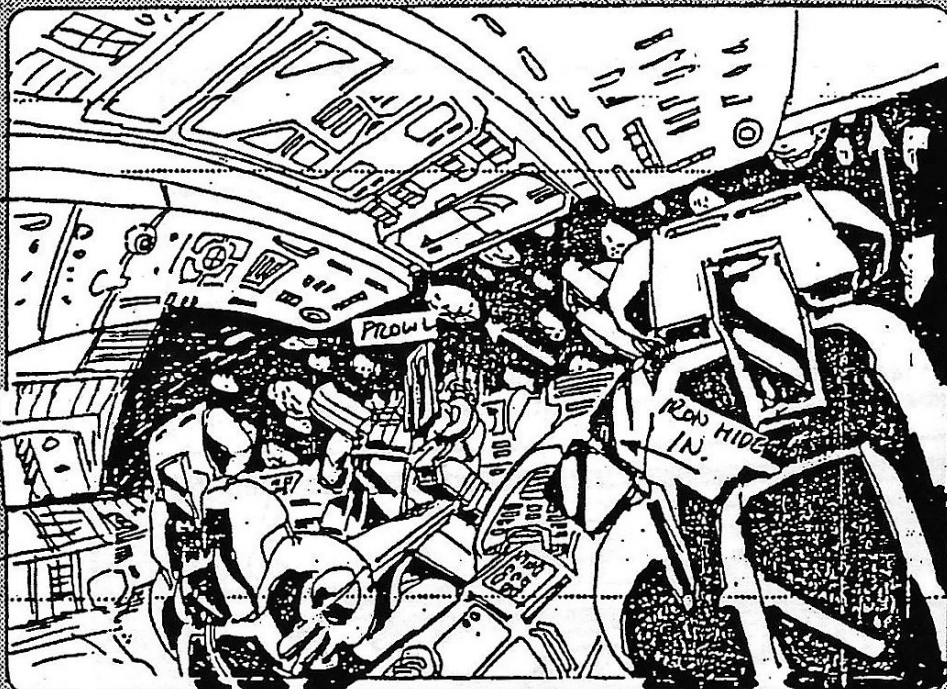


SC. 5-10

PAN BG.

SC. CONT

CAMERA SHAKE SEQ. 5 Page 9



ACTION M.L.S. IRONHIDE AND PROWL. AS THEIR SHIP EXPERIENCES A TERRIBLE HIT,

DIAL PROWL You were saying?

IRONHIDE That wasn't no ice chunk.

MUSIC/SFX

CAMERA

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION A BLAST OF LIGHT FLOODS IN FROM BEHIND. PROWL AND IRONHIDE TURN TO SEE WHAT HAS HAPPENED.

DIAL

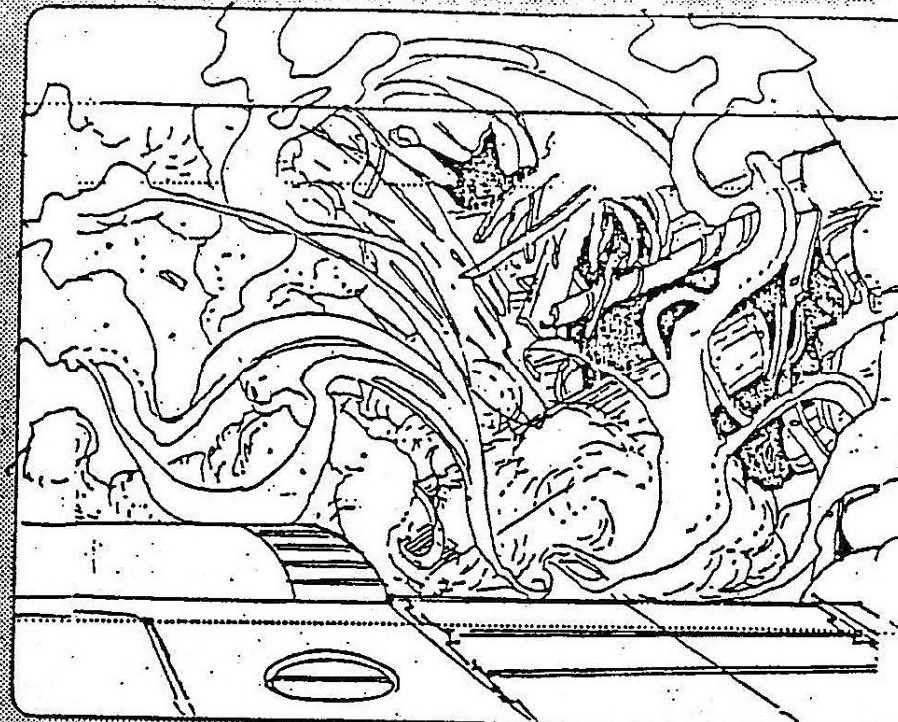
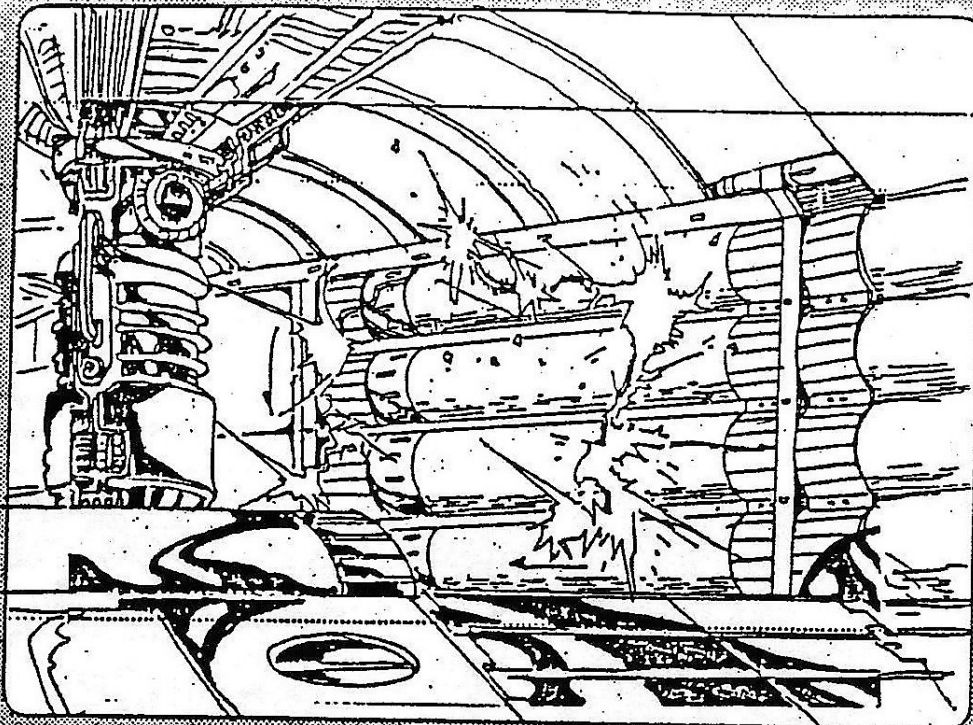
MUSIC/SFX

CAMERA

SC. 5-11

SC. CONT

SEQ. 5 Page 10



ACTION

M.S. INTERIOR, THE SIDE OF THE SHUTTLE. POWERFUL LASER LIGHT CUTS A HOLE IN THE SIDE OF THE SHIP...

DIAL

MUSIC/SFX

ACTION

...A PORTION OF THE SHIP FALLS IN WITH A CRASH.

DIAL

MUSIC/SFX

SC. 5-12.

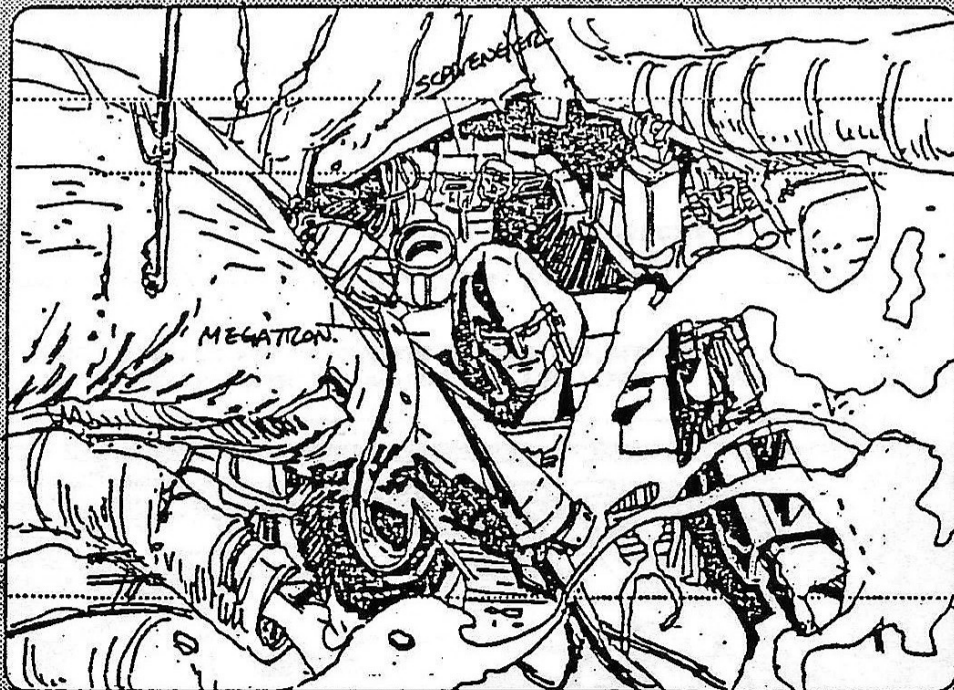
PAN BG

SC. CONT

PAN BG SEQ. 5

Page

11



ACTION

M.S. MEGATRON. HE ENTERS IN THROUGH THE HOLE.  
BEHIND HIM ARE OTHER DECEPTICONS.

DIAL

MUSIC/SFX

CAMERA

ACTION

MEGATRON SMASHES SOME METAL STRUCTURE ASIDE AND  
FACES THE O.S. AUTOBOTS.

DIAL

MUSIC/SFX

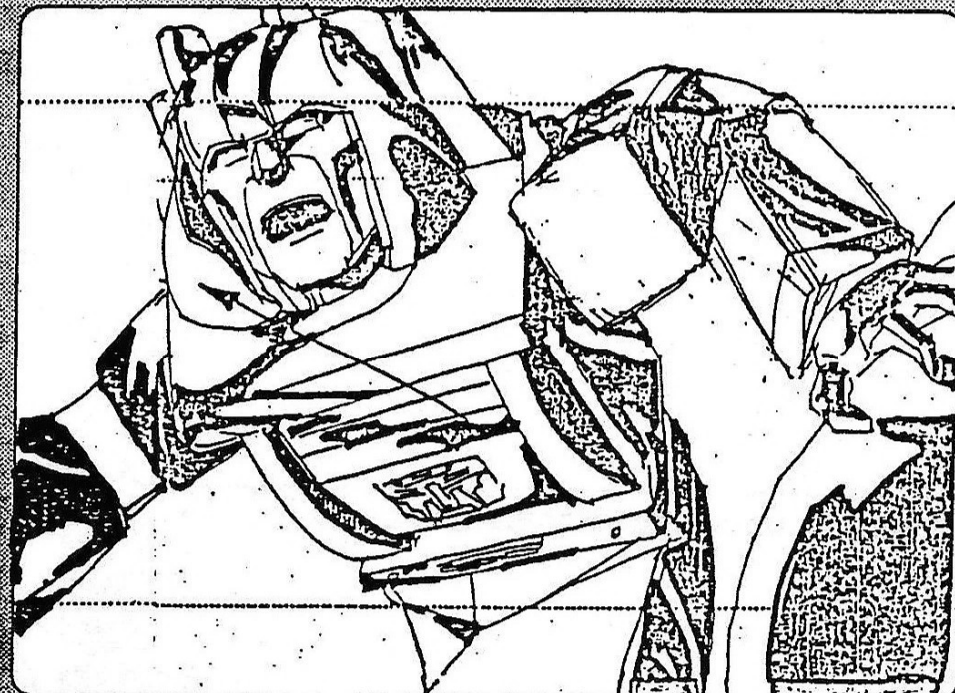
CAMERA



SC. 5-13

SC. CONT

SEQ. 5 Page 12



ACTION M.S. BRAWN. HE CRIES OUT...

DIAL BRAWN Megatron!

MUSIC/SFX

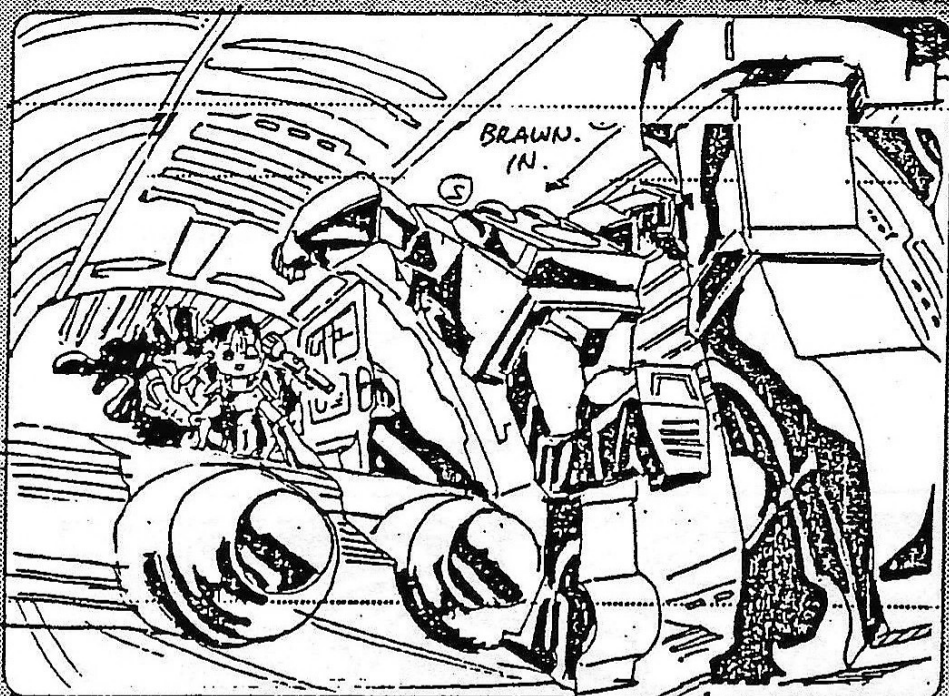
**BRAWN**  
from Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...JUMPS UP FROM HIS CHAIR, AND ATTACKS THE DECEPTICONS.

DIAL BRAWN (CONT) Decepticons!

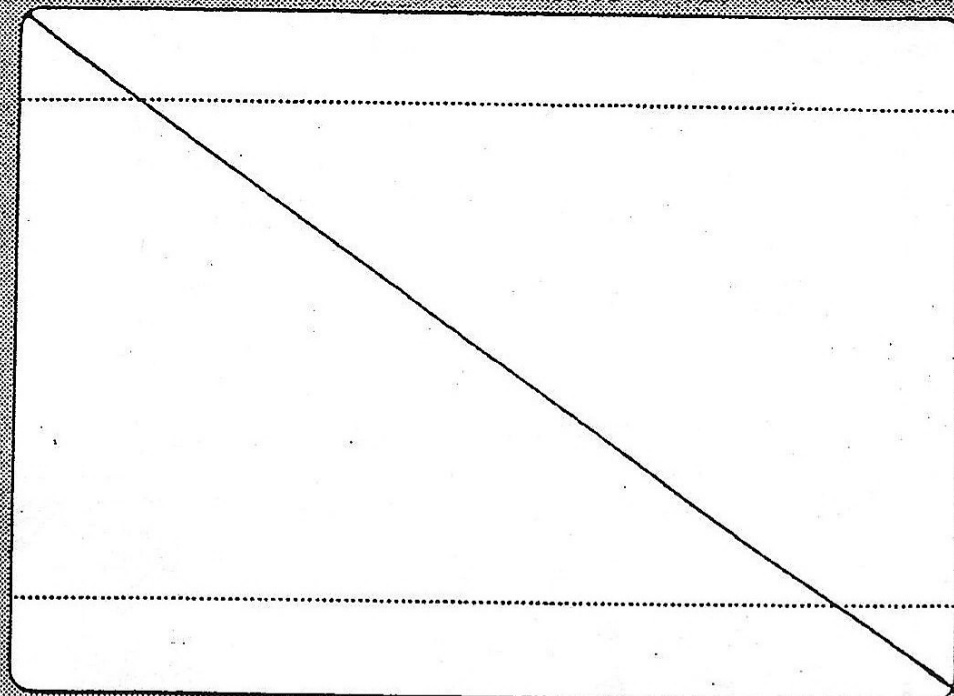
MUSIC/SFX

SC. 5-14



SC.

SEQ. 5 Page 13



ACTION L.S. BRAWN. HE RUNS TOWARDS THE DECEPTICONS.

DIAL BRAWN (CONT) Decepticons!

MUSIC/SFX

CAMERA

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION —

DIAL

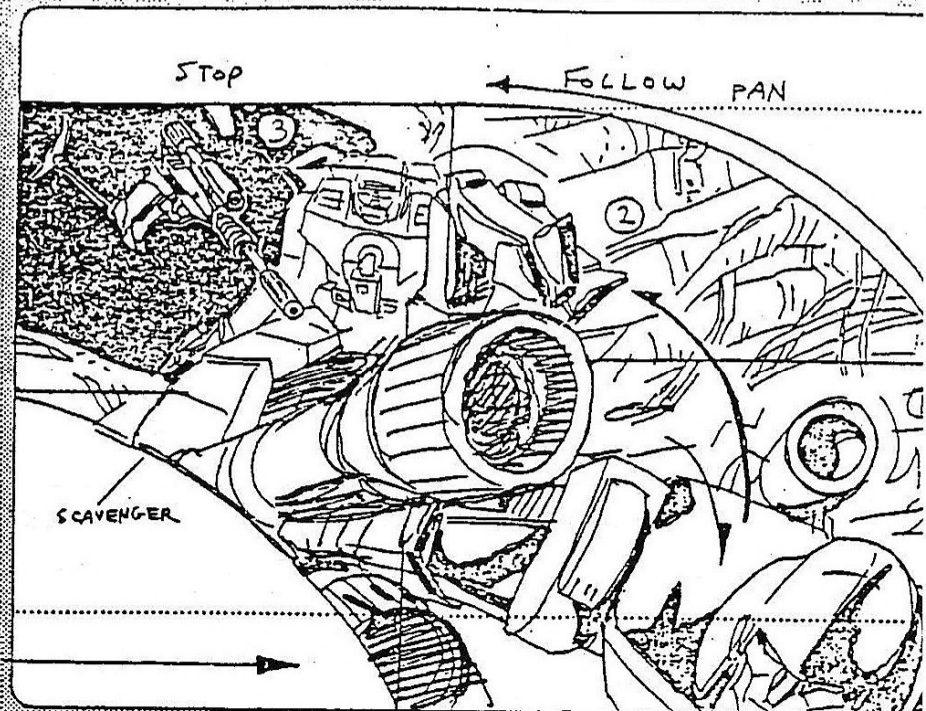
MUSIC/SFX

CAMERA

SC. 5

SC. CONT

SEQ. 5 Page 1



ACTION M.C.U. MEGATRON. HE...

DIAL MEGATRON DIE, AUTOBOTS!

MUSIC/SFX  
**T F R A W**  
 From Generation 1 to Beast Hunters and Beyond!!!!  
 CAMERA

ACTION ...JUMPS BACK AND TRANSFORMS INTO HIS GUN MODE.

DIAL

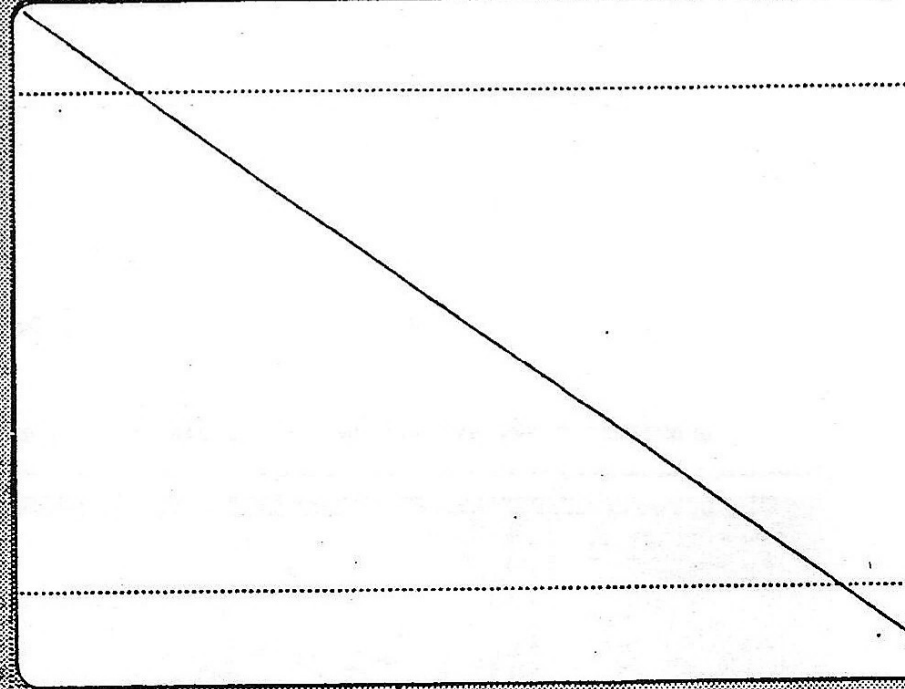
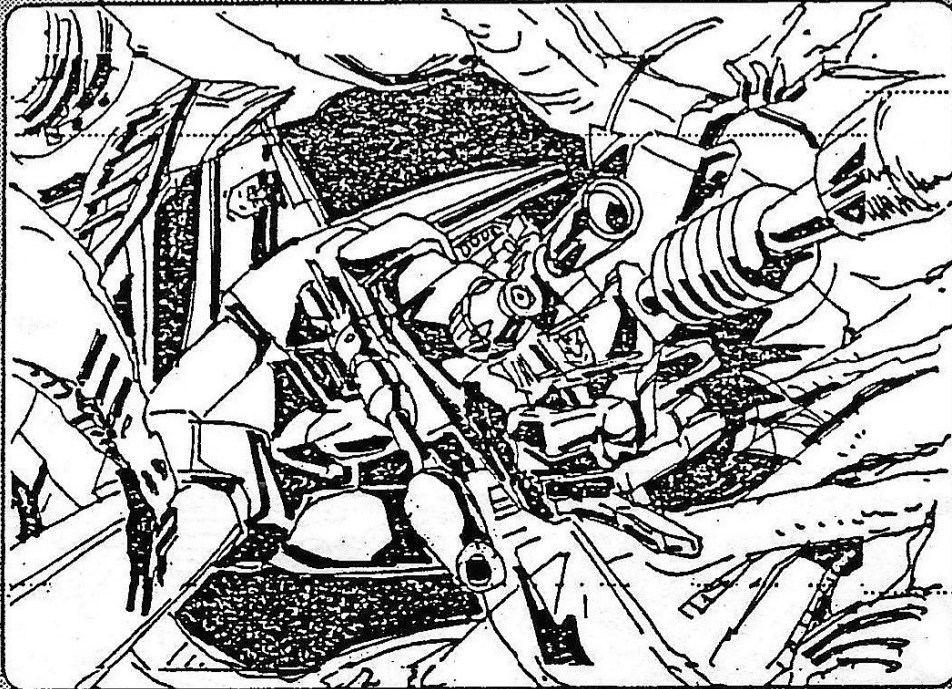
MUSIC/SFX



SC. 5-16

SC. CONT

SEQ. 5 Page 15



ACTION

M.S. STARScream. HE REACHES FORWARD TO CATCH THE GUN...

DIAL

MUSIC/SFX

CAMERA

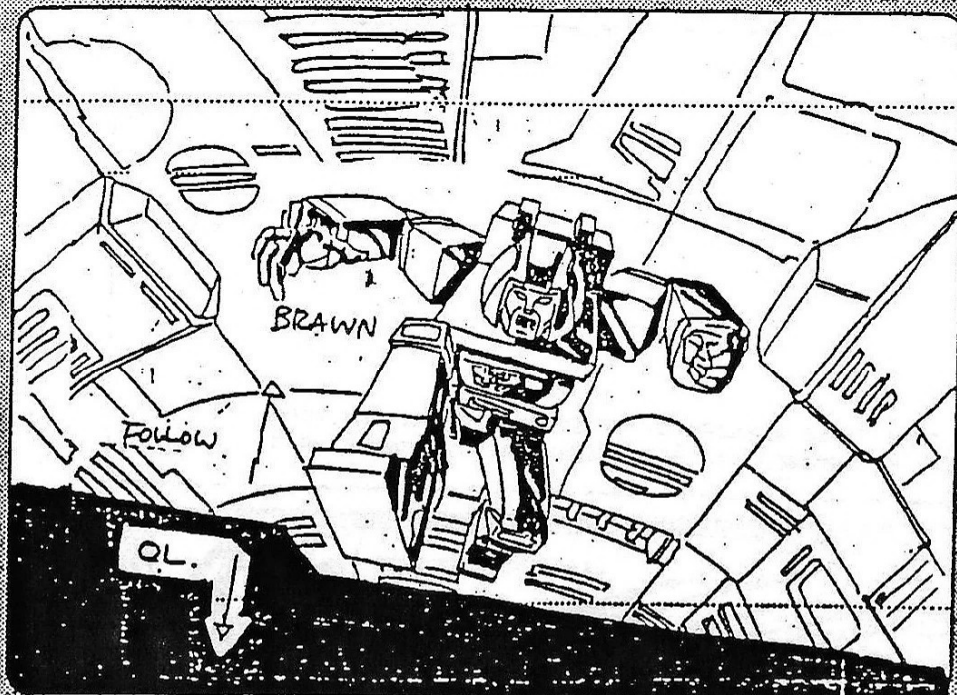
ACTION

DIAL

MUSIC/SFX

CAMERA

SC. 5-17



ACTION M.L.S. BRAWN. HE CHARGES TOWARDS THE O.S. DECEPTICONS.

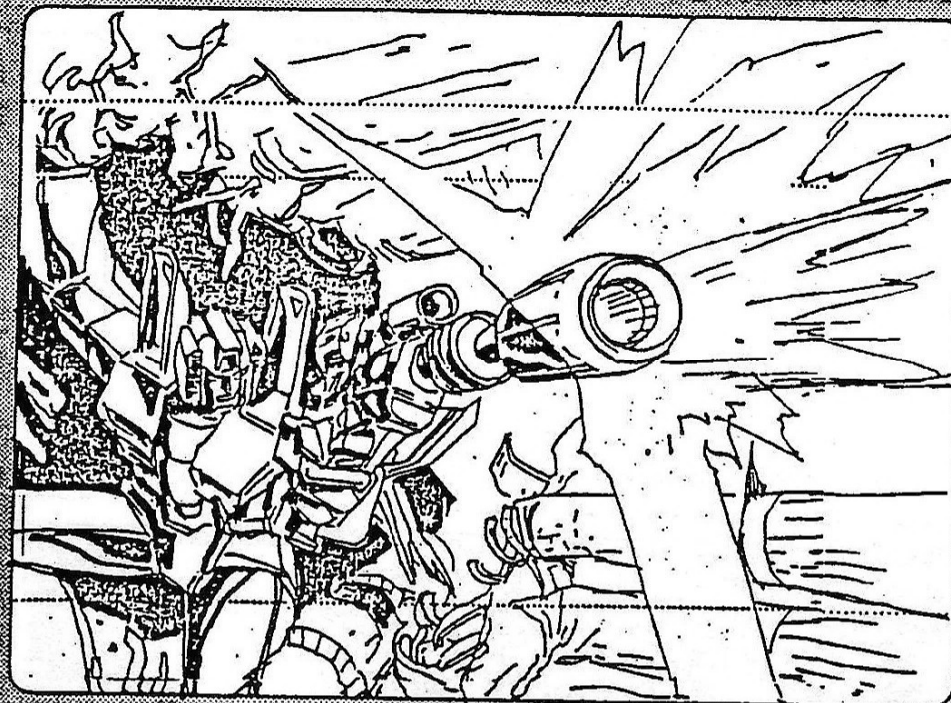
DIAL

MUSIC/SFX

**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 5-18

SEQ. 5 Page 16



ACTION M.L.S. STARScream. HE AIMS AND FIRES THE GUN.

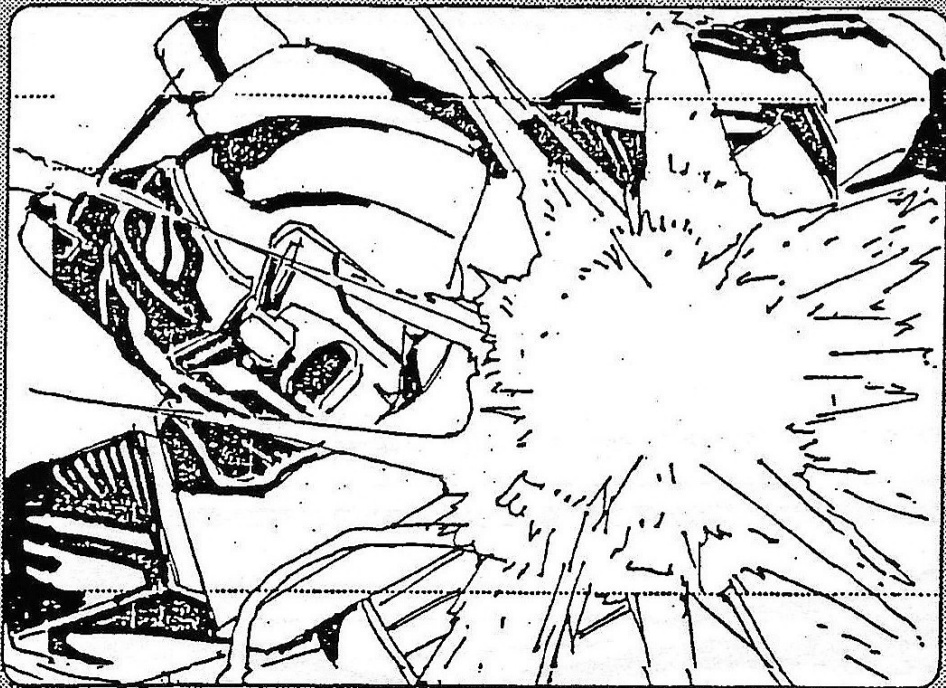
DIAL

MUSIC/SFX

SC. 5-19

SC. CONT

SEQ. 5 Page 17



ACTION C.U. BRAWN. HE TAKES A DIRECTS HIT IN HIS CHEST.

DIAL

MUSIC/SFX

**TFRAW**  
CAMERA  
*From Generation 1 to Beast Hunters and Beyond!!!!*

ACTION ...SPARKING AND BURNING, HE FLIES BACK...

DIAL

MUSIC/SFX

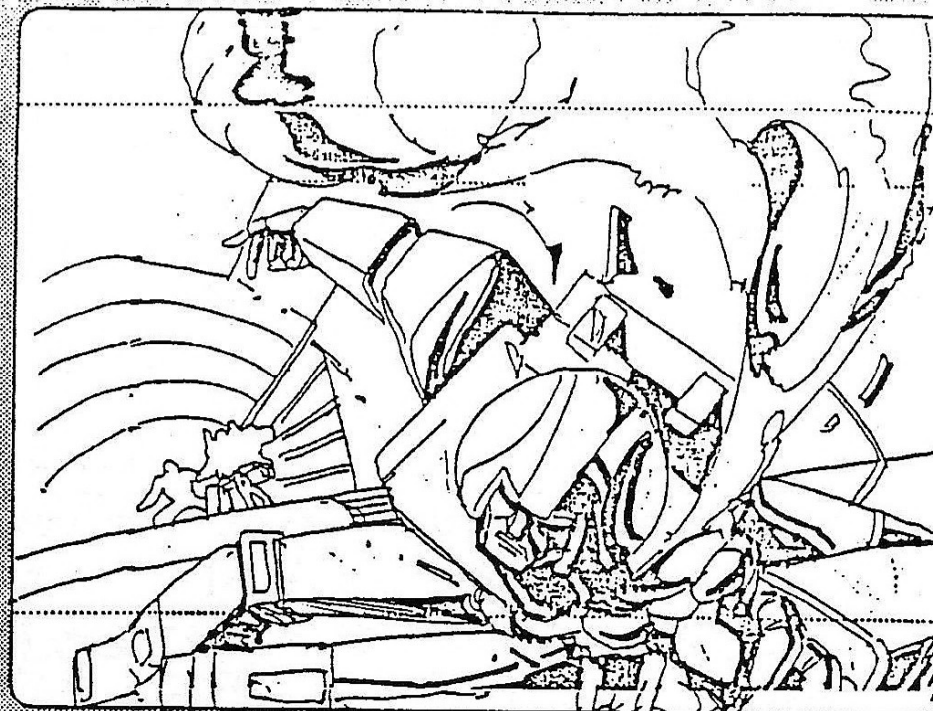
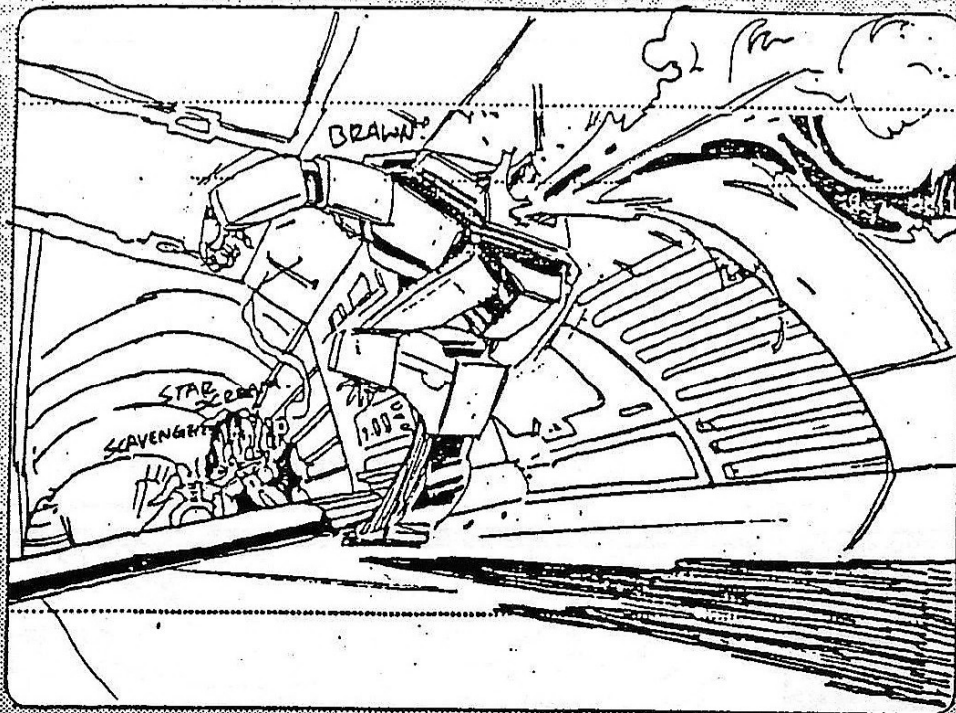
CAMERA



SC. 3-17

SC. CONT

SEQ. 5 Page 10



ACTION L.S. BRAWN. EXPLODING AND SPARKING, HE FLIES BACK TOWARDS CAMERA...

DIAL

MUSIC/SFX

ACTION ...AND CRASHES TO THE FLOOR.

DIAL

MUSIC/SFX

SC. 5-20



ACTION

L.S. PROWL WITH STARScream IN THE FOREGROUND. PROWL  
DUCKS BEHIND HIS CHAIR AS STARScream TAKES AIM.

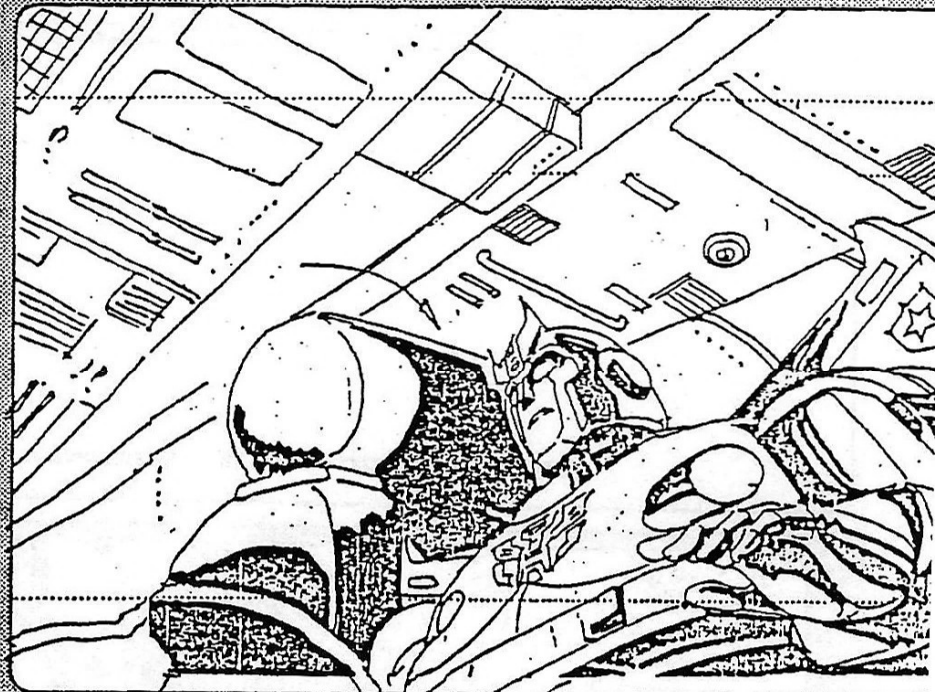
DIAL

MUSIC/SFX

CAMERA

SC. 5-21

SEQ. 5 Page 19



ACTION

M.S. PROWL. HE HIDES BEHIND HIS CHAIR.

DIAL

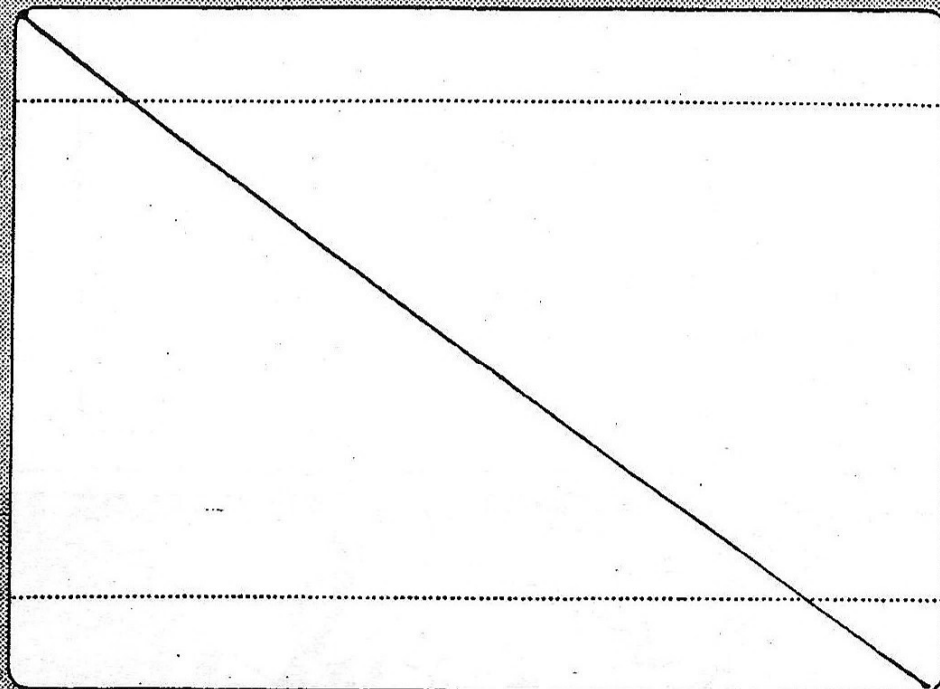
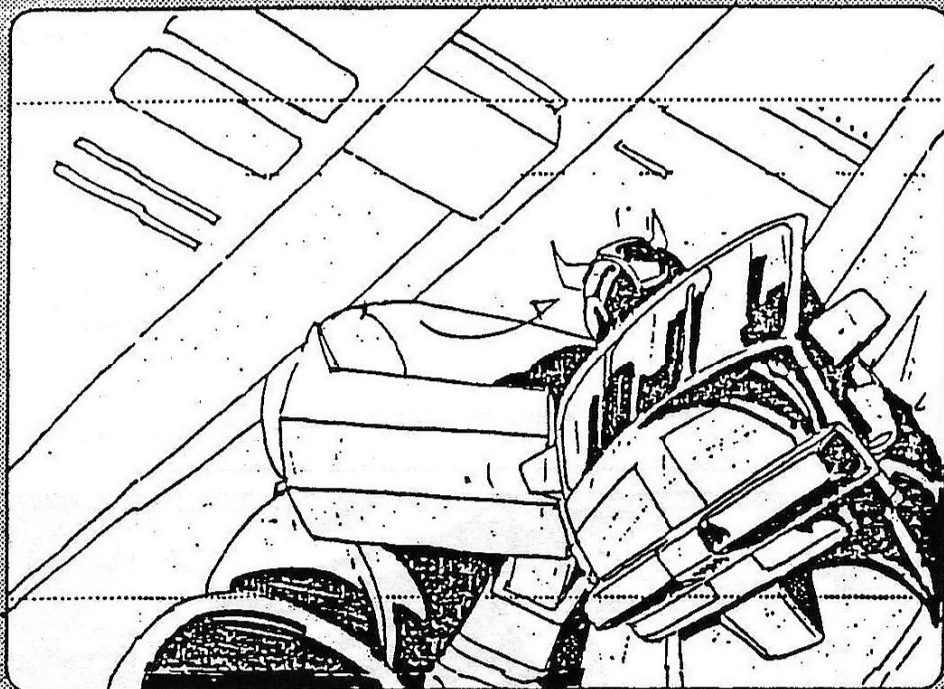
MUSIC/SFX

CAMERA

SC. CONT 5-21

SC.

SEQ. 5 Page 20



ACTION THEN SWINGS AROUND.

DIAL

MUSIC/SFX

**TFRAW**  
From CAMERA 1 to Beast Hunters and Beyond!!!!

ACTION

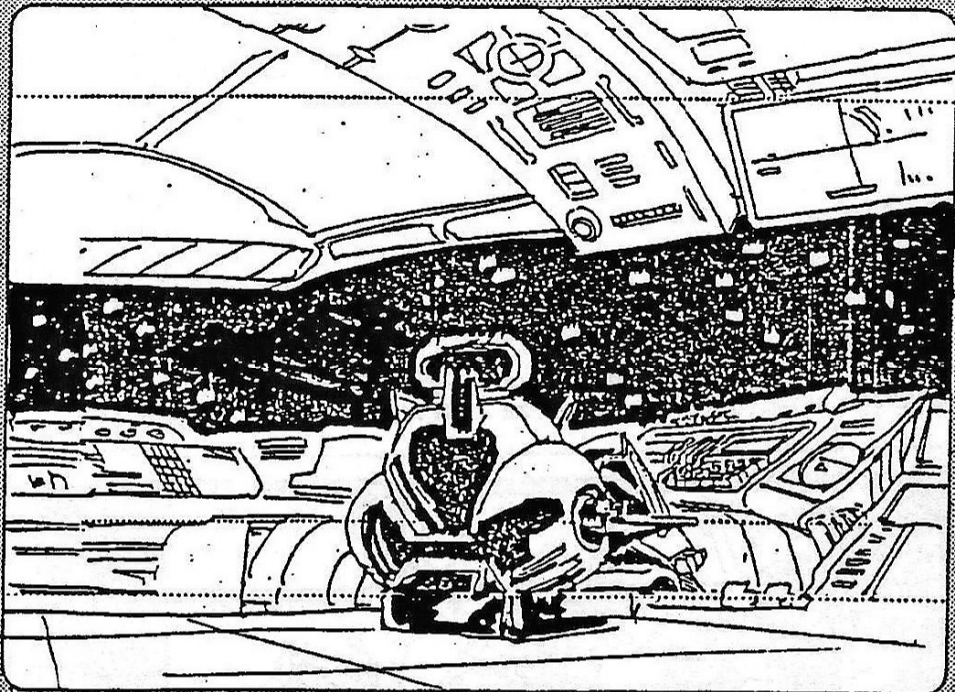
DIAL

MUSIC/SFX

CAMERA



SC. 5-22



ACTION L.S. PROWL. HE IS BEHIND HIS CHAIR...

DIAL

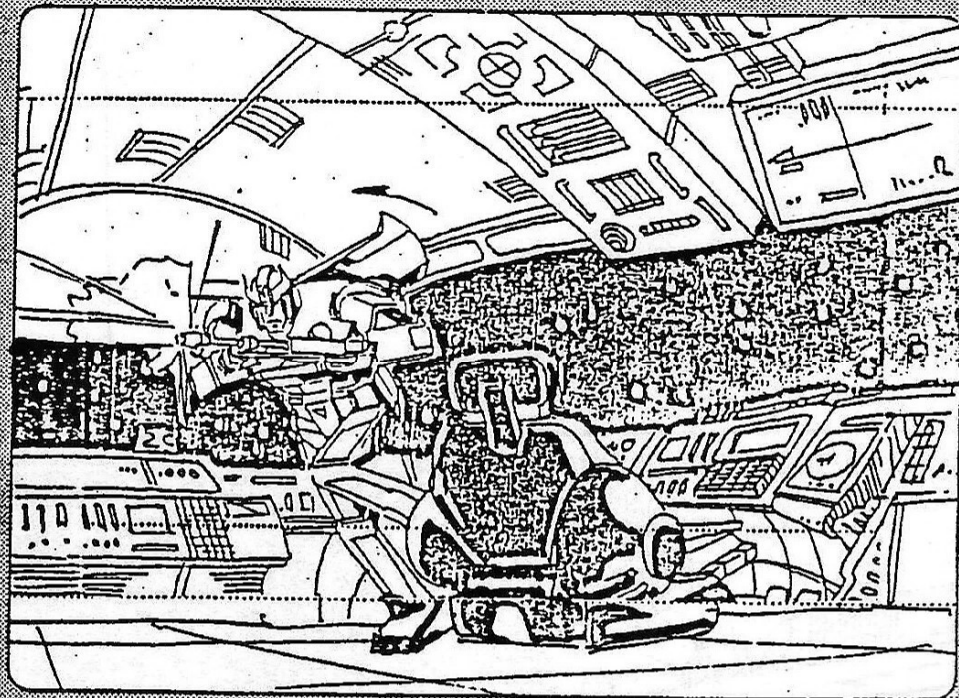
MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

SEQ. 5 Page 2/



ACTION ...THEN HE JUMPS UP AND FIRES AT THE O.S. DECEPTICONS!

DIAL

MUSIC/SFX

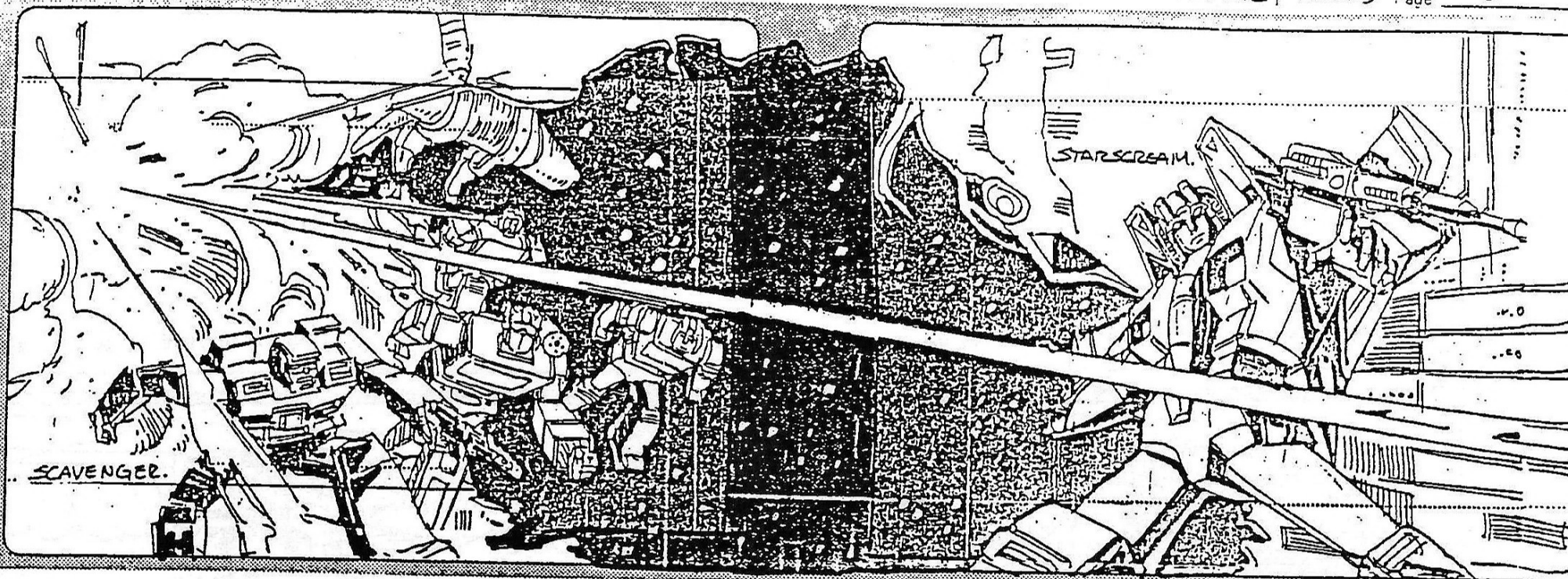
CAMERA

SC. 5-23

STOP

← QUICK PAN

START SEQ. 5 Page 22



ACTION M.S. STARSCREAM. HE JUMPS ASIDE AVOIDING PROWL'S BLAST, WHICH EXPLODES OVER THE HEADS OF SCAVANGER AND OTHER DECEPTICONS.

DIAL

MUSIC/SFX

ACTION

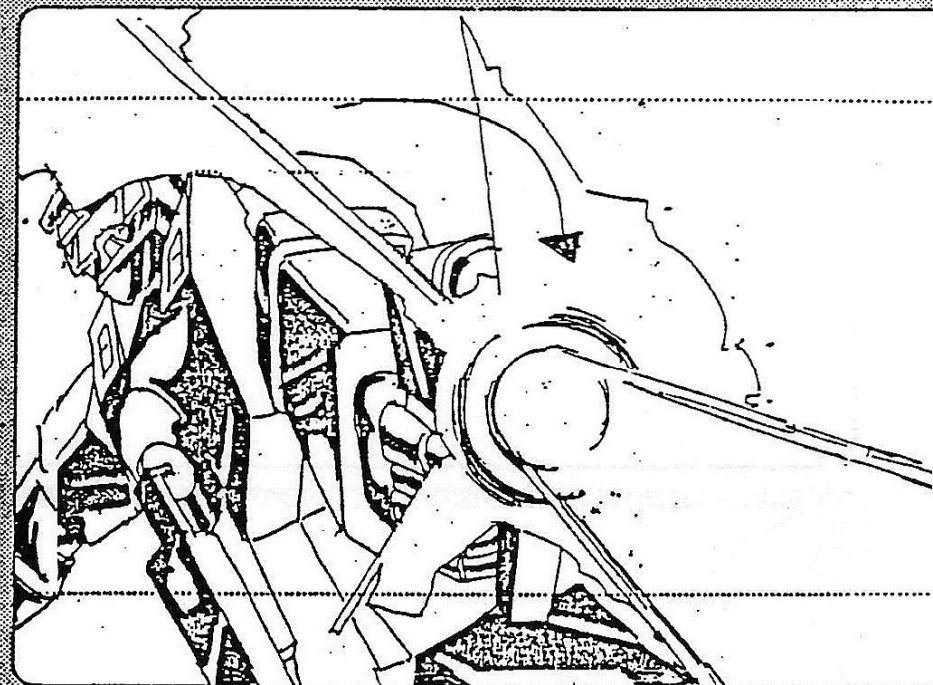
DIAL

MUSIC/SFX

SC. 5-24

SC. CONT

SEQ. 5 Page 23



ACTION M.S. SCAVANGER. HE TAKES AIM AND...

DIAL

MUSIC/SFX

CAMERA

ACTION ... FIRES AT PROWL O.S.

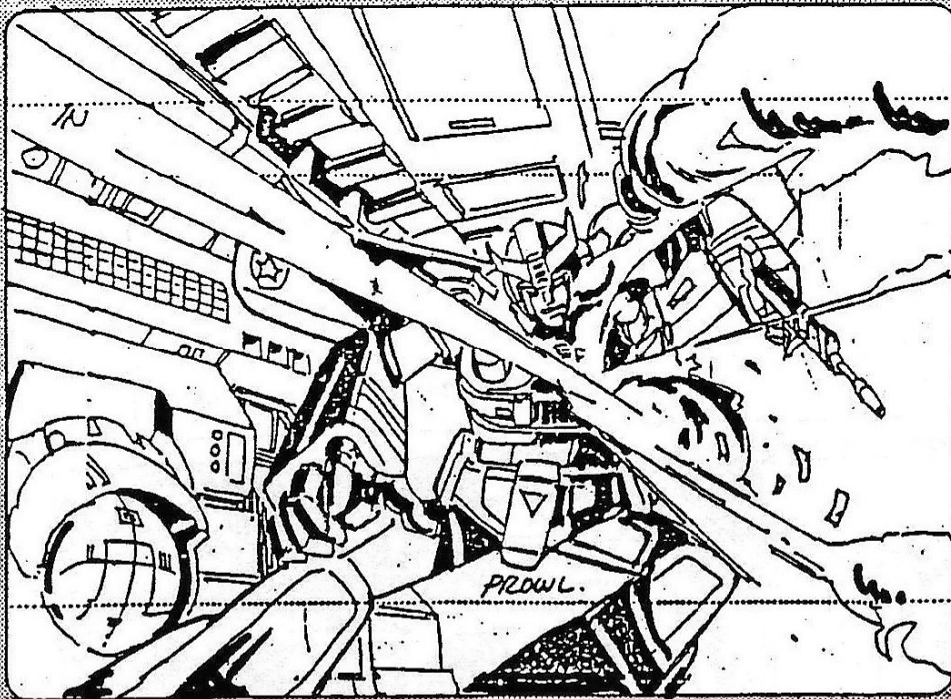
DIAL

MUSIC/SFX

CAMERA

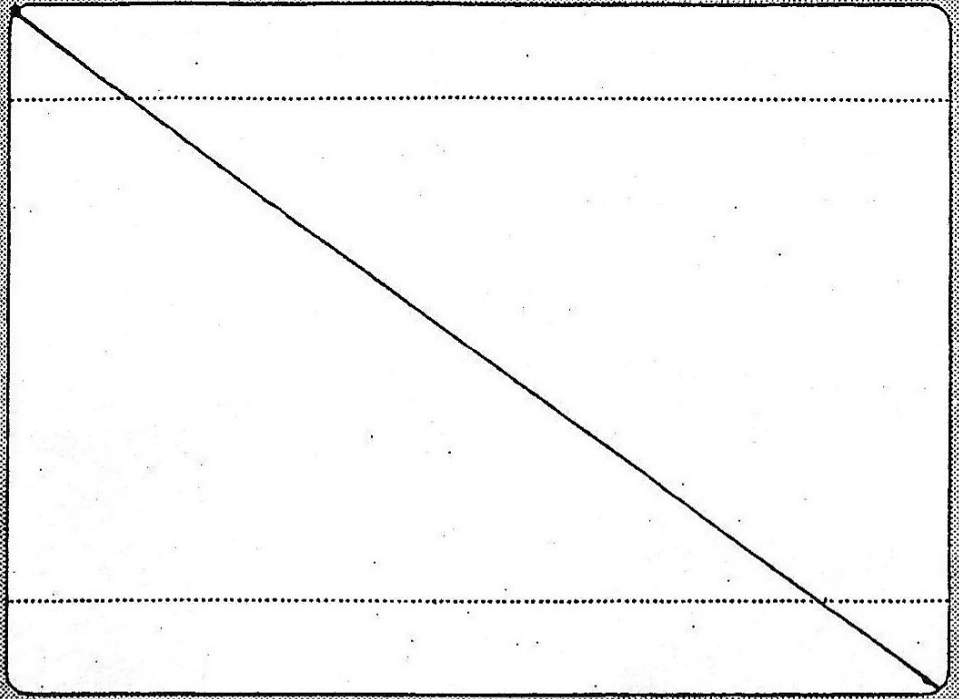


SC. 5-25



SC.

SEQ. 5 Page 24



ACTION M.L.S. PROWL. THE BLAST ENTERS AND EXPLODES INTO PROWL'S CHEST!

DIAL

MUSIC/SFX

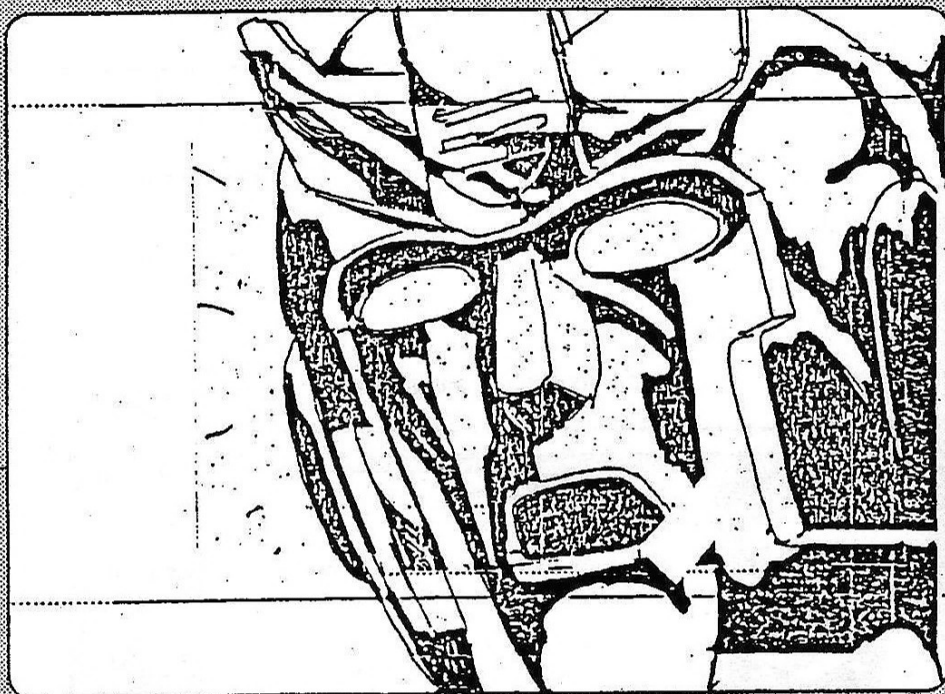
**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

DIAL

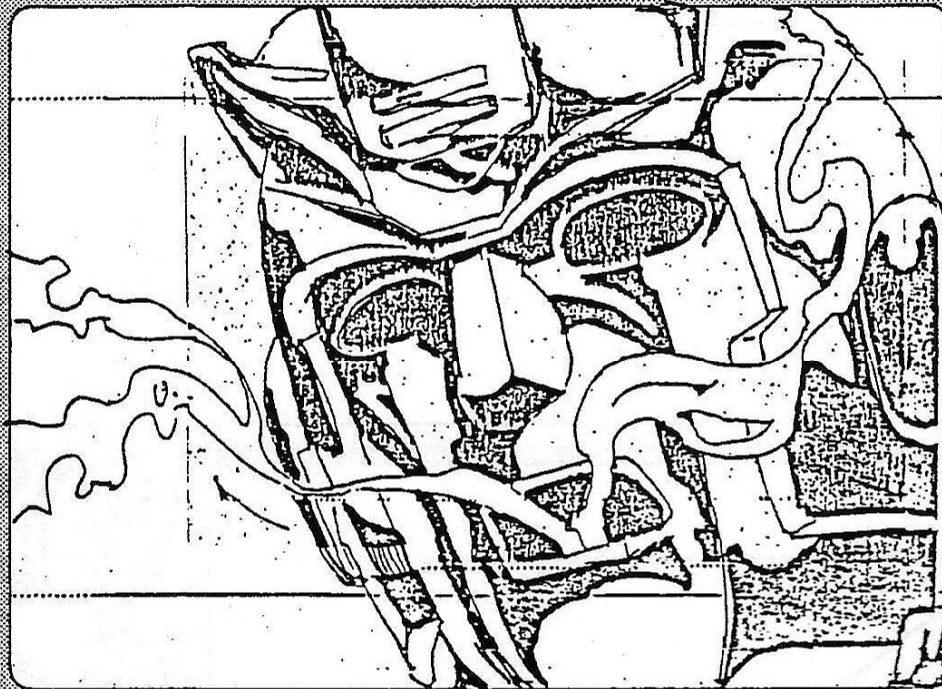
MUSIC/SFX

SC. 5-26



SC. CONT

SEQ. 5 Page 25



ACTION X.C.U. PROWL'S FACE. THE LIGHTS IN HIS FACE...

DIAL

MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...GO DARK AS SMOKE POURS OUT OF HIS MOUTH...

DIAL

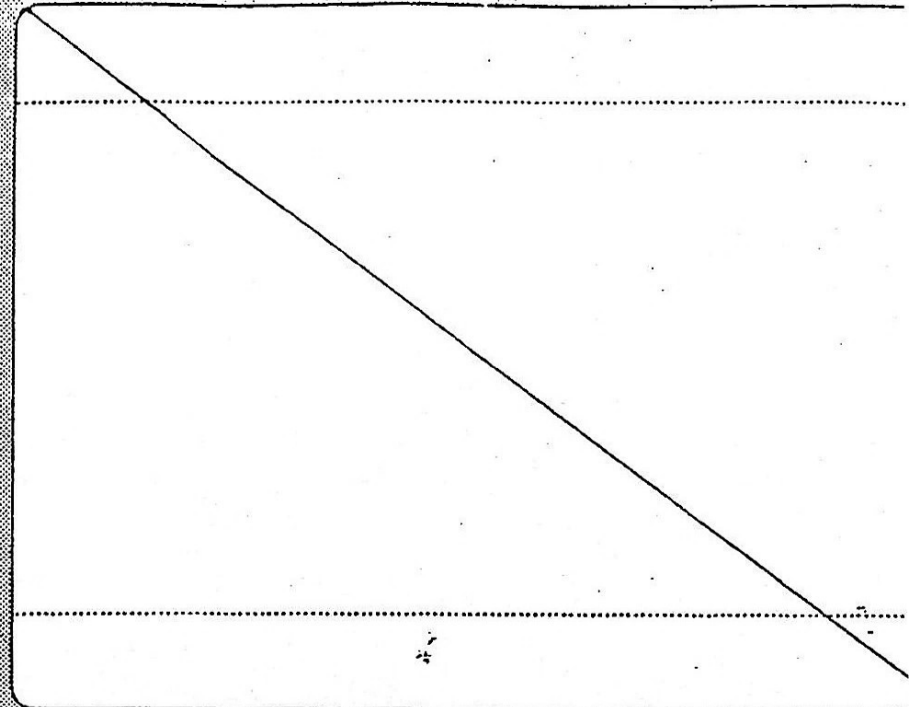
MUSIC/SFX

CAMERA

SC. CONT 5-26

SC.

SEQ. 5 Page 26



ACTION ... HE FALLS BACKWARD O.S.

DIAL

MUSIC/SFX

ACTION

DIAL

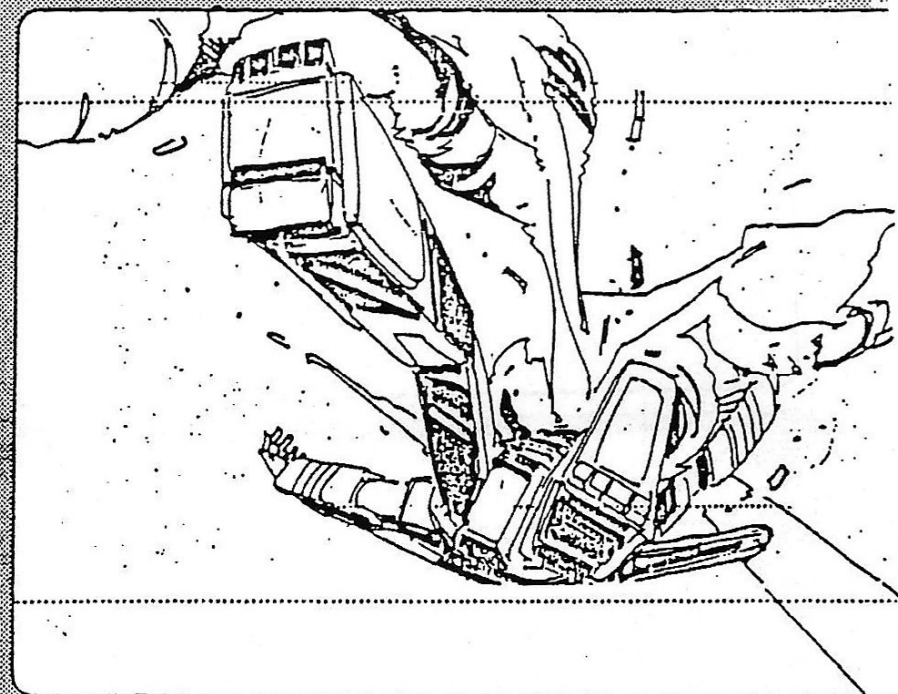
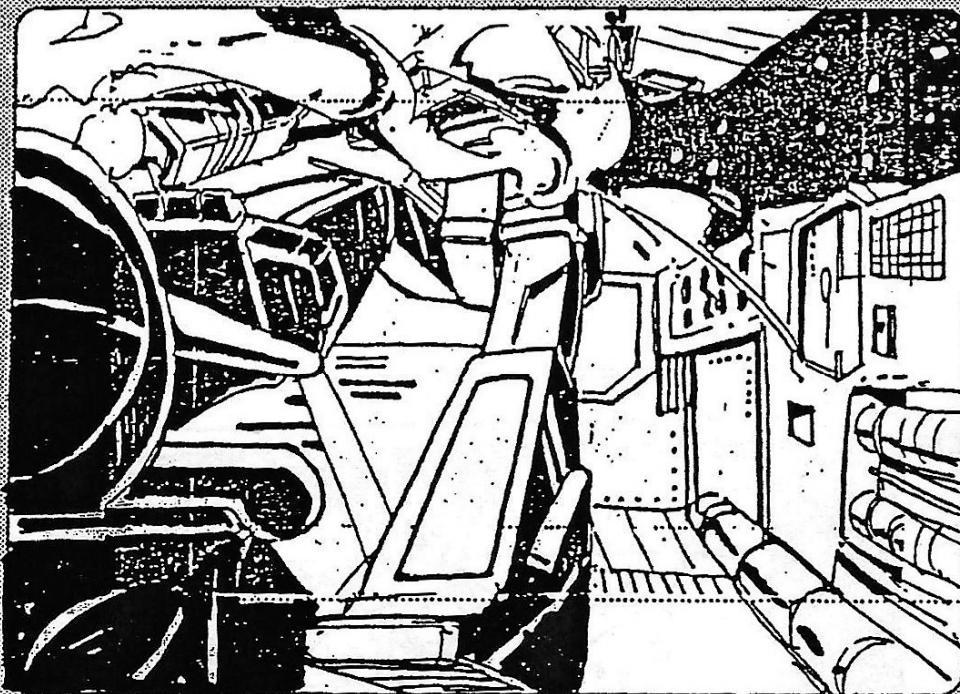
MUSIC/SFX



SC. 5-27

SC. CONT

SEQ. 5 Page 27



ACTION M.L.S. PROWL. HE FALLS...

DIAL

MUSIC/SFX

CAMERA

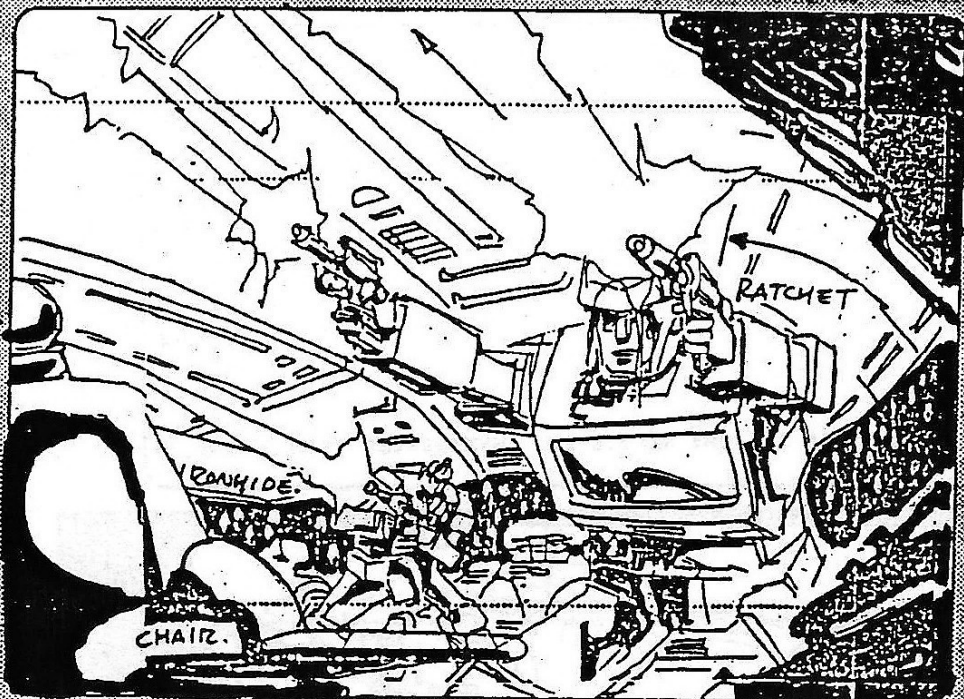
ACTION ... AND CRASHES TO THE FLOOR, SMOKE AND FLAMES EXPLODE FROM HIS CHEST.

DIAL

MUSIC/SFX

CAMERA

SC. 5-28



ACTION L.S. IRONHIDE AND RATCHET. THEY TAKE UP POSITIONS AND FIRE AT THE O.S. DECEPTICONS.

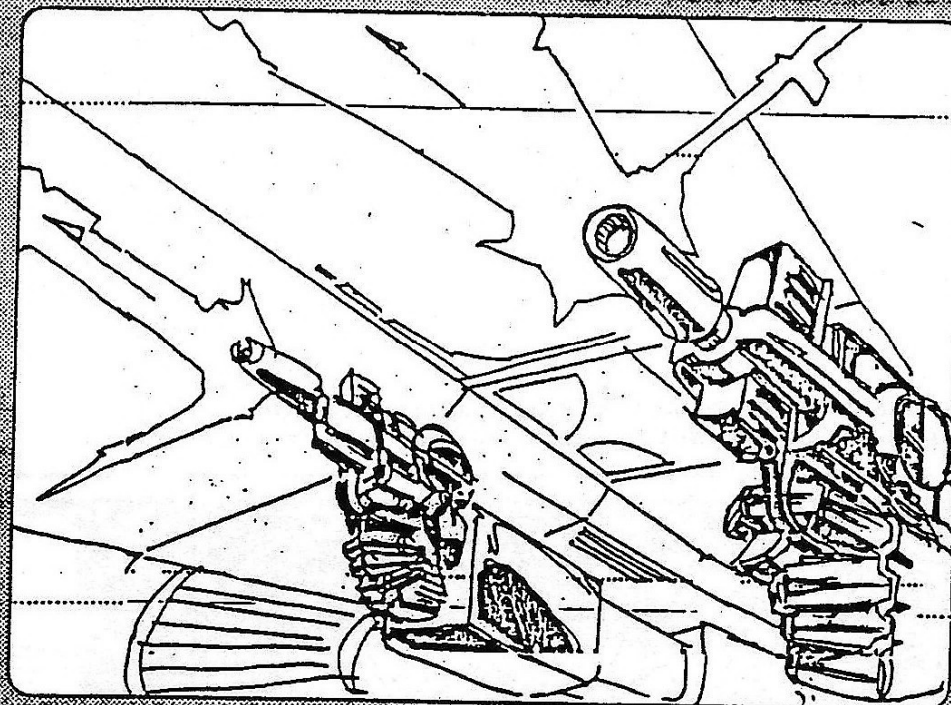
DIAL

MUSIC/SFX

CAMERA Generation 1 to Beast Hunters and Beyond!!!!

SC. 5-29

SEQ. 5 Page 28



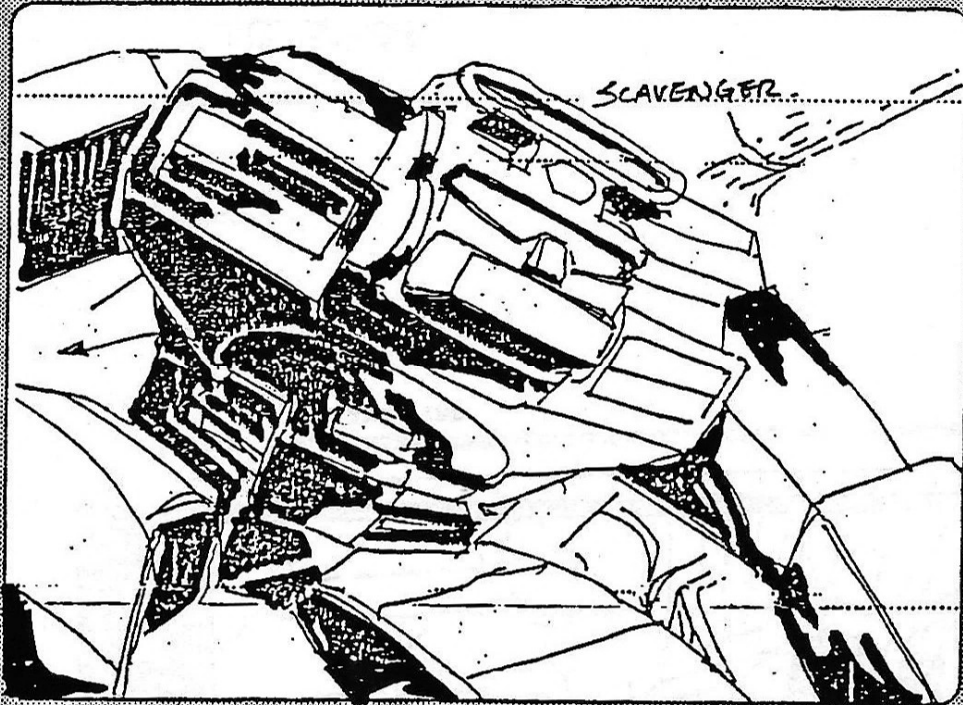
ACTION C.U. RATCHET'S GUNS. FIREING BLASTS!

DIAL

MUSIC/SFX

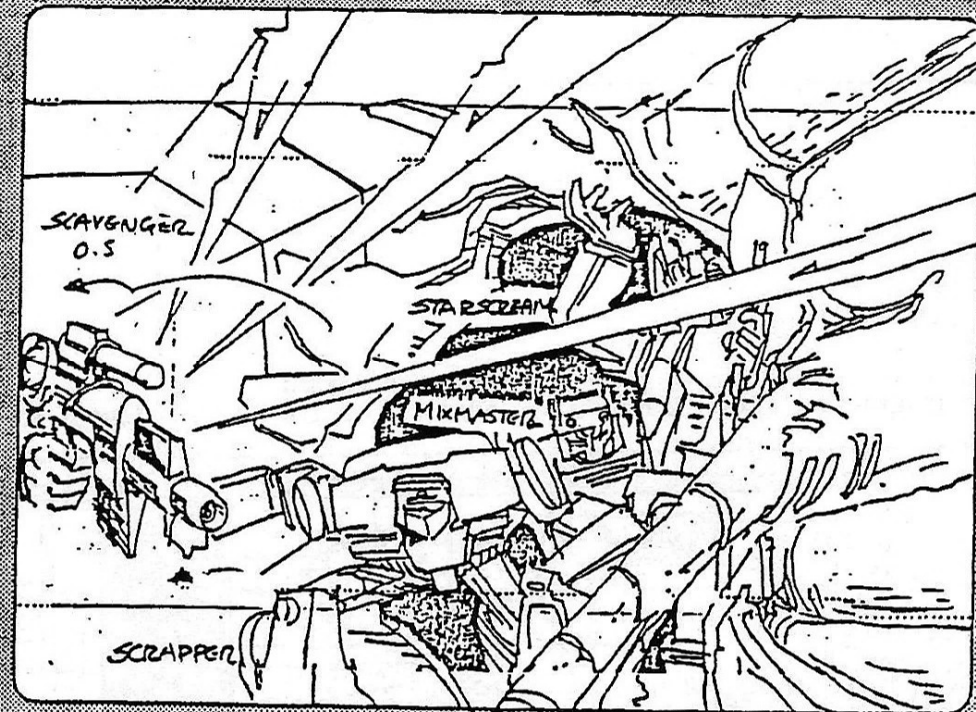
CAMERA

SC. 5-30



SC. CONT

SEQ. 5 Page 29



ACTION

M.S. SCAVENGER. HE JUMPS ASIDE...

DIAL

MUSIC/SFX

CAMERA

ACTION

...AVOIDING THE FIRE WHICH ALSO MISSES THE OTHER DECEPTICONS.

DIAL

MUSIC/SFX

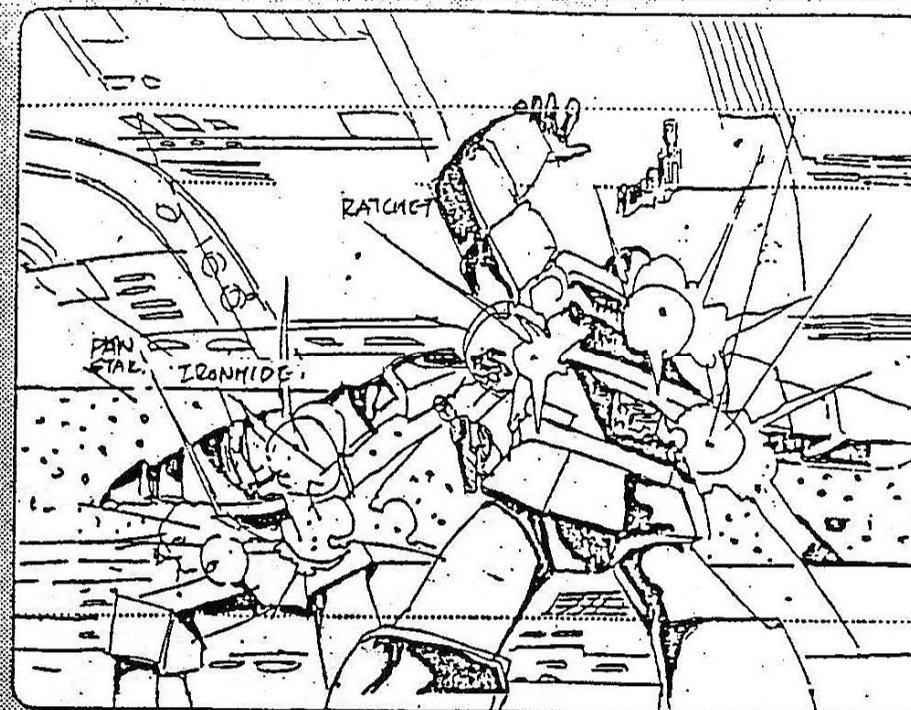
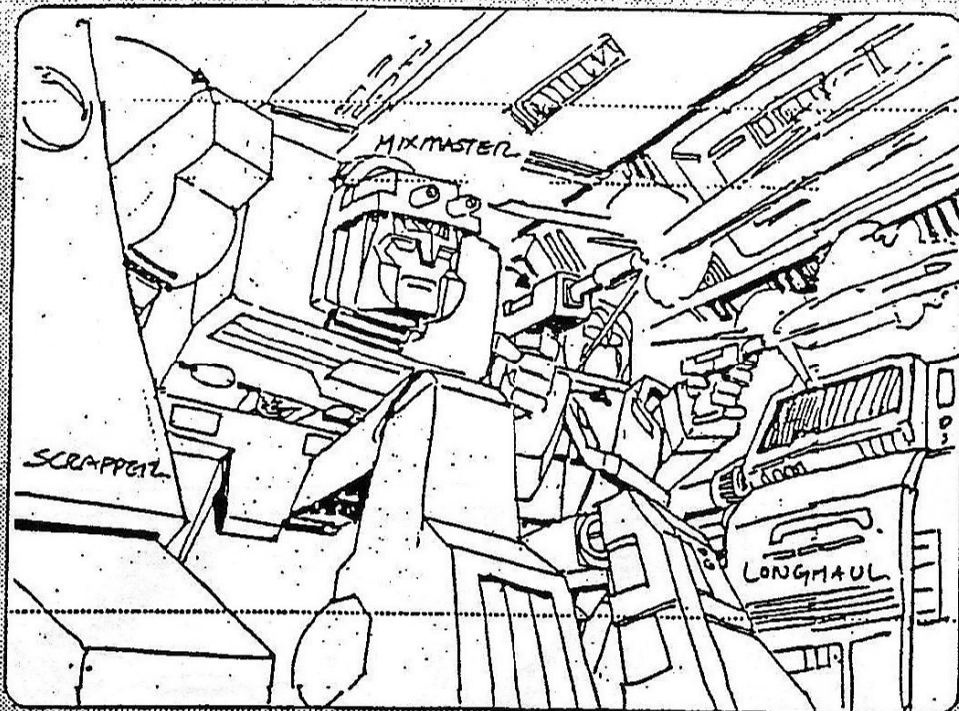
CAMERA



SC. 5-31

SC. 5-32

SEQ. 5 Page 30



ACTION M.S. MIXMASTER AND LONGHAUL. THEY MOVE FORWARD, TAKE POSITIONS, AIM AND FIRE.

DIAL

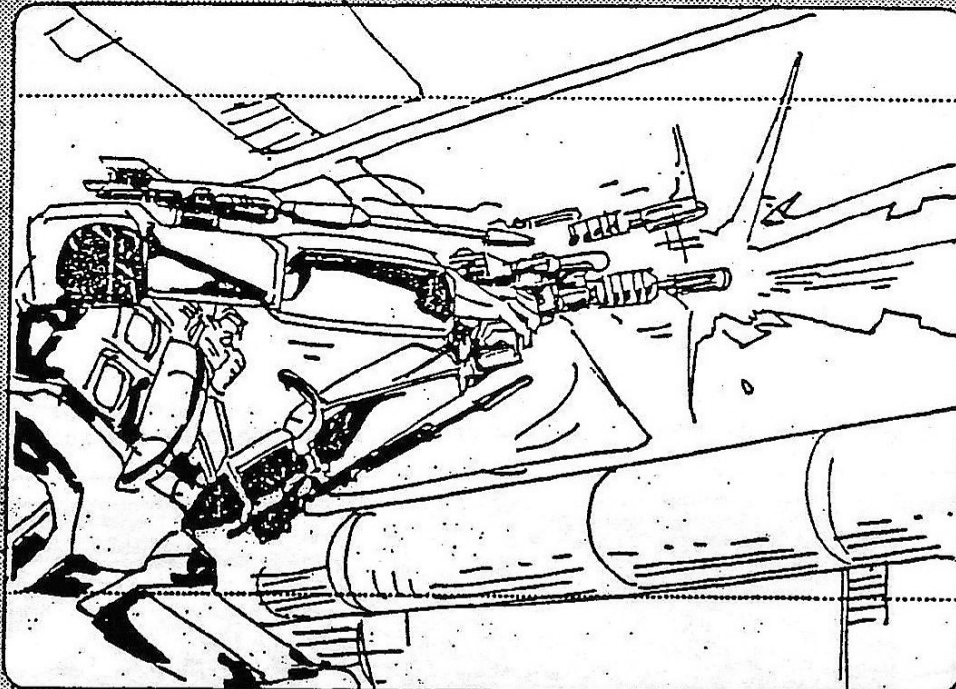
MUSIC/SFX

ACTION M.L.S. IRONHIDE AND RATCHET. THEY TAKE DIRECT HITS FROM THE DECEPTICON FIRE.

DIAL

MUSIC/SFX

SC. 5-33



ACTION M.S. STARScream. HE BLASTS AWAY AT THE O.S. AUTOBOTS.

DIAL

MUSIC/SFX

CAMERA

SC. 5-34

BEO. 5 Page 304



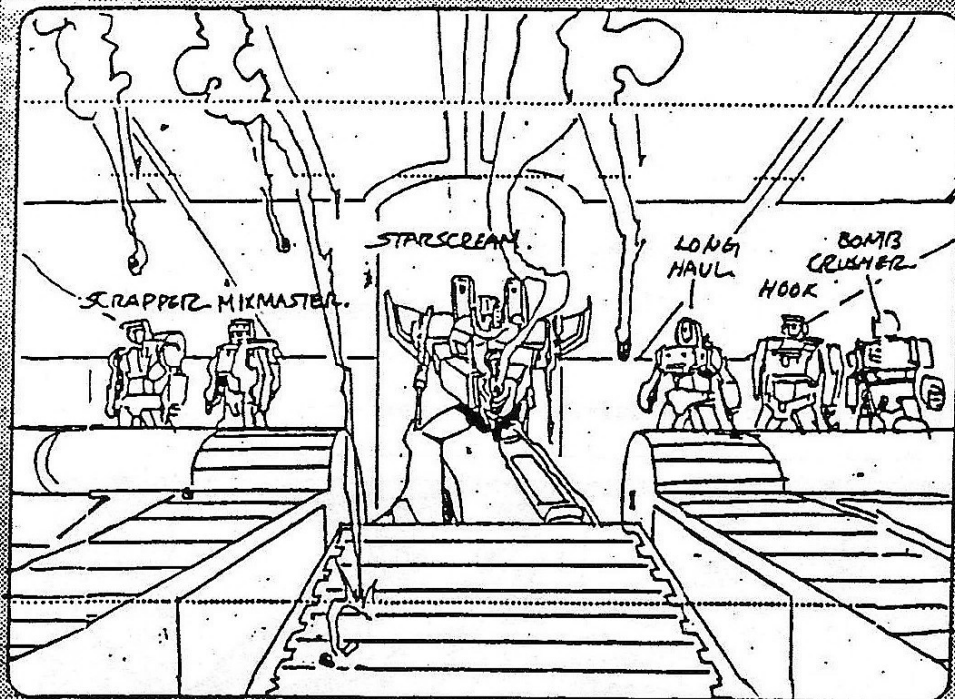
ACTION L.S. IRONHIDE AND RATCHET. THEY ARE HIT REPEATEDLY BY THE DECEPTICON FIRE. THEY EXPLODE AND FALL TO THE FLOOR.

DIAL

MUSIC/SFX

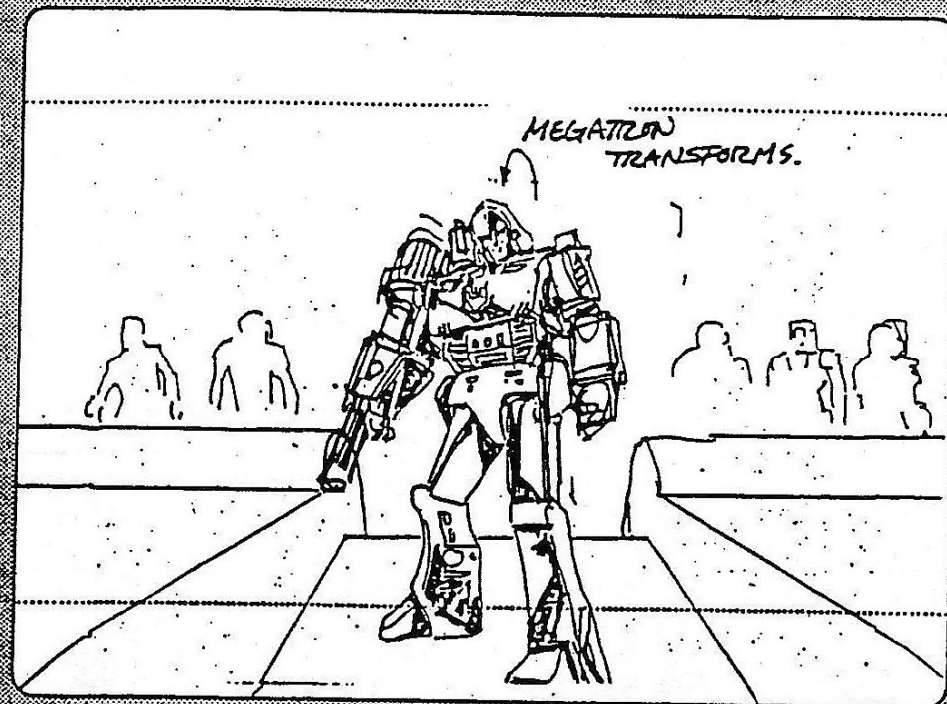
CAMERA

SC. 5-35



SC. CONT

SEQ. 5 Page 30B



NEXT: 31

ACTION L.S. STARScream, SCRAPPER, MIXMASTER, LONG HAUL, HOOK AND BONECRUSHER STAND IN A LINE AT THE REAR OF THE SHIP.

DIAL

MUSIC/SFX



ACTION ...AS THE GUN FLIES OUT OF STARScream'S HAND AND TRANSFORMS BACK INTO MEGATRON.

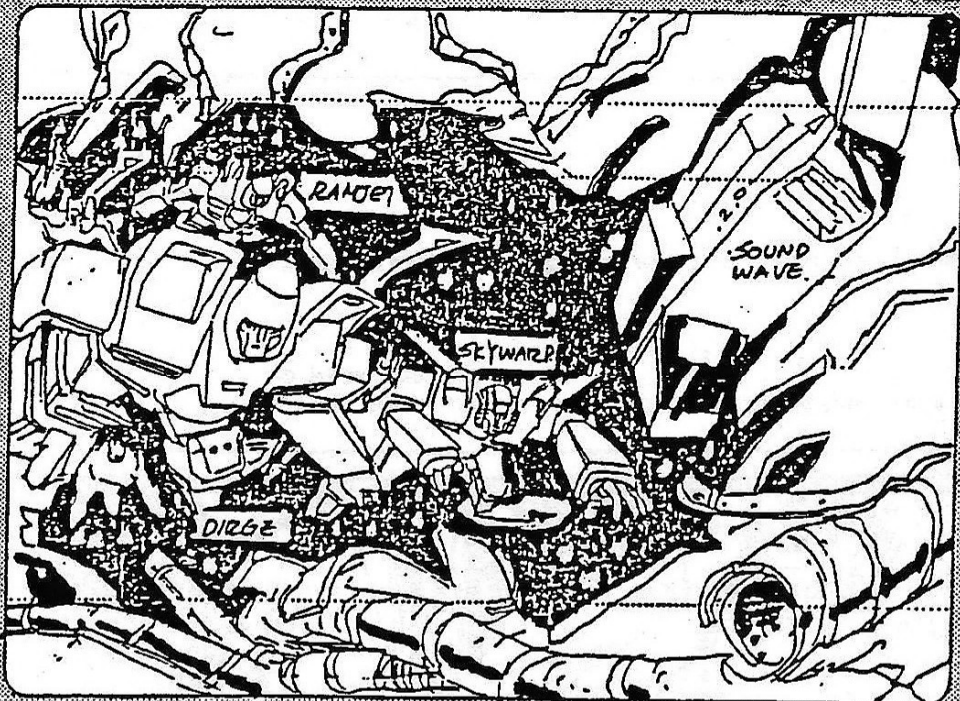
DIAL

MUSIC/SFX



SC. 5-36

PAN BG.



ACTION M.L.S. THE HOLE IN THE SIDE OF THE SHUTTLE AS MORE DECEPTICONS INCLUDING RAMJET, SKYWARP, DIRGE, AND SOUNDWAVE ENTER THE SHIP.

DIAL

MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 5-37

SEQ. 5 Page 31



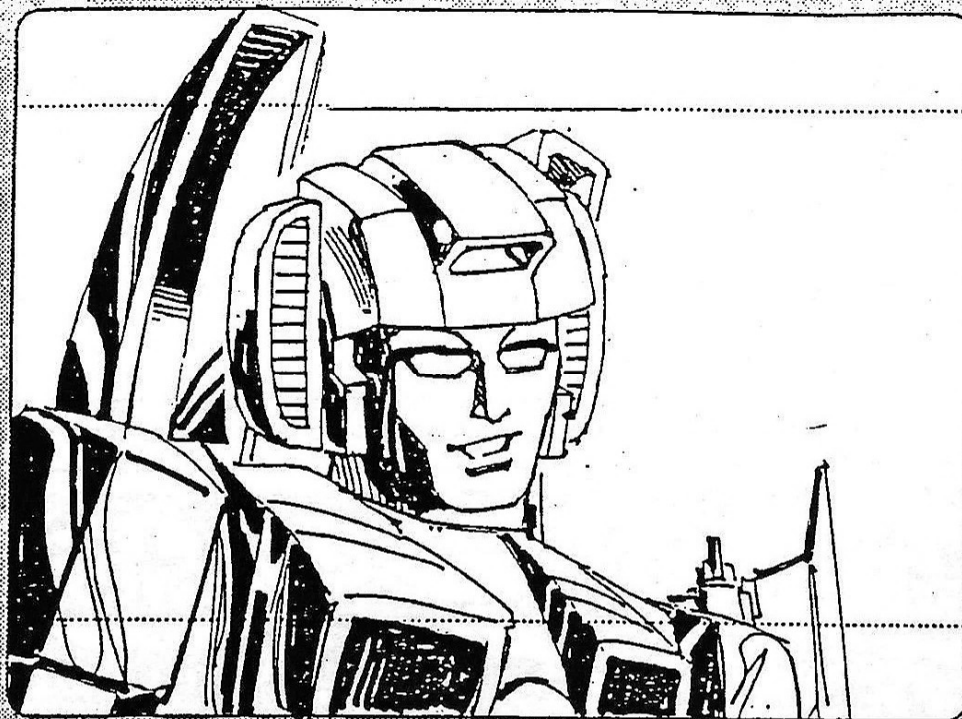
ACTION E.U. MEGATRON AS THE DECEPTICONS, THUNDERCRACKER, RAMJET, SKYWARP, KICKBACK AND BOMBSHELL FLY PAST.

DIAL MEGATRON 'This was almost too easy, Starscream.'

MUSIC/SFX

CAMERA

SC. 5-38



ACTION M.C.U. STARScream. HE ADDRESSES MEGATRON, THEN STARTS TO WALK FORWARD.

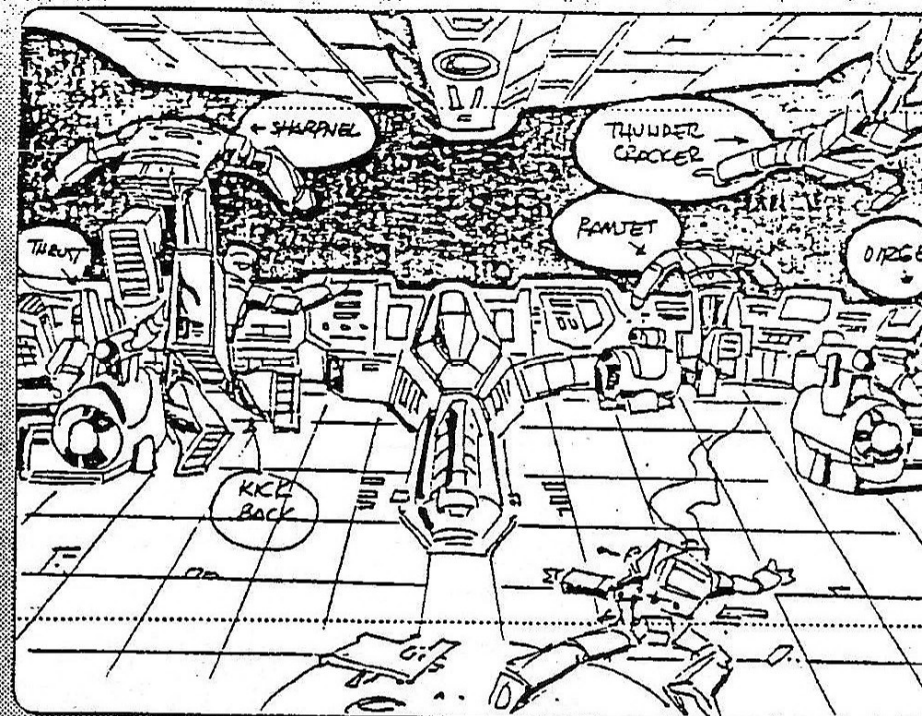
DIAL  
STARScream Much easier, almighty Megatron,...

MUSIC/SFX

**TF**  
From Generation 1 to Beast Hunters and Beyond!!!

SC. 5-38-A

Page 32



ACTION L.S. THE AUTOBOT SPACE SHUTTLE COCKPIT AS THUNDERCRACKER, DIRGE, RAMJET ENTER AND TAKE SEATS AT VARIOUS CONTROL STATIONS. AS WE PAN TO SEE KICKBACK, THRUST, AND SHRAPNEL FLY IN AND TAKE UP POSITIONS AT OTHER CONTROLS.

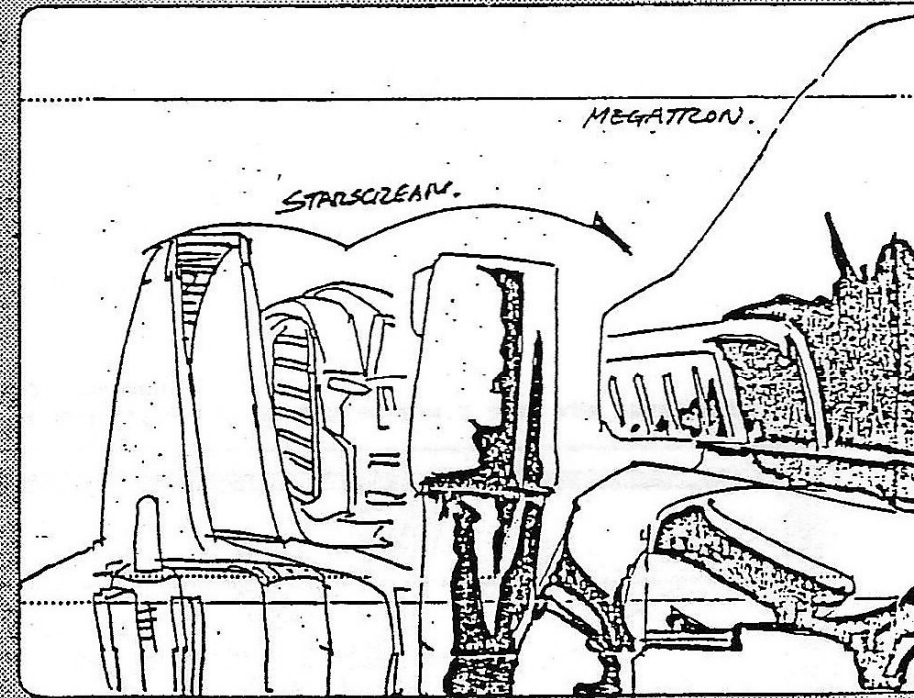
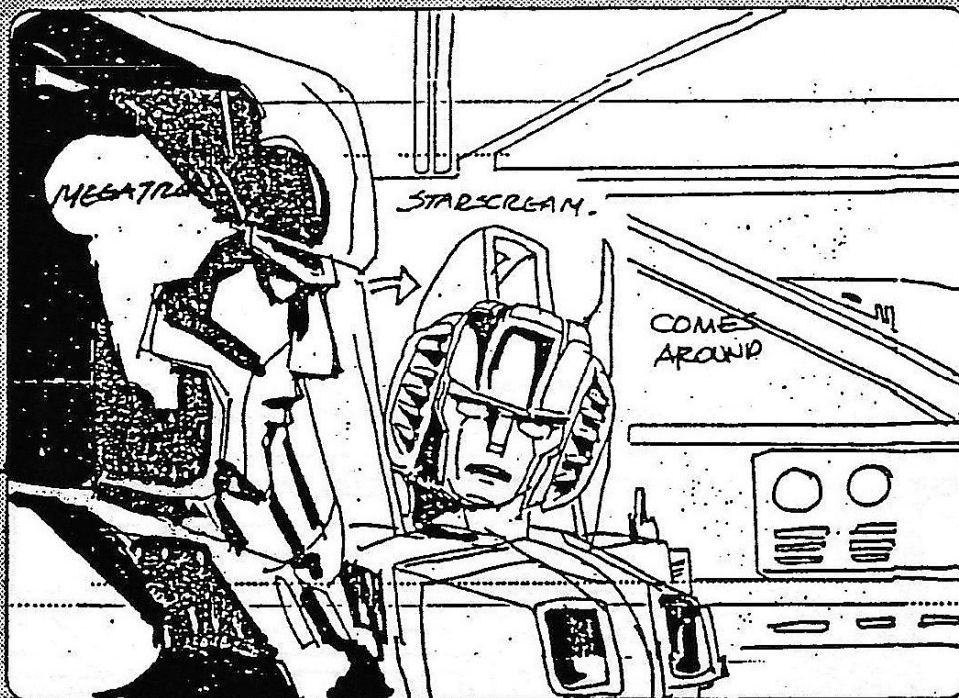
DIAL  
STARScream (CONT) than attacking the real threat.

MUSIC/SFX

SC. 5-39

SC. CONT

SEQ. 5 Page 33



ACTION M.C.U. MEGATRON AND STARScream. THEY TALK THEN...

DIAL STARScream (CONT) The Autobots' Moon Base.

MEGATRON You're an idiot, Starscream.  
When we slip by their

MUSIC/SFX

CAMERA

ACTION ...MEGATRON WALKS FORWARD.

DIAL STARScream (CONT) Early warning systems...

MUSIC/SFX

CAMERA

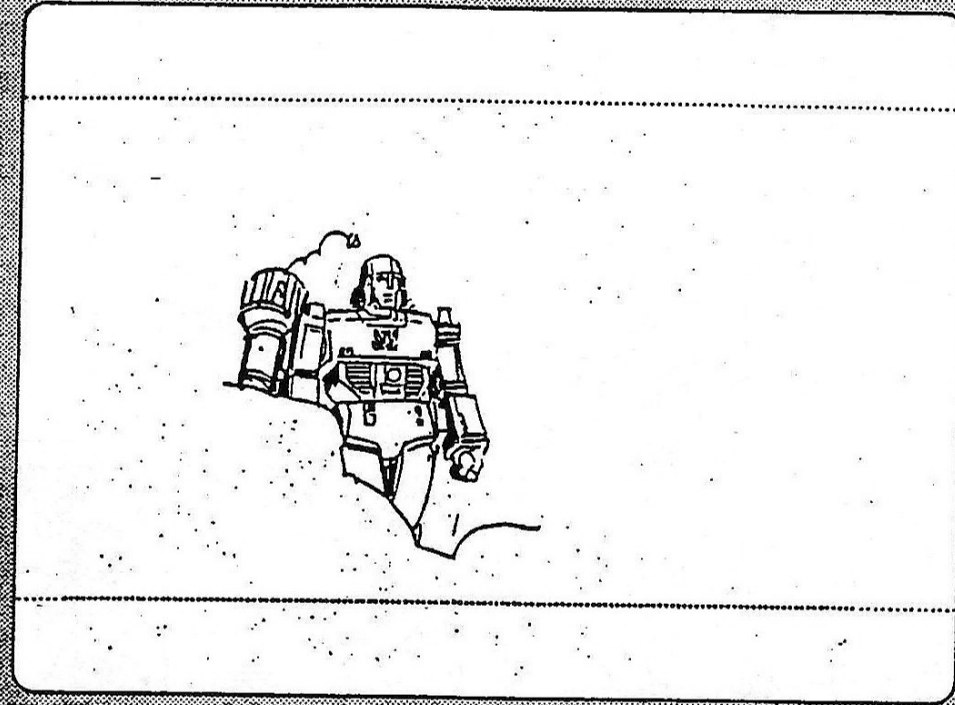


SC. 5-40



SC. CONT

SEQ. 5 Page 34



ACTION L.S. THE INTERIOR OF THE COCKPIT, AS MEGATRON WALKS FORWARD.

DIAL MEGATRON (CONT) ... in their own shuttle, ...

MUSIC/SFX



ACTION

DIAL MEGATRON (CONT) ... and destroy Autobot City, ...

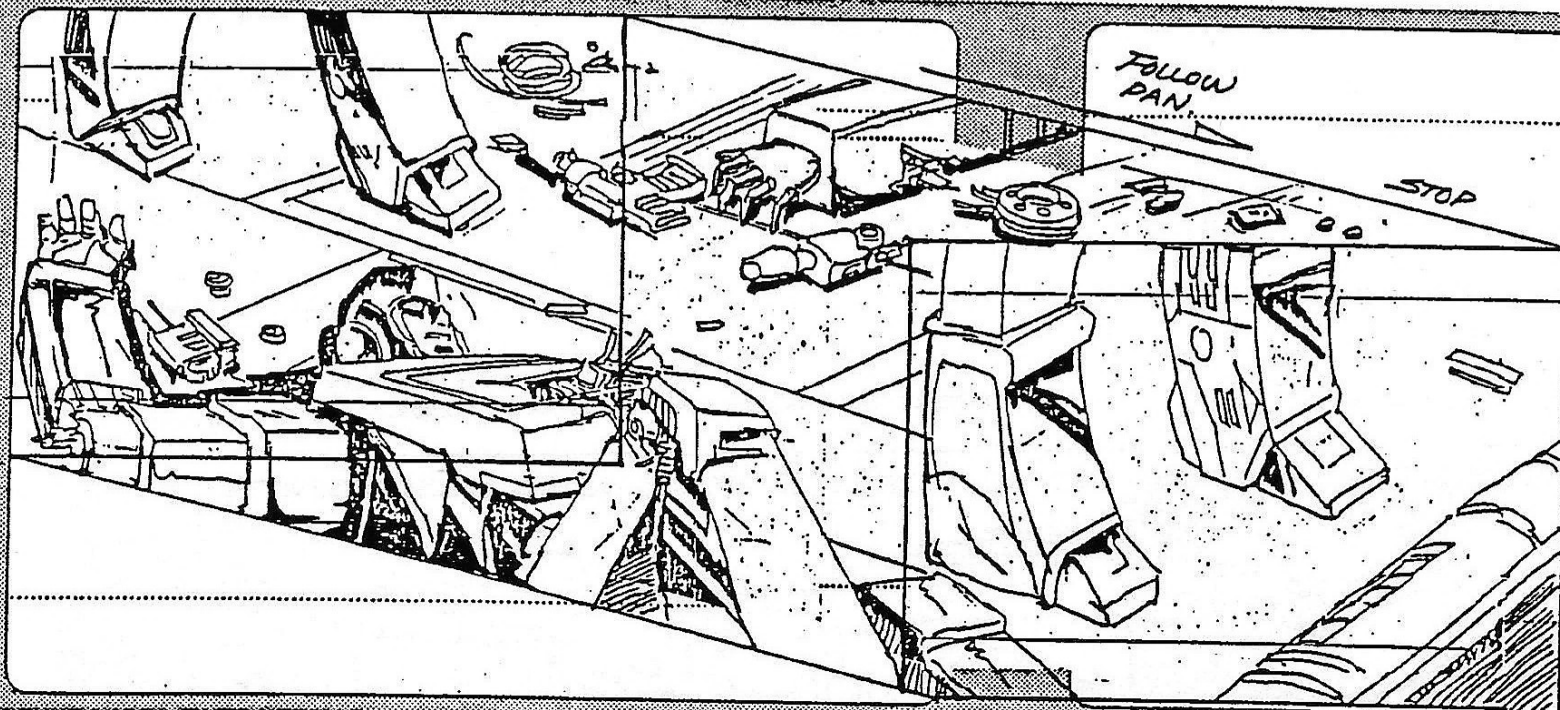
MUSIC/SFX

CAMERA

SC. 5-41

START

SEQ. 5 Page 35



FOLLOW  
PAN

STOP

ACTION M.S. THE FLOOR OF THE SHUTTLE. MEGATRON WALKS FORWARD  
PAST THE REMAINS OF VARIOUS AUTOBOTS...

DIAL MEGATRON. (CONT) ... the Autobots will be  
vanquished forever.

MUSIC/SFX

CAMERA

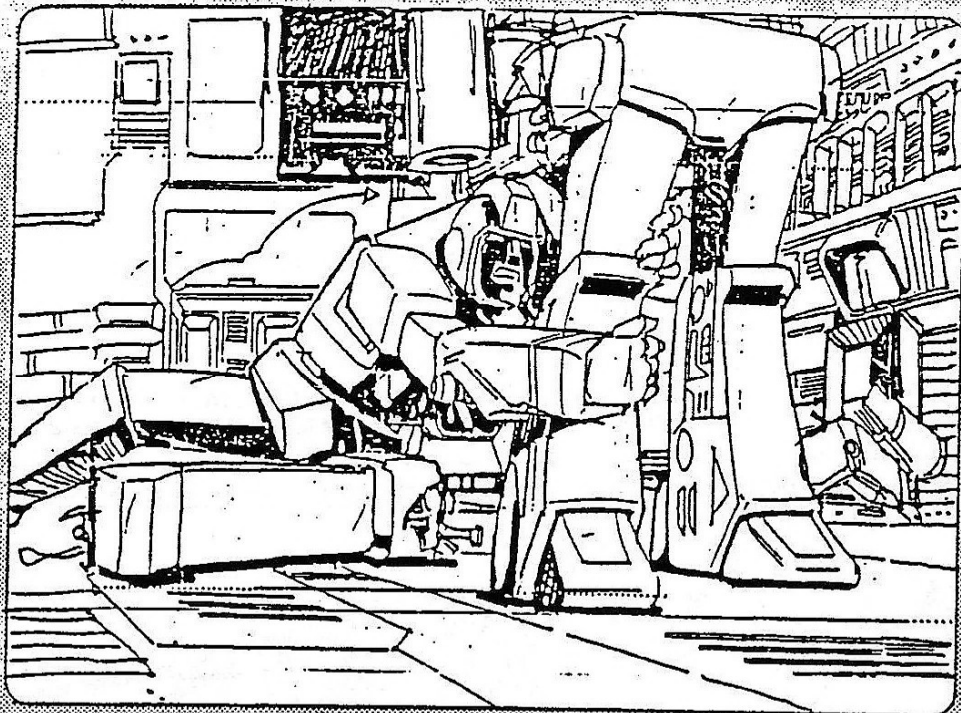
ACTION ...AND STOPS.

DIAL

MUSIC/SFX

CAMERA

SC. 5-42



ACTION

M.L.S. IRONHIDE, STILL LIVING, REACHES AND TAKES A HOLD OF MEGATRON'S LEG.

DIAL

IRONHIDE

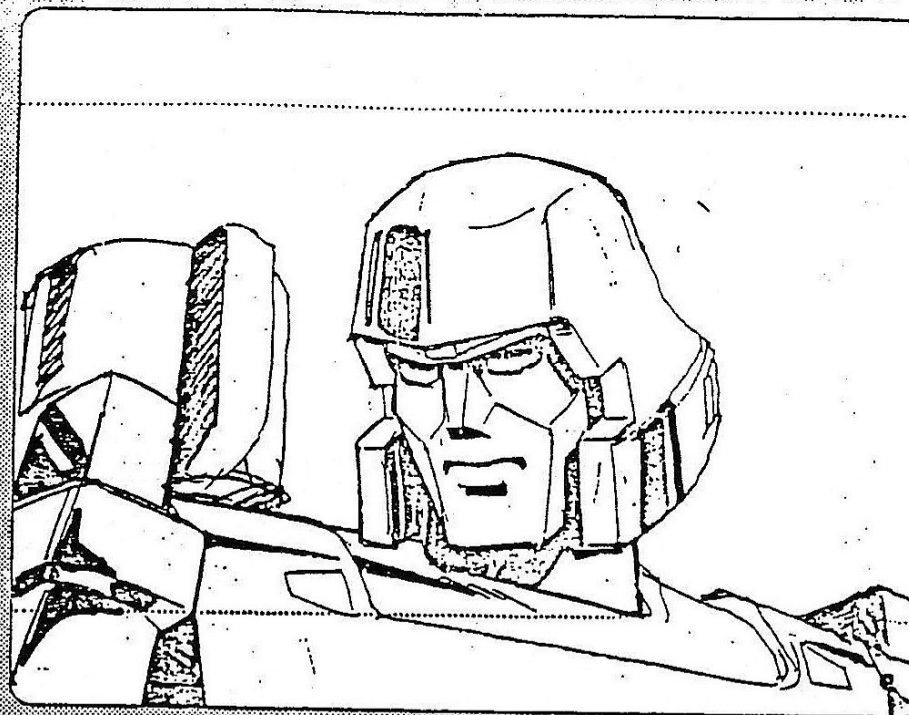
No!!

MUSIC/SFX

**T F R A W**  
From Generation 1 to Beast Hunters and Beyond!!!!  
CAMERA

SC. 5-43

SEQ. 5 Page 30



ACTION

C.U. MEGATRON. HE TURNS AND LOOKS DOWN AT IRONHIDE O.S.

DIAL

MEGATRON

Such heroic nonsense!

MUSIC/SFX

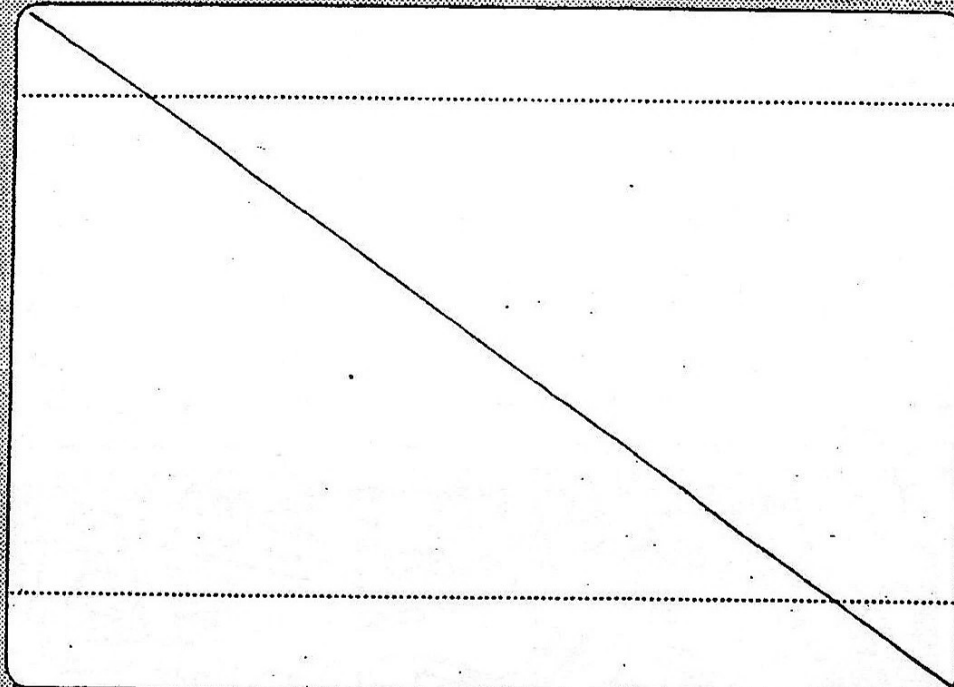


SC.

NO SC. 5-44

SC. 5-45

SEQ. 5 Page 37



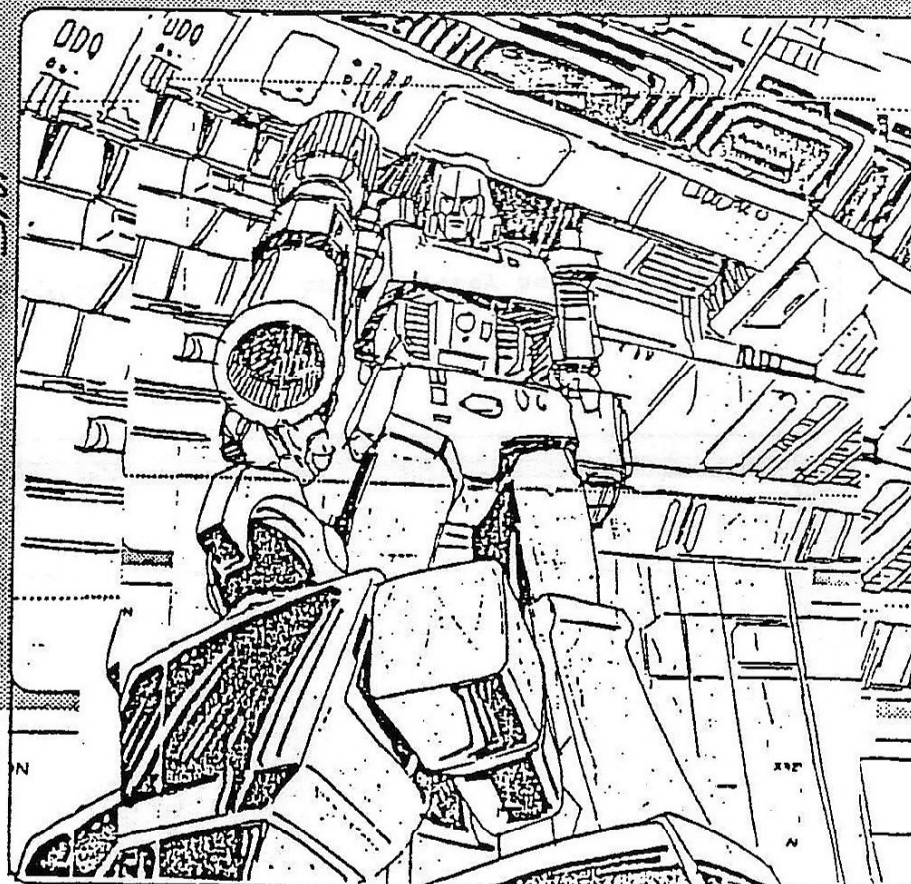
ACTION

DIAL

MUSIC/SFX

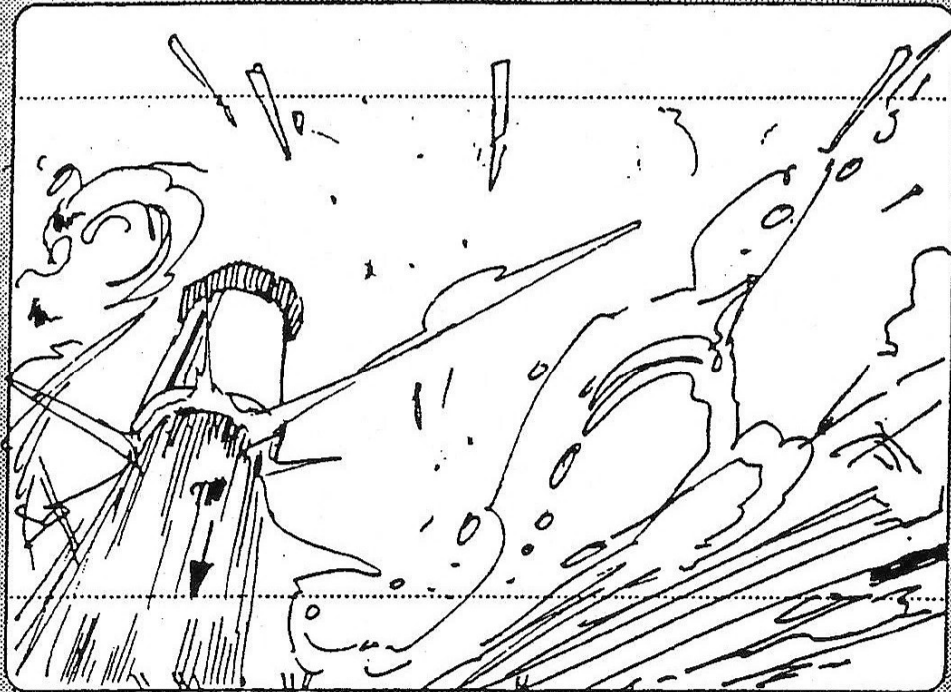
CAMERA

START PAN UP STOP



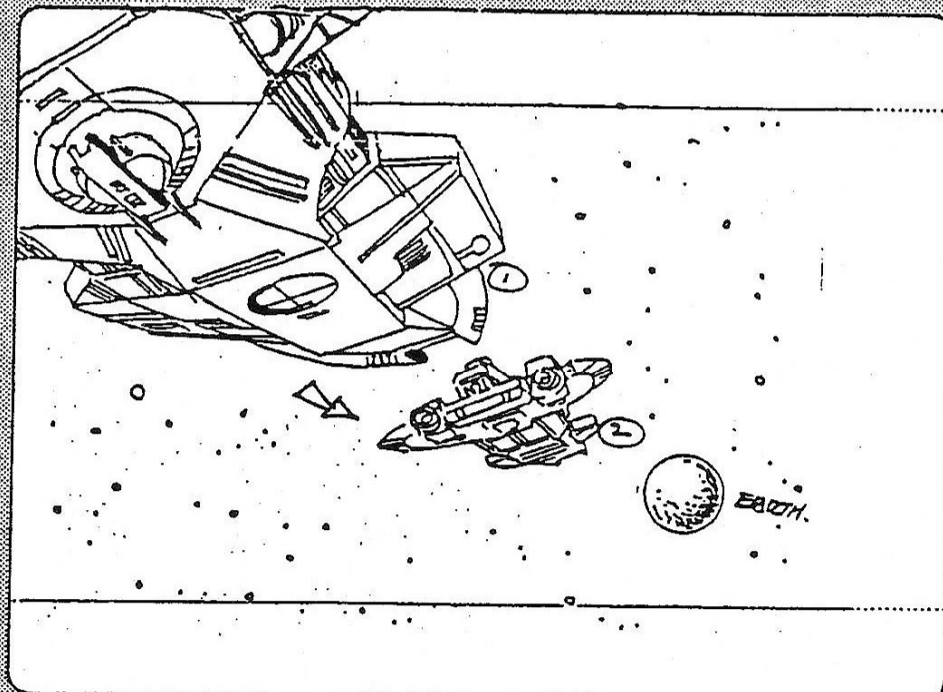
C.U. IRONHIDE. HOLDING ON TO MEGATRON'S LEG. WE PAN UP TO SEE MEGATRON. HE TAKES AIM...

SC. CONT 5-45



SC. 5-46

SEQ. 5 Page 38



ACTION ...AND BLASTS THE O.S. IRONHIDE!

DIAL

MUSIC/SFX

CAMERA

**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

X.L.S. THE EARTH IN SPACE. THE AUTOBOT SHUTTLE FLIES THROUGH SPACE TOWARD IT.

DIAL

MUSIC/SFX

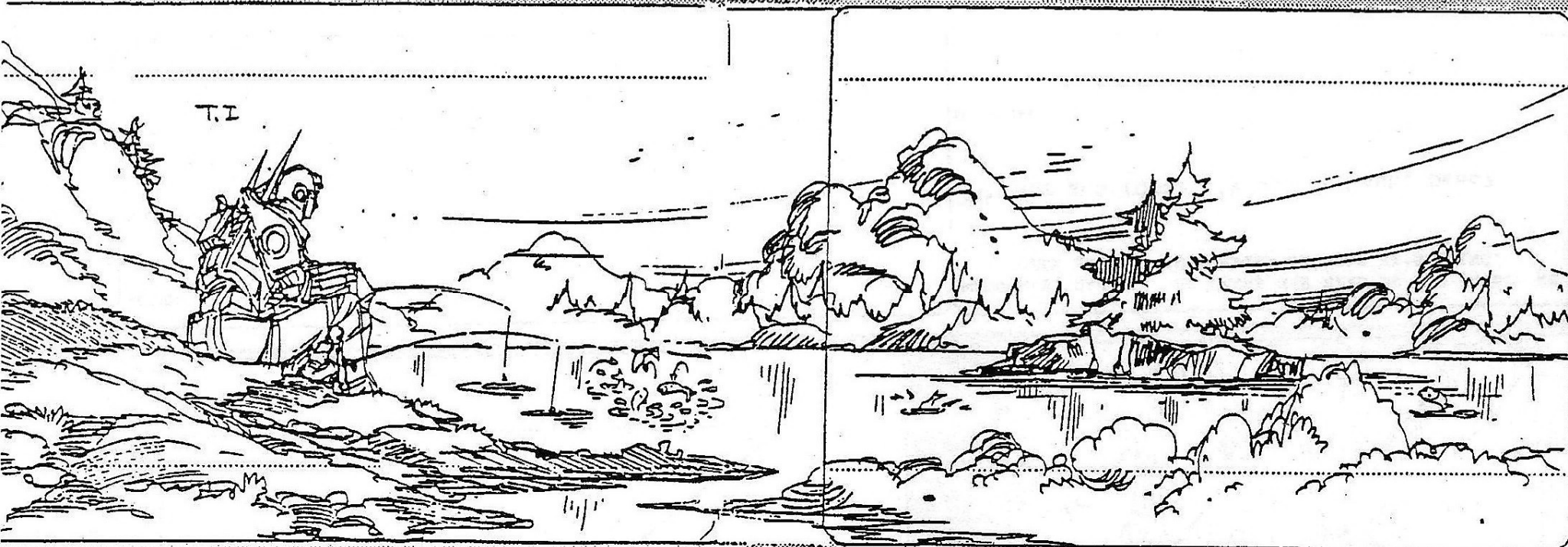
CAMERA

SC. 6-1

STOP

PAN.

START SEQ 6 Page 1



L.S. A CLEAR MOUNTAIN LAKE SURROUNDED BY PINE TREES. WE PAN TO SEE, DANIEL AND HIS AUTOBOT FRIEND HOT ROD FISHING.

FEW RAINBOW TROUT JUMP UP OUT OF THE COOL WATER.

HOT ROD The fish are jumpin' today...

ACTION

DIAL

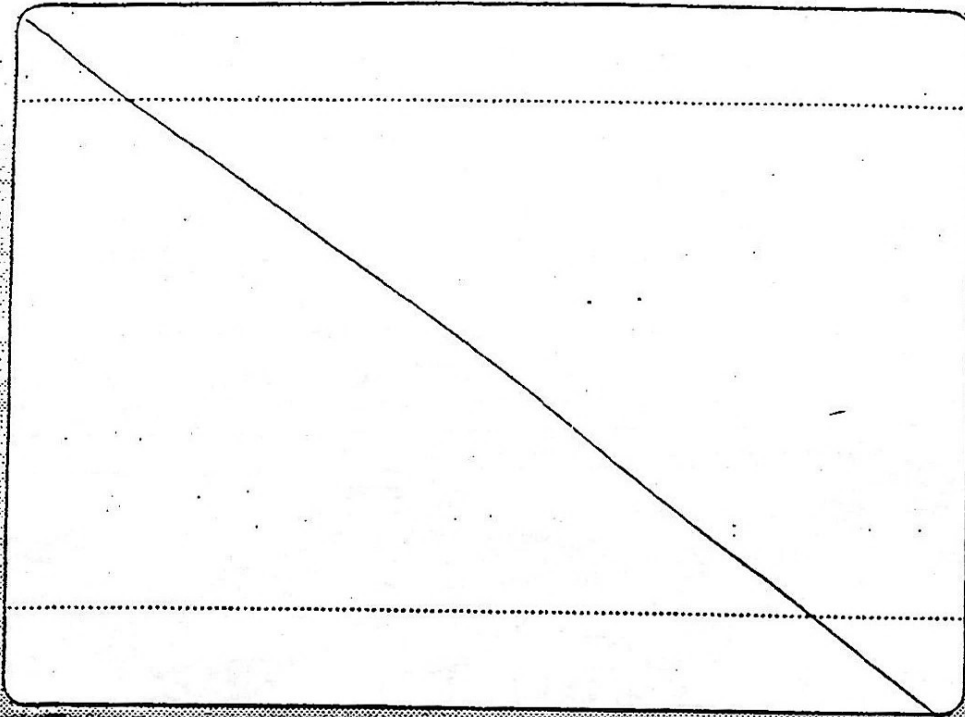
MUSIC/SFX

CAMERA

SFX



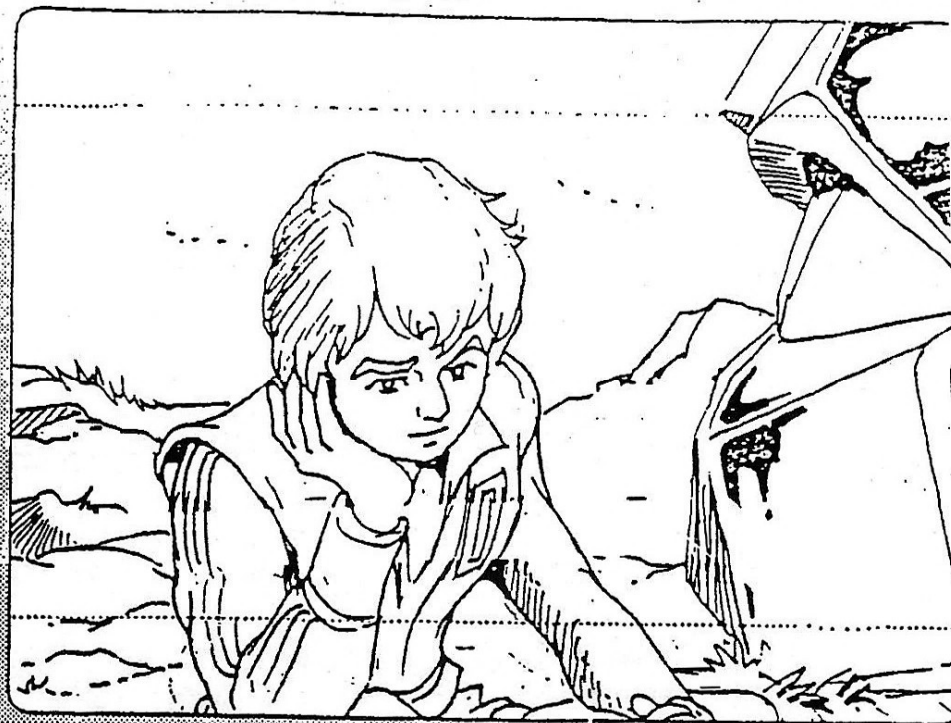
SC.



SC. 6-2

SEQ. 6

Page



ACTION

DIAL

ACTION M.S. DANIEL. HE LEANS HIS HEAD ON HIS HAND. HE IS LOST IN THOUGHT, ONLY HALFWAY INTERESTED IN WHAT HE'S DOING.

DIAL HOT ROD (CONT) (V.O.) | huh, Dano?

MUSIC/SFX

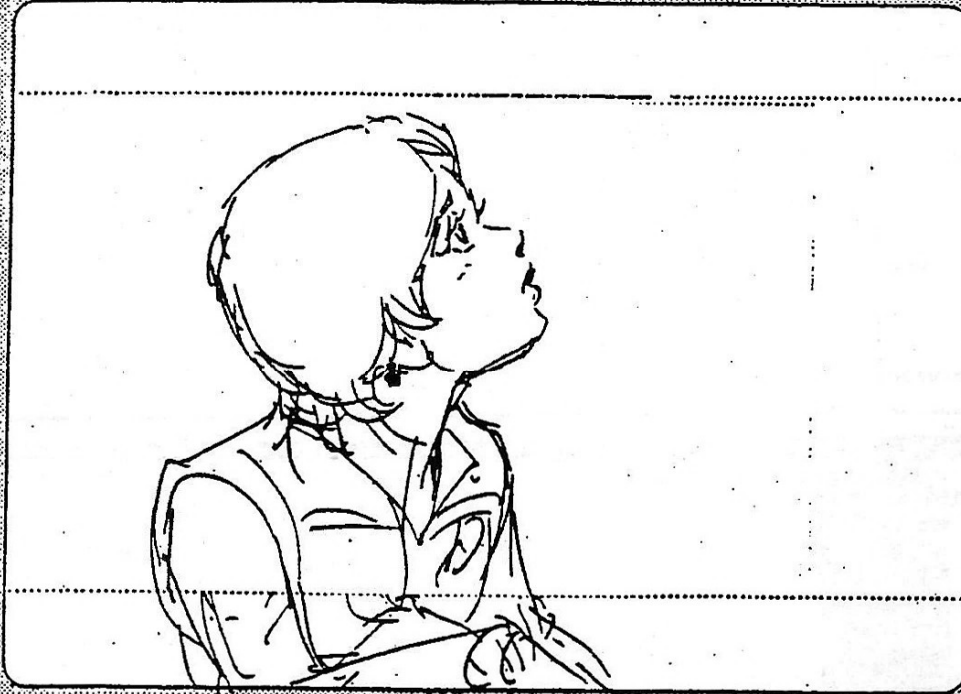
MUSIC/SFX

IFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 6-2

SC. CONT

SEQ. 6 Page 3



ACTION ...IN RESPONSE TO HOT ROD. DANIEL LOOKS UP...

DIAL DANIEL I guess so.

MUSIC/SFX

CAMERA

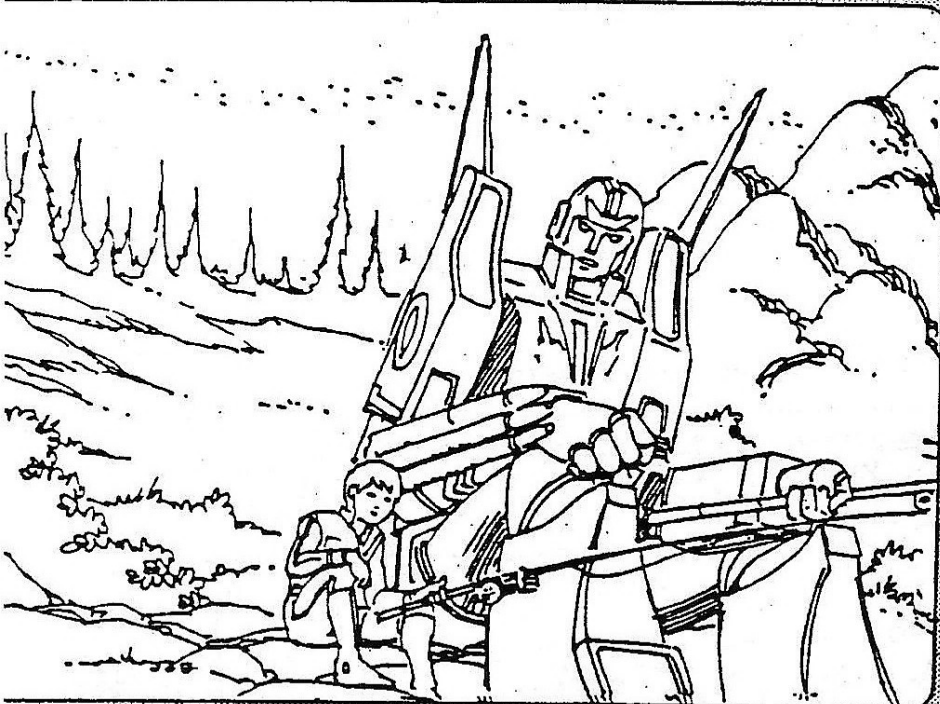
ACTION ...THEN BACK OUT TOWARD THE LAKE.

DIAL

MUSIC/SFX

CAMERA

SC. 6-3

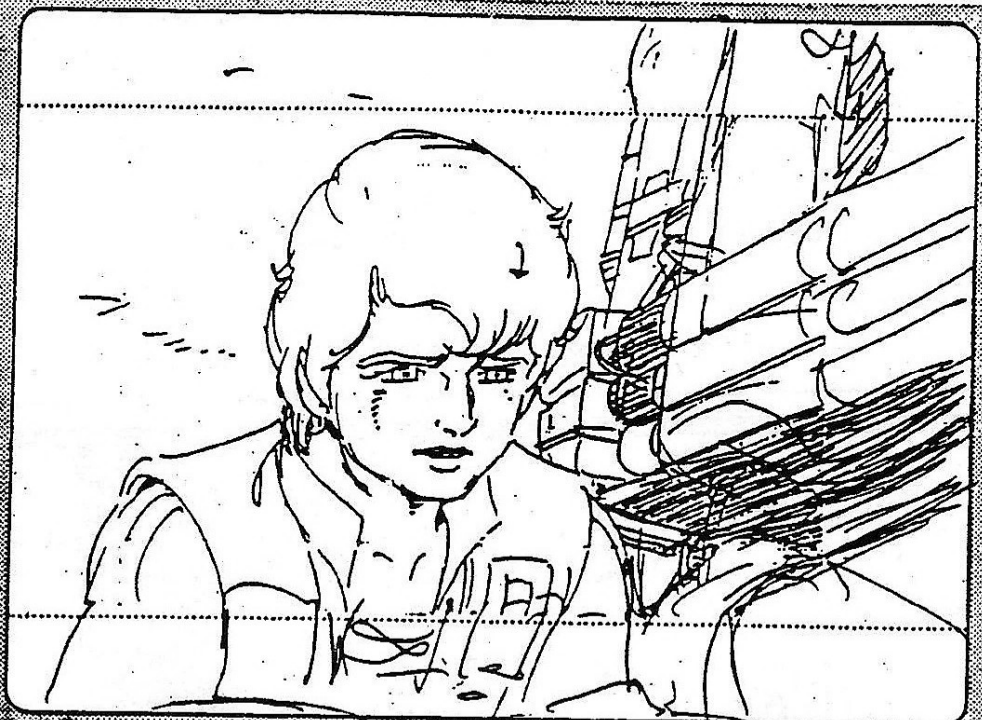


M.L.S. DANIEL AND HOT ROD. HOT ROD LOOKS DOWN AT DANIEL.

Hey, what's the matter?'

SC. 6-4

SEQ. 6 Page 4



ACTION C.U. DANIEL. HE IS NOT VERY HAPPY. HE SHRUGS HIS SHOULDERS AND LOOKS DOWN.

DIAL DANIEL I don't know, Hot Rod.

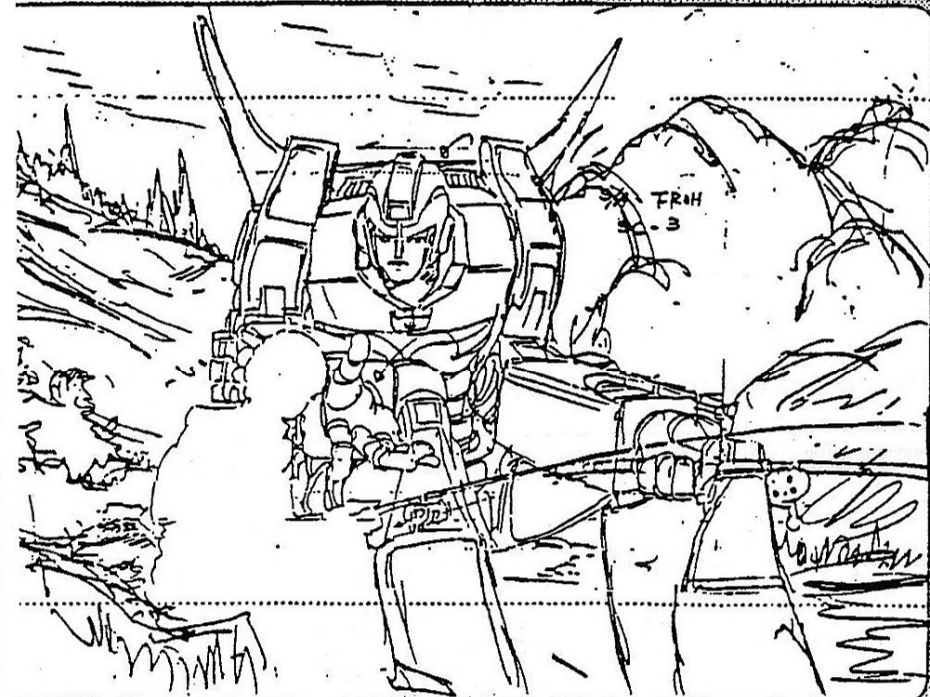
MUSIC/SFX



C. 6-5

SC. 6-5A

SEQ. 6 Page 5



M.L.S...DANIEL AND HOT ROD. HOT ROD LEANS DOWN TOWARD DANIEL AND GESTURES...

HOT ROD            Come on. You can tell me.

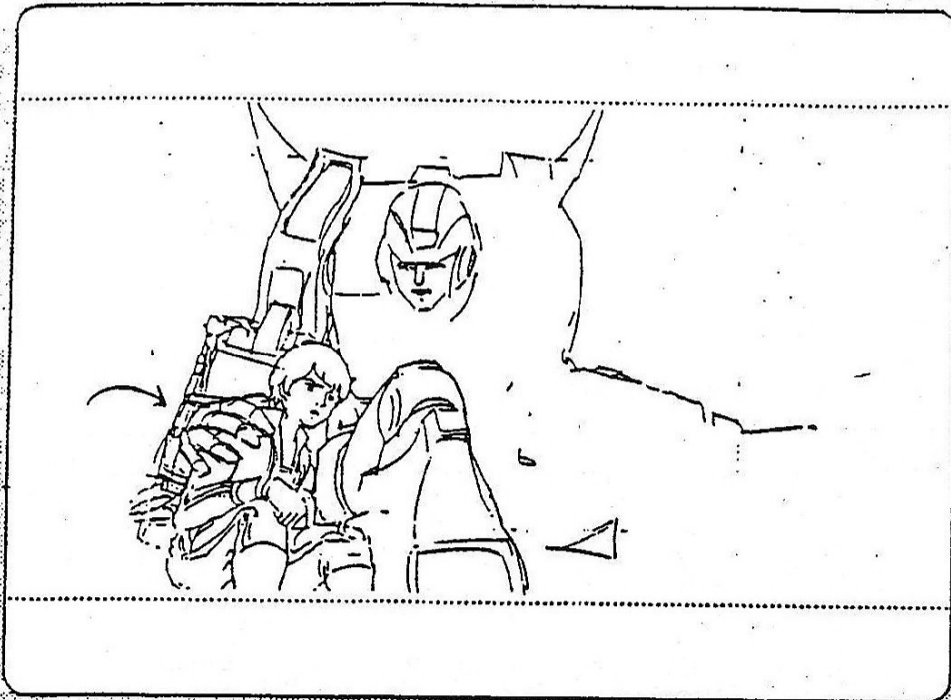
ACTION            ...DANIEL LOOKS UP TO HOT ROD IN REPLY...

DIAL               DANIEL            I guess I just miss Dad.

MUSIC/SFX

CAMERA

SC. 6-5B.



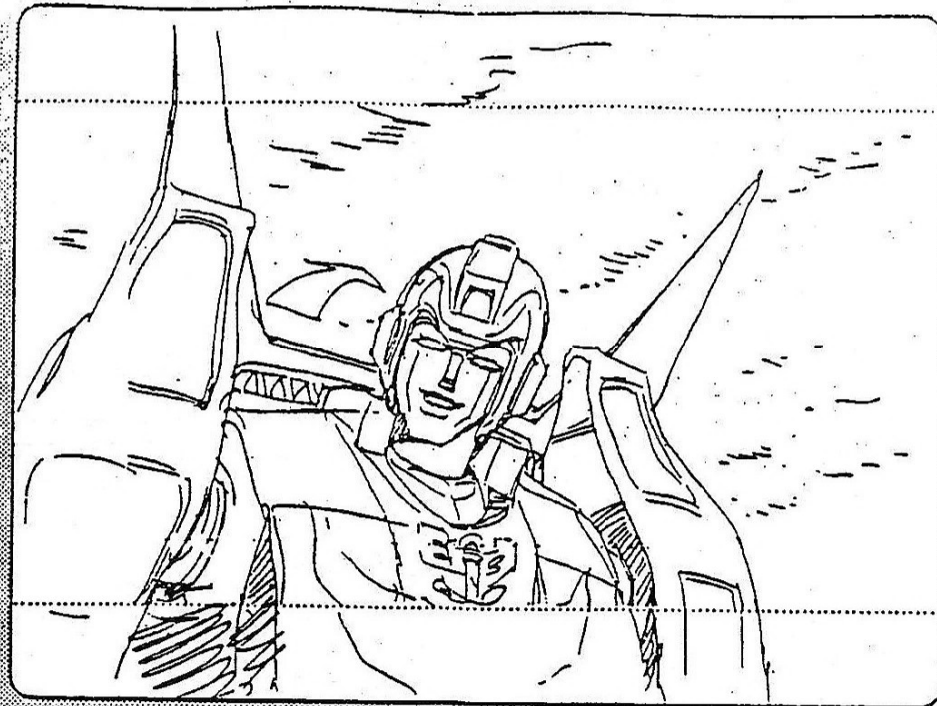
ACTION ...DANIEL LOOKS BACK OUT TO THE LAKE. HOT ROD COMFORTS HIM.

DIAL HOT ROD Well, don't worry.



SC. 6-6

SEQ. 6 Page 5

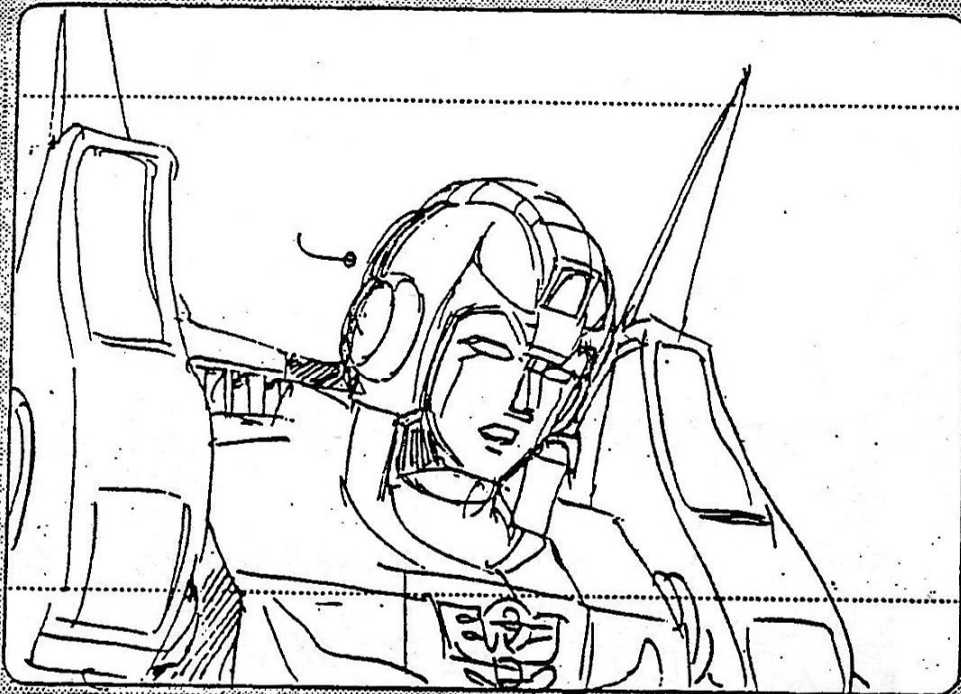


ACTION C.U. HOT ROD. HE STRAIGHTENS UP.

DIAL HOT ROD (CONT) Spike'll be back soon.

MUSIC/SFX

SC. CONT 6-6



ACTION ...SUDDENLY HIS ATTENTION IS DRAWN TO THE LAKE...

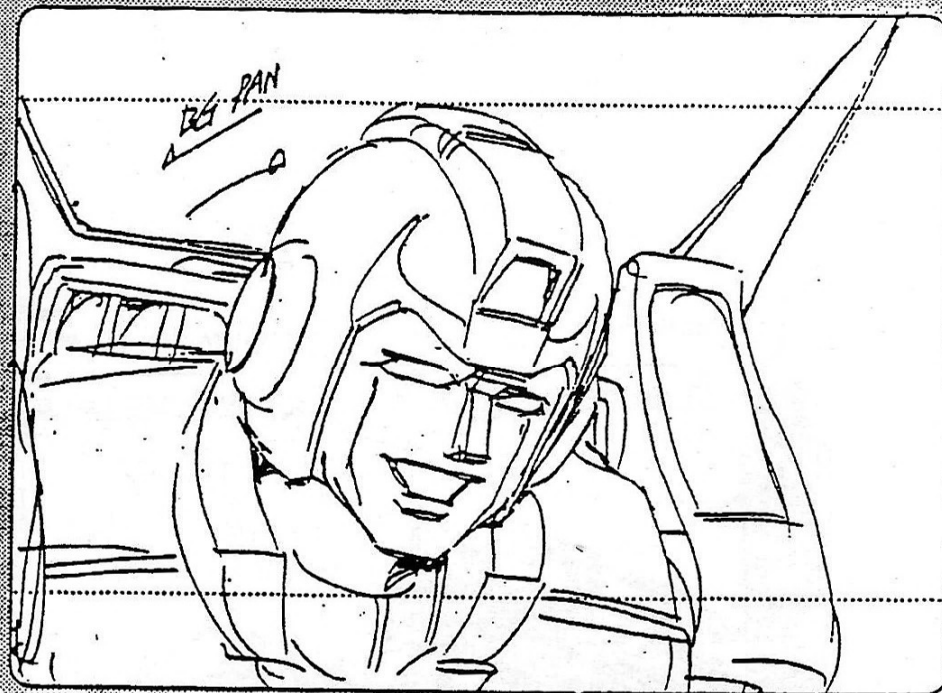
DIAL HOT ROD (CONT) Oh hey!

MUSIC/SFX

CAMERA

SC. CONT

SEQ. 6 Page 7



ACTION ...HE LEANS INTO CAMERA AND SMILES.

DIAL HOT ROD (CONT) I caught something.

MUSIC/SFX

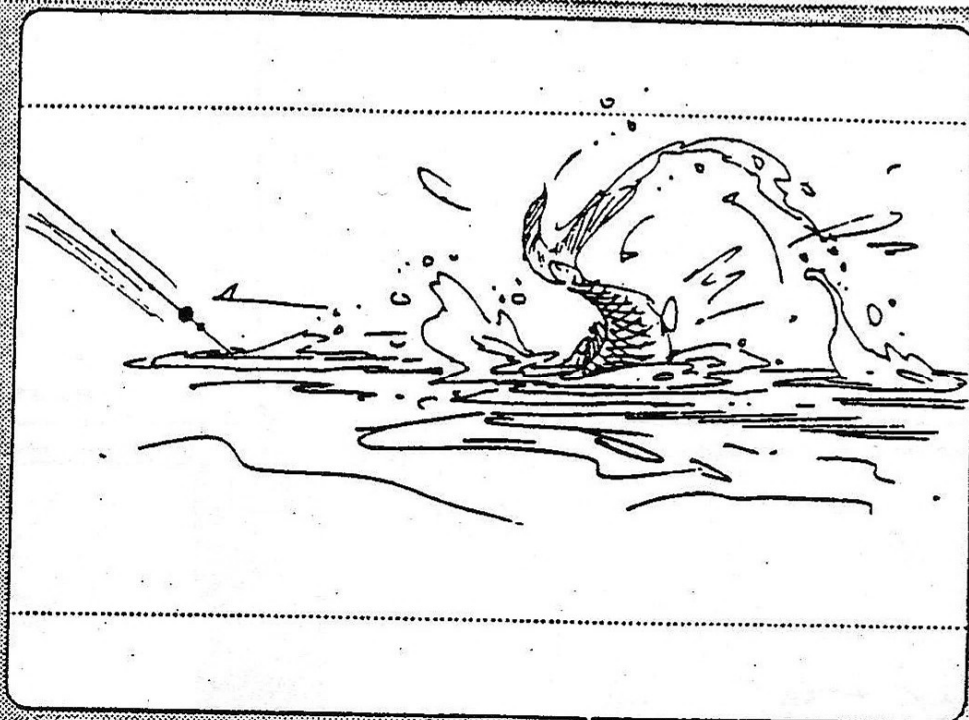
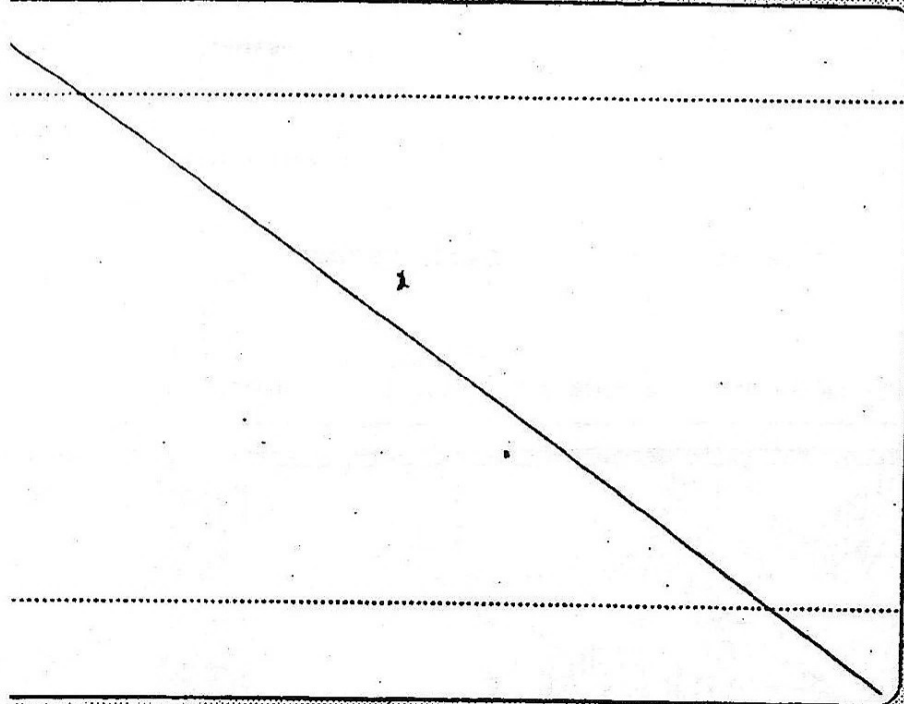
CAMERA



D.

SC. 6-6A

SEQ. 6 Page 8



ACTION

C.U. THE LAKE AND HOT ROD'S FISHING LINE. THE FISH HOT ROD HAS CAUGHT SPLASHES AROUND IN THE LAKE.

DIAL

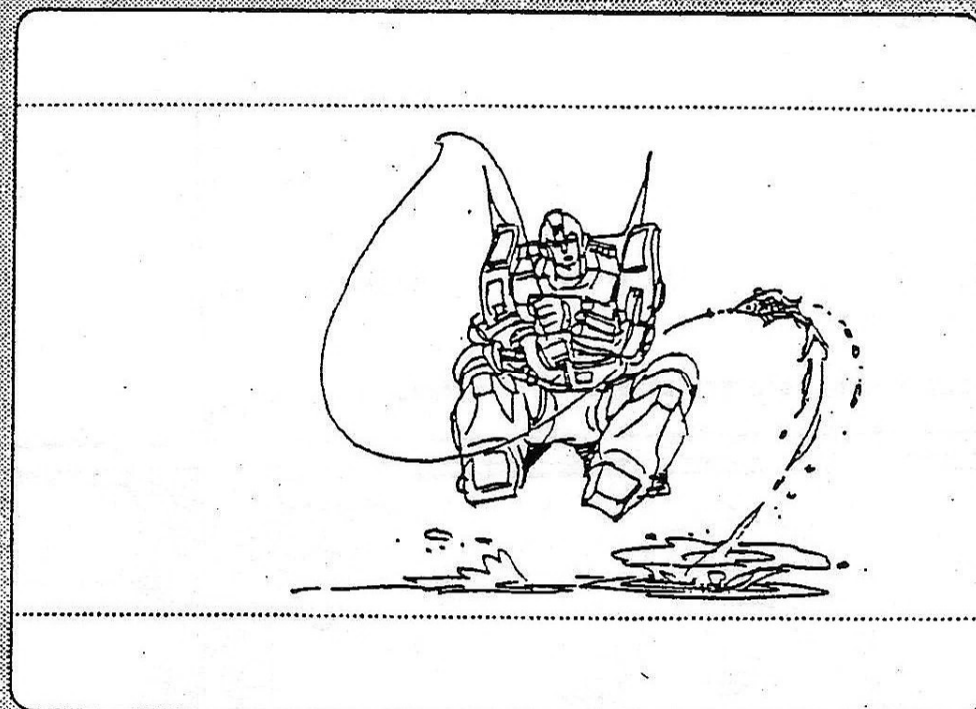
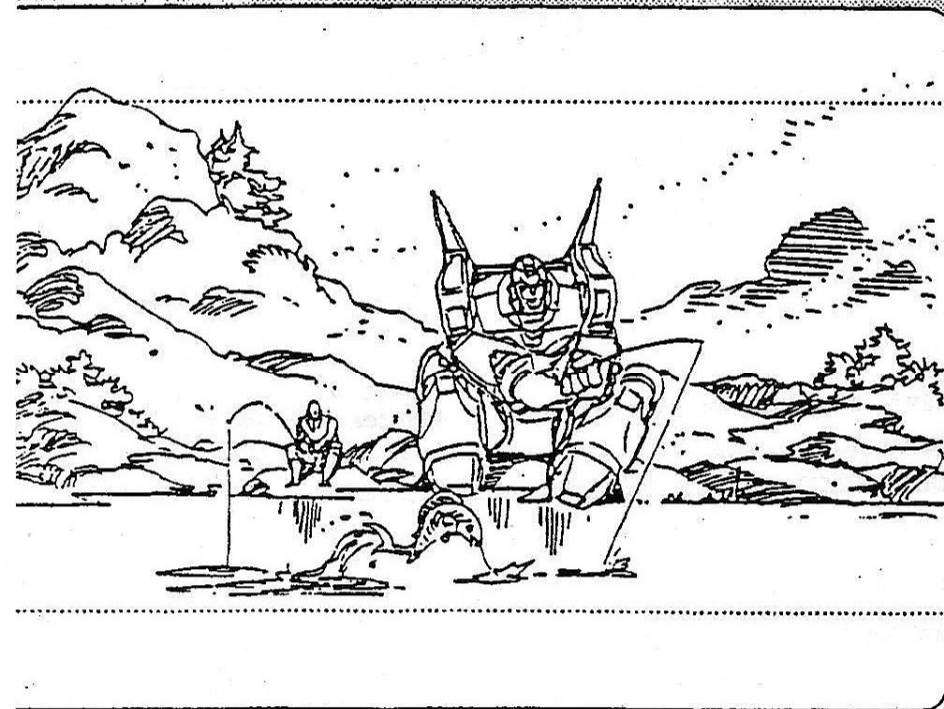
MUSIC/SFX

C. 6-7

SC. CONT

SEQ. 6 Page

9



L.S. DANIEL AND HOT ROD. THE FISH KEEPS JUMPING AS HOT ROD...

ACTION ...BRINGS HIM IN...

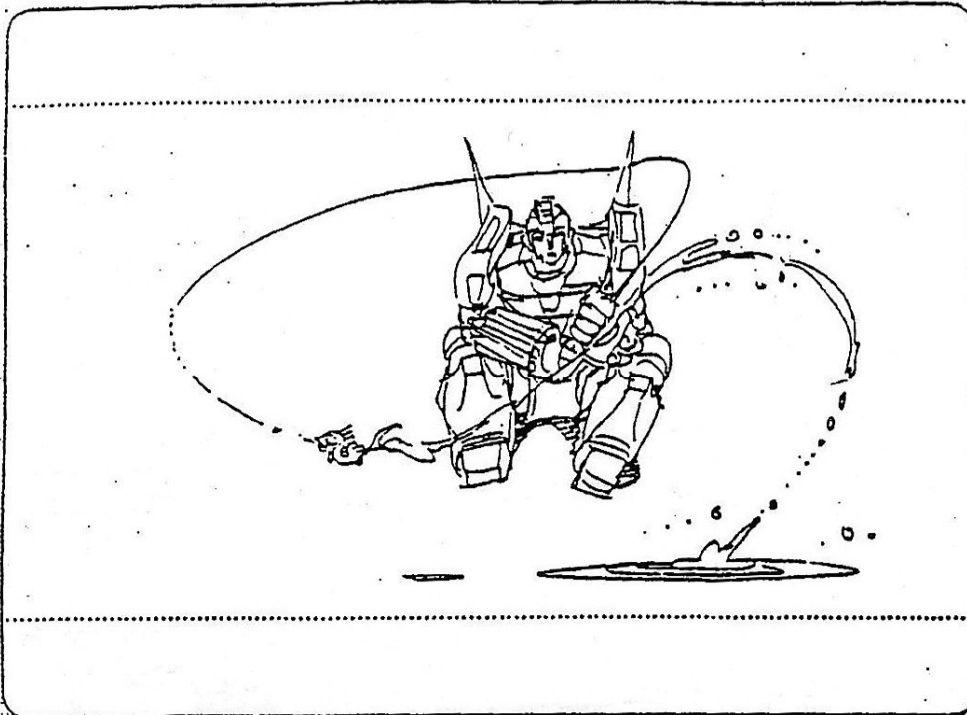
DIAL

MUSIC/SFX

CAMERA

SFX

SC. CONT 6-7



ACTION ...HOT ROD SWINGS HIS LINE PULLING THE FISH OUT OF THE LAKE.

DIAL

MUSIC/SFX

SC 6-8

SEQ. 6 Page 10



ACTION C.U. DANIEL. HE WATCHES THE O.S. FISH BEING PULLED IN...

DIAL DANIEL Wow!...

MUSIC/SFX

MUSIC/SFX

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!



SC. CONT 6-8

SC. CONT

SEQ. 6 Page 11



ACTION ...DANIEL LEANS BACK TO AVOID BEING SLAPPED IN THE FACE  
BY THE FISH...

DIAL DANIEL (CONT) ...Look at...

MUSIC/SFX

CAMERA

ACTION ...HE SMILES...

DIAL DANIEL (CONT) ...the size...

MUSIC/SFX

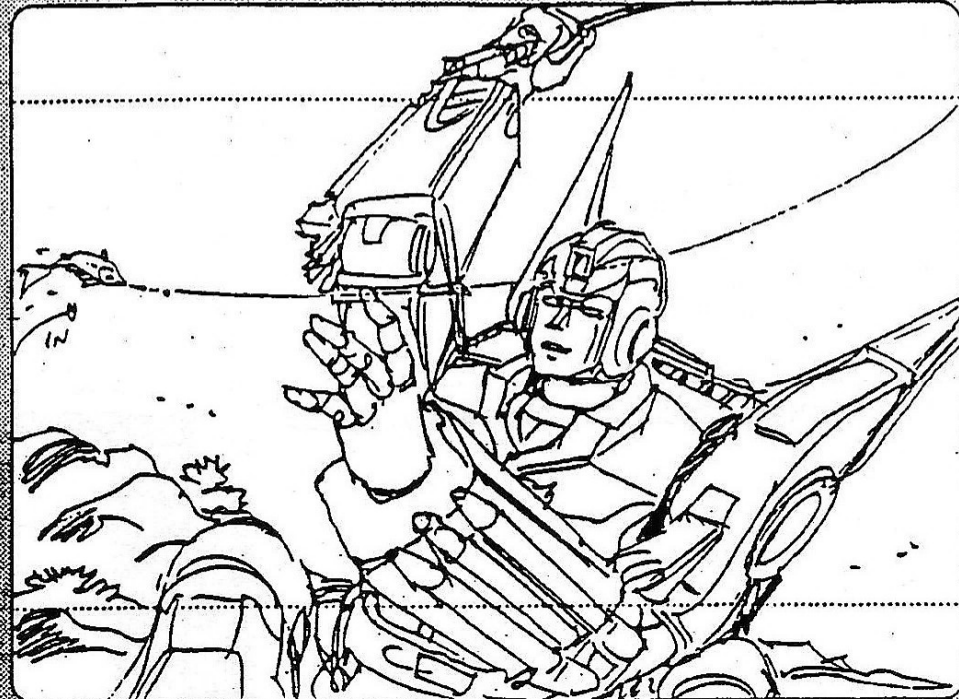
CAMERA

SC. CONT 6-8



SC. 6-9

SEQ. 6 Page 12



ACTION ...AND LOOKS UP, KEEPING HIS EYES ON THE FISH.

DIAL DANIEL (CONT) ..of it...

ACTION M.S. HOT ROD. HE CONTINUES PULLING IN THE FISH...

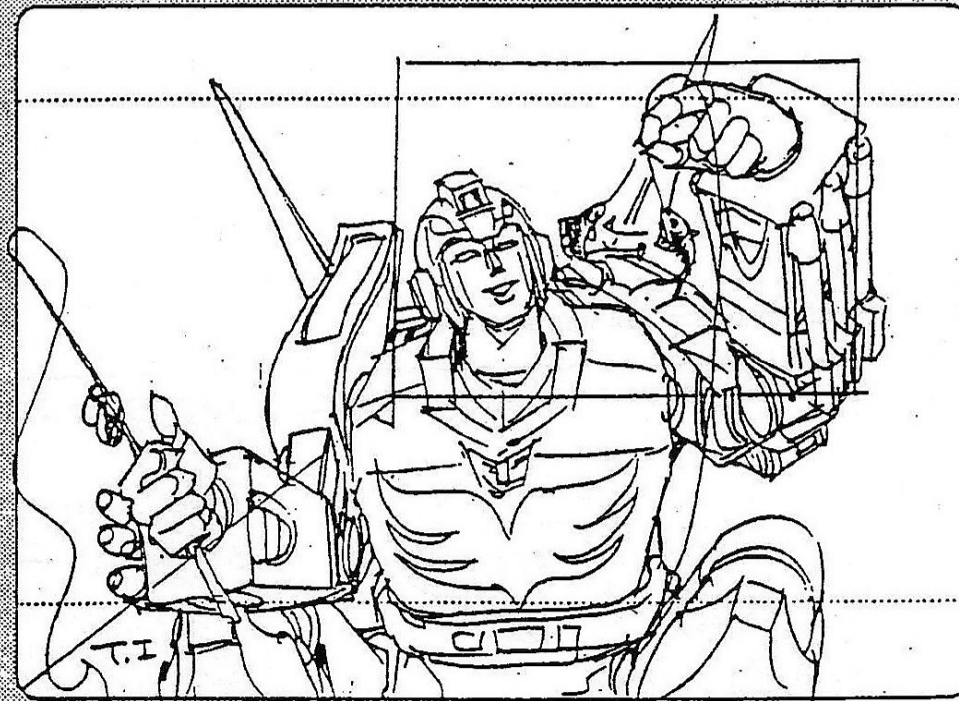
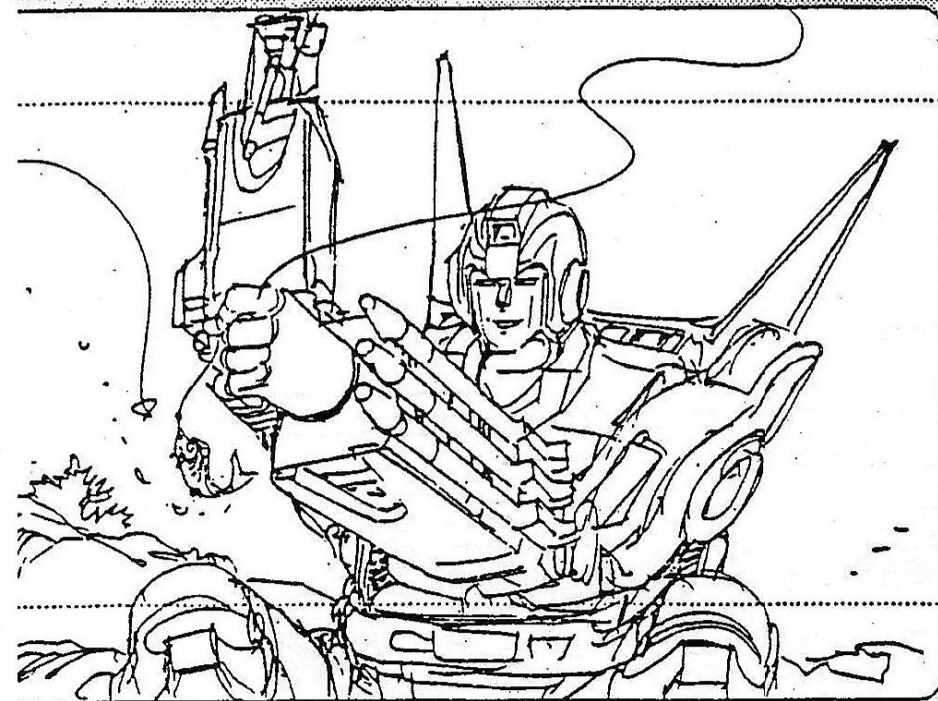
DIAL

MUSIC/SFX

SC. CONT 6-9

SC. CONT

SEQ. 6 Page 13



...TAKES A HOLD OF THE LINE NEAR THE FISH...

ACTION

...AND HOLDS IT UP NEAR HIS FACE TO INSPECT IT.

DIAL

HOT ROD

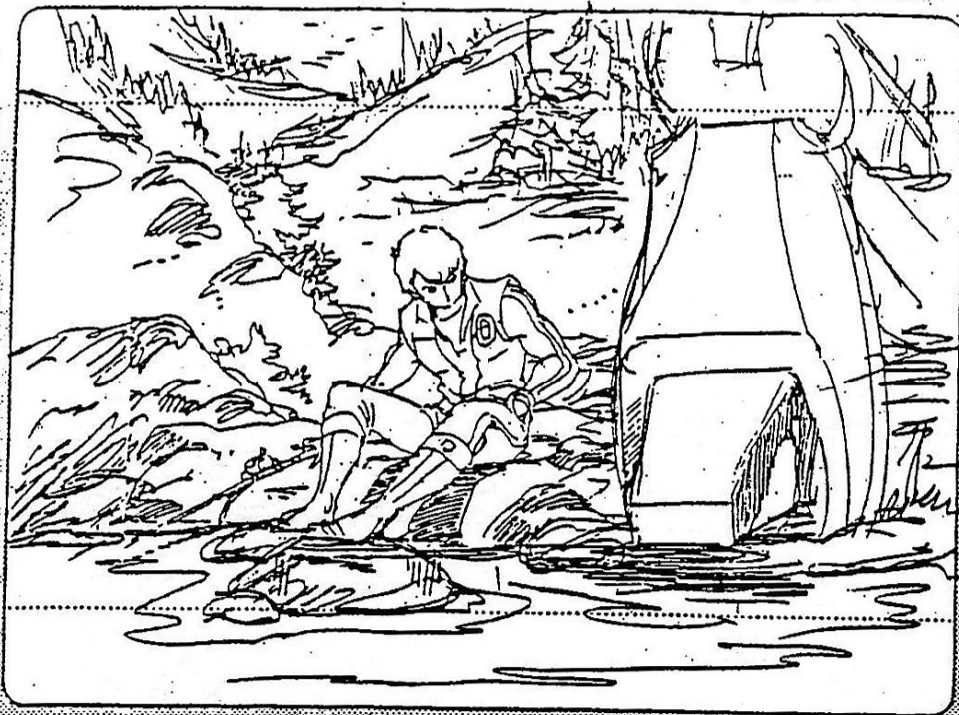
Yep. It's a whopper alright.

MUSIC/SFX

CAMERA



SC. 6-10.



ACTION

M.L.S. DANIEL. HEARING A SIGNAL, HE REACHES INTO HIS POCKET...

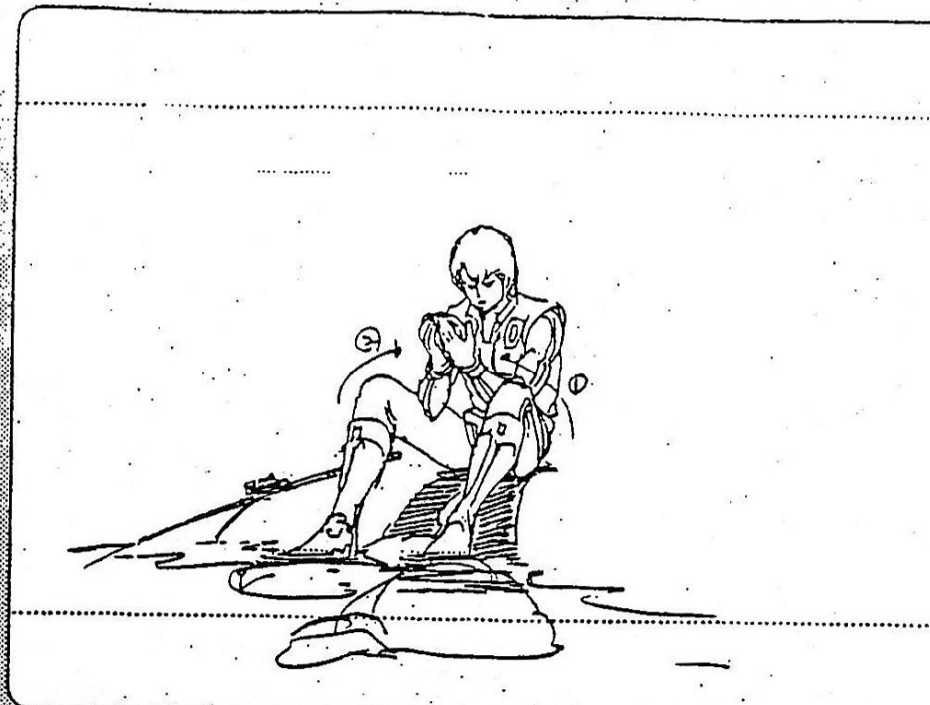
DIAL

MUSIC/SFX

**T FRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

SEQ. 0 Page 14



ACTION

...AND TAKES OUT HIS PORTABLE LOCATING VIEWER.

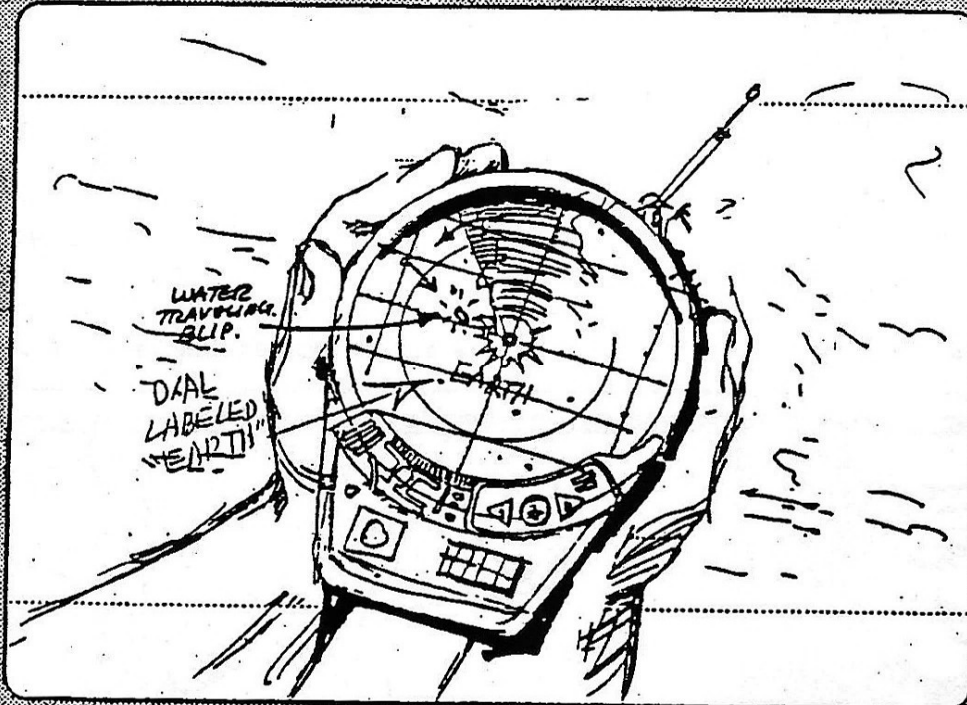
DIAL

MUSIC/SFX

SC. 6-11

SC.

SEQ. 6 Page 15



NO SC. 6-12

ACTION X.C.U. THE PORTABLE LOCATING VIEWER. IT BEEPS, FLASHES AND SHOWS TRAVELING BLIP ON ITS SCREEN, INDICATING THE LOCATION OF THE INCOMING AUTOBOT SHUTTLE.

DIAL

MUSIC/SFX

CAMERA

ACTION

DIAL

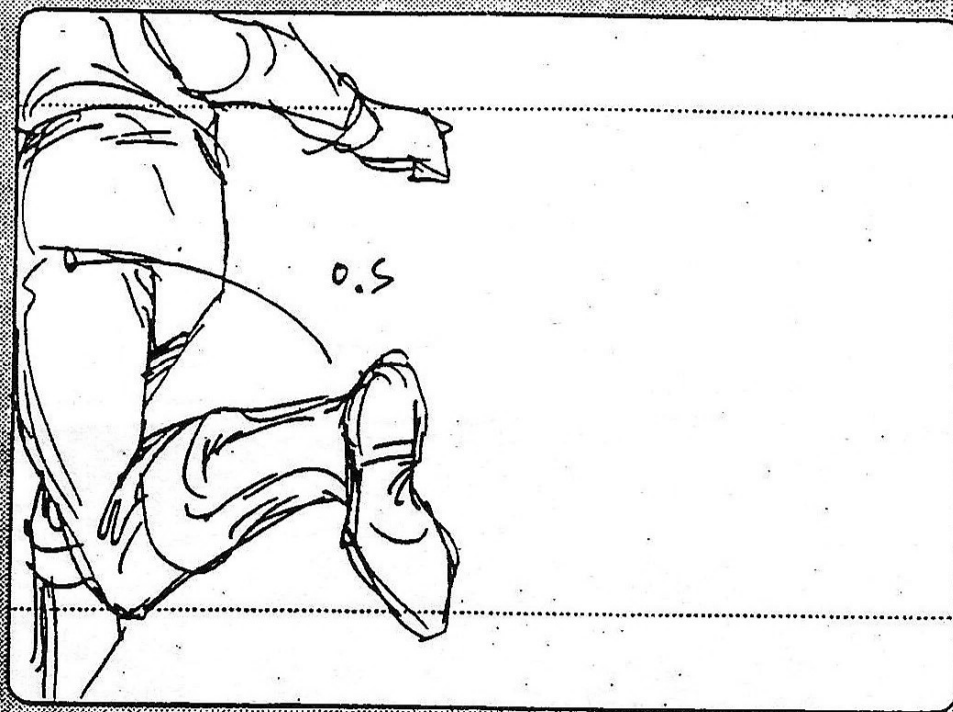
MUSIC/SFX

CAMERA

C. 6-12

SC. CONT

SEQ. 6 Page 16



M.S. DANIEL. HE LOOKS UP TOWARD HOT ROD, THEN GETS UP.

DANIEL Hot Rod, the shuttle's coming.

ACTION ...AND RUNS O.S.

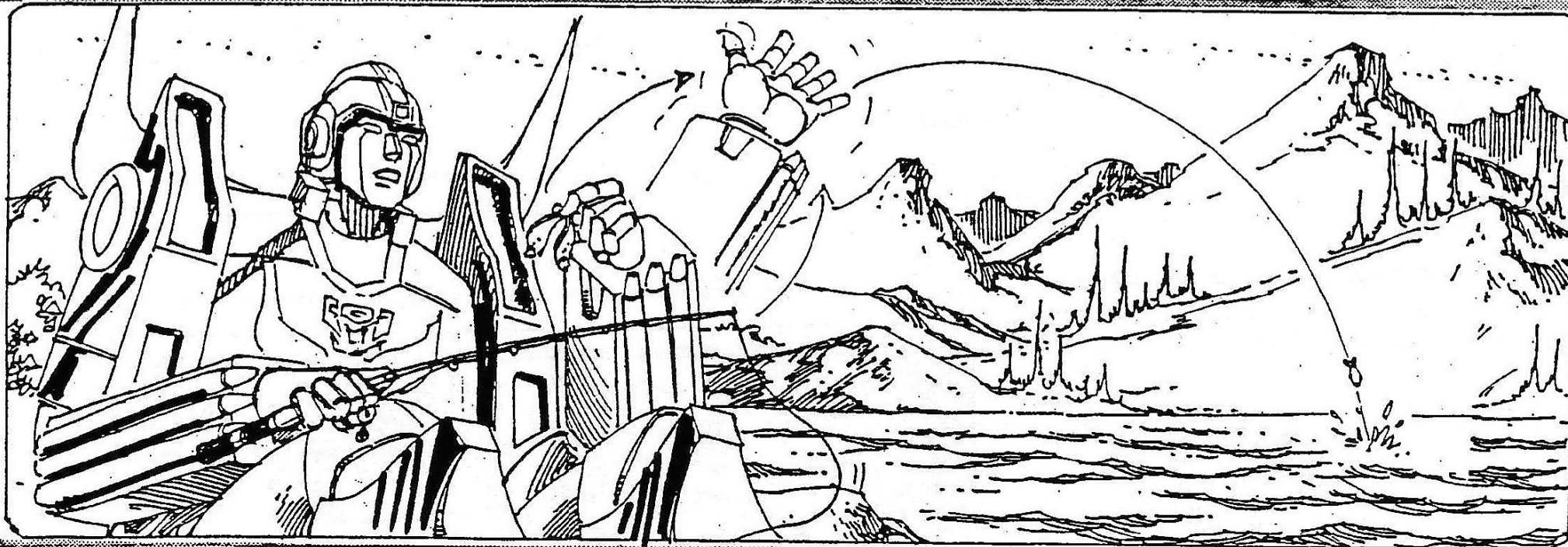
DIAL DANIEL (CONT) Let's watch it land.

MUSIC/SFX



SC. 6-13

SEQ. 6 Page 17



ACTION M.C.U. HOT ROD. HE FLINGS THE FISH BACK INTO THE LAKE.

DIAL HOT ROD Talk about dull.....!

MUSIC/SFX

ACTION

DIAL

MUSIC/SFX

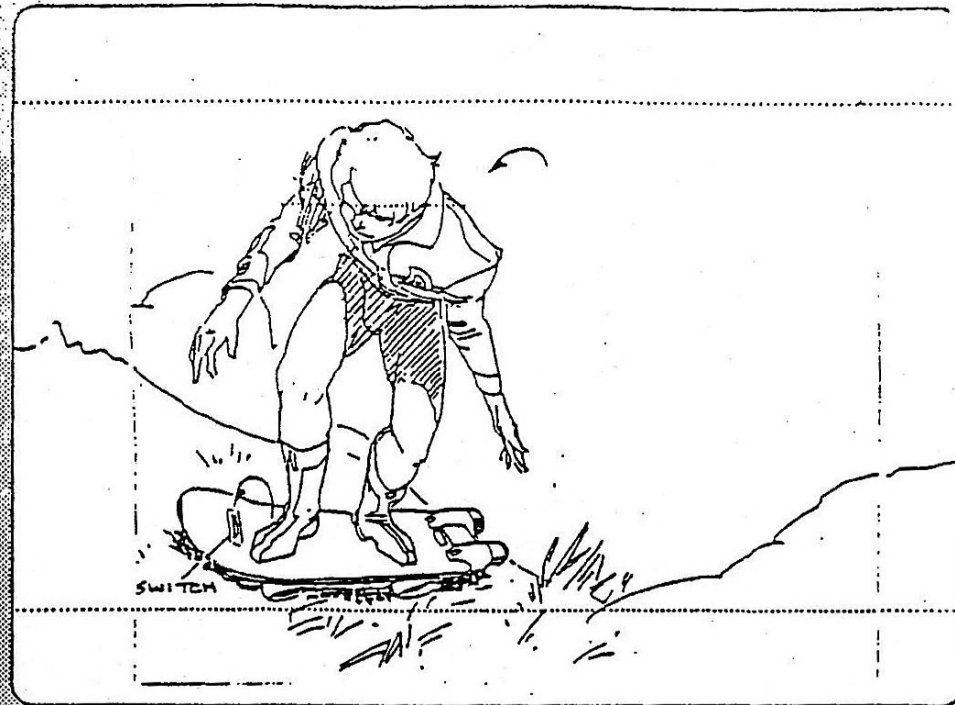
CAMERA

SC. 6-14



SC. CONT

SEQ. 6 Page 18



ACTION L.S. DANIEL RUNS UP THE GRASSY SLOPE OF THE LAKE SHORE...

DIAL DANIEL (CALLING EXCITEDLY)  
Hurry or we'll miss it!

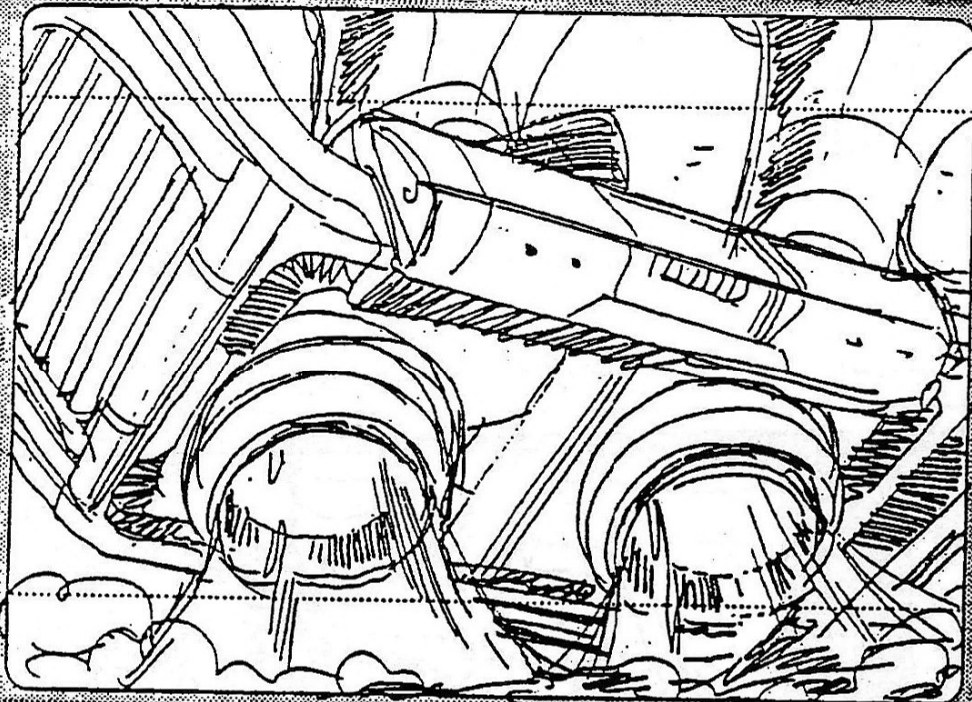
MUSIC/SFX

ACTION ...HOPS ONTO HIS HOVERBOARD, STARTS IT UP...

DIAL

MUSIC/SFX

SC. CONT 6-14



ACTION ...AND WITH MUCH POWER ZOOMS TOWARD CAMERA. THEN BANKS...

DIAL

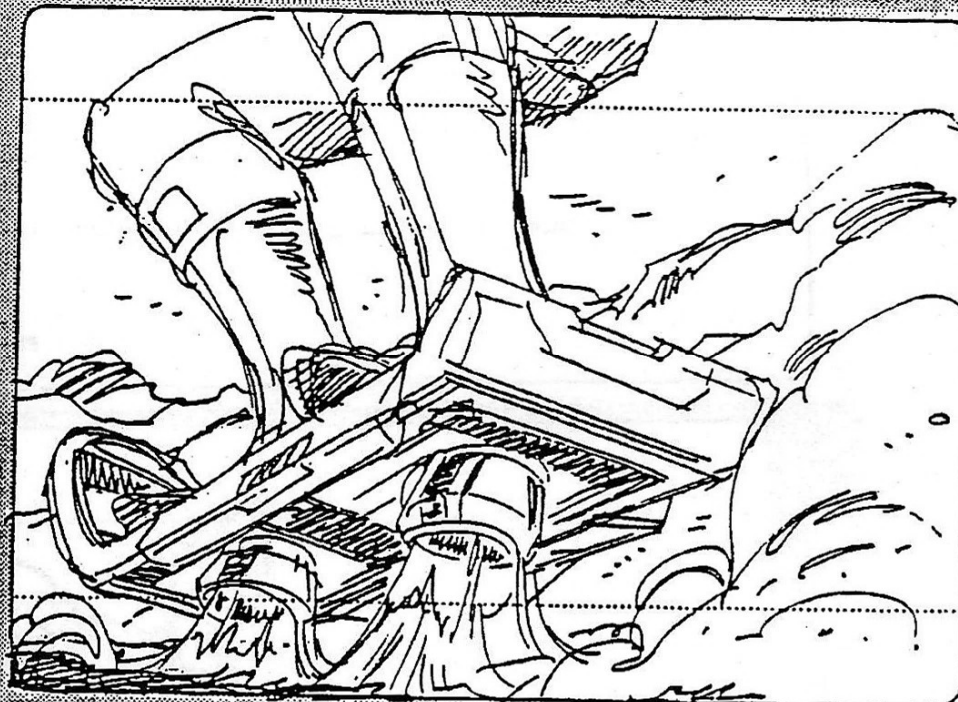
MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

SEQ. 6 Page 19



ACTION ...TURNS AND HEADS AWAY...

DIAL

MUSIC/SFX

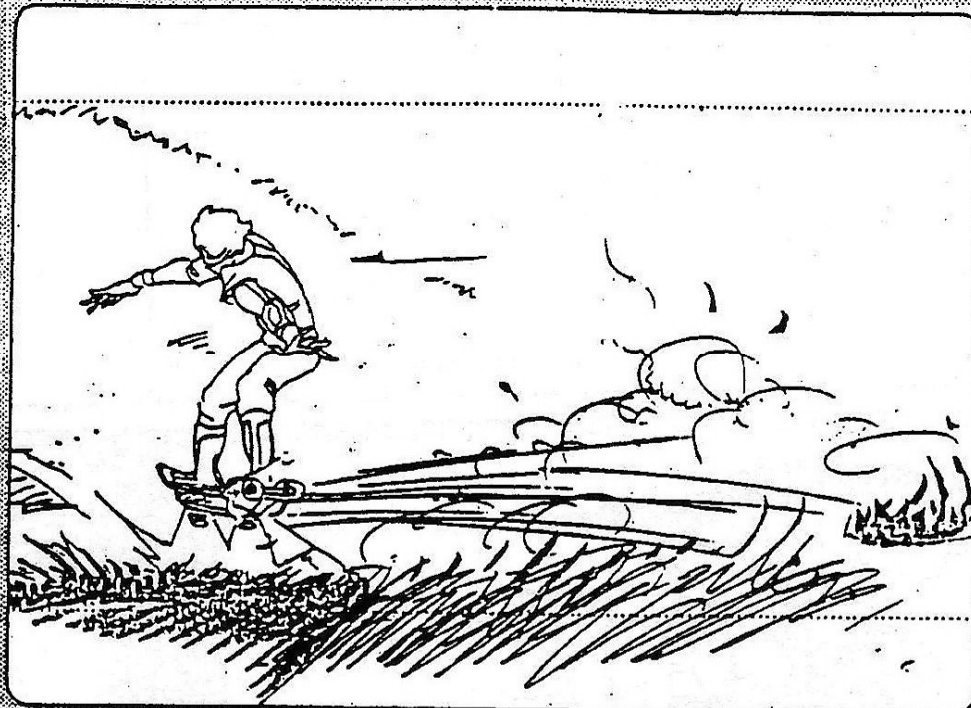
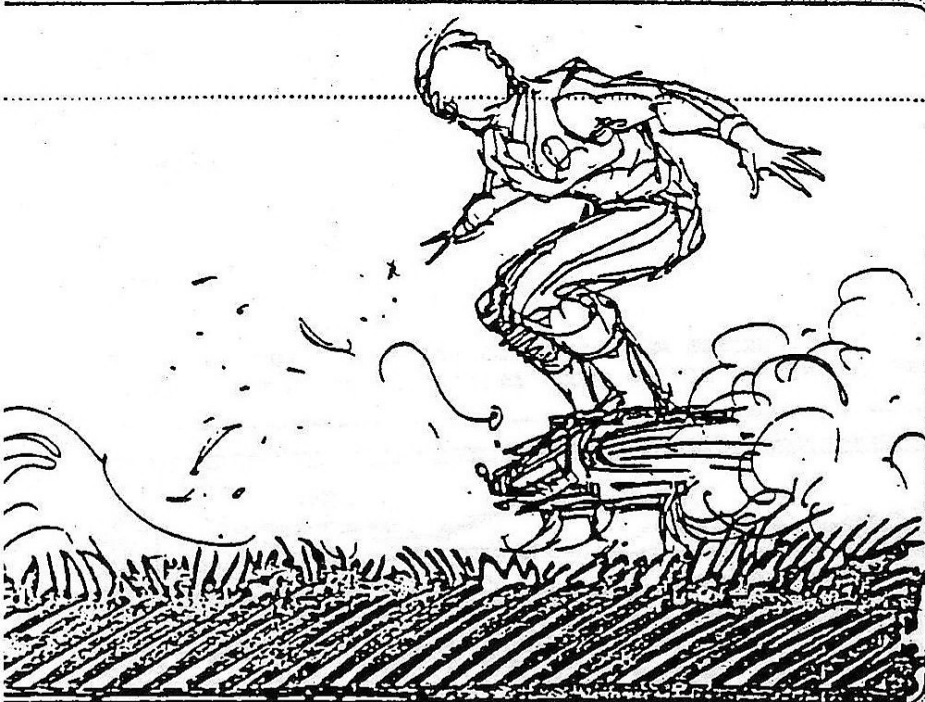
CAMERA



C. CONT 6-14

SC. CONT

SEQ. 6 Page 20



...RACING AT HIGH SPEED...

ACTION ...OVER THE GRASS COVERED MEADOW.

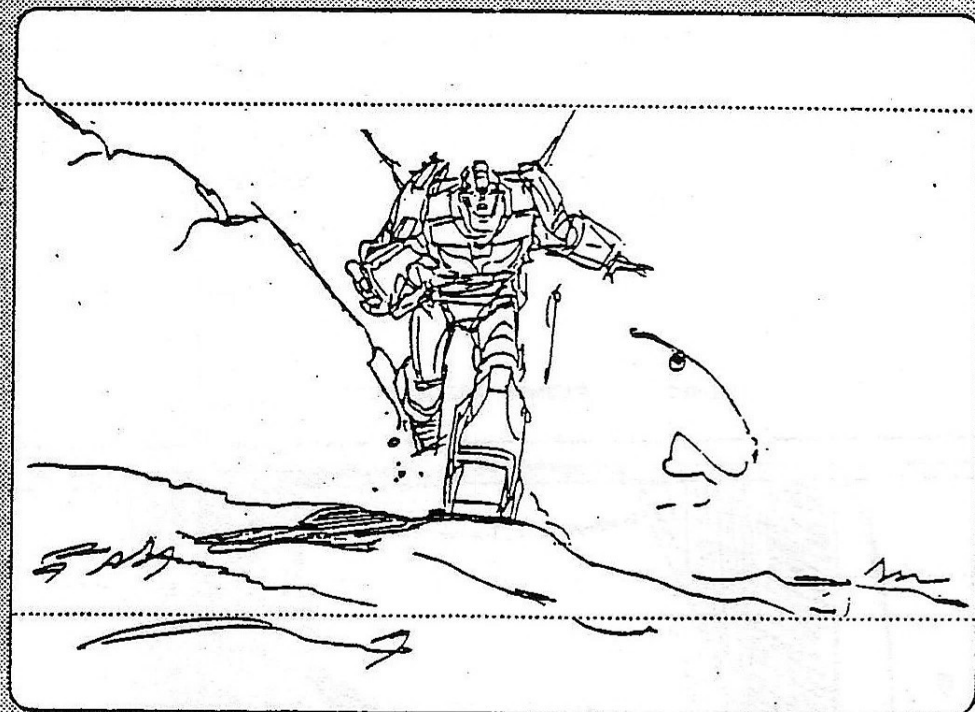
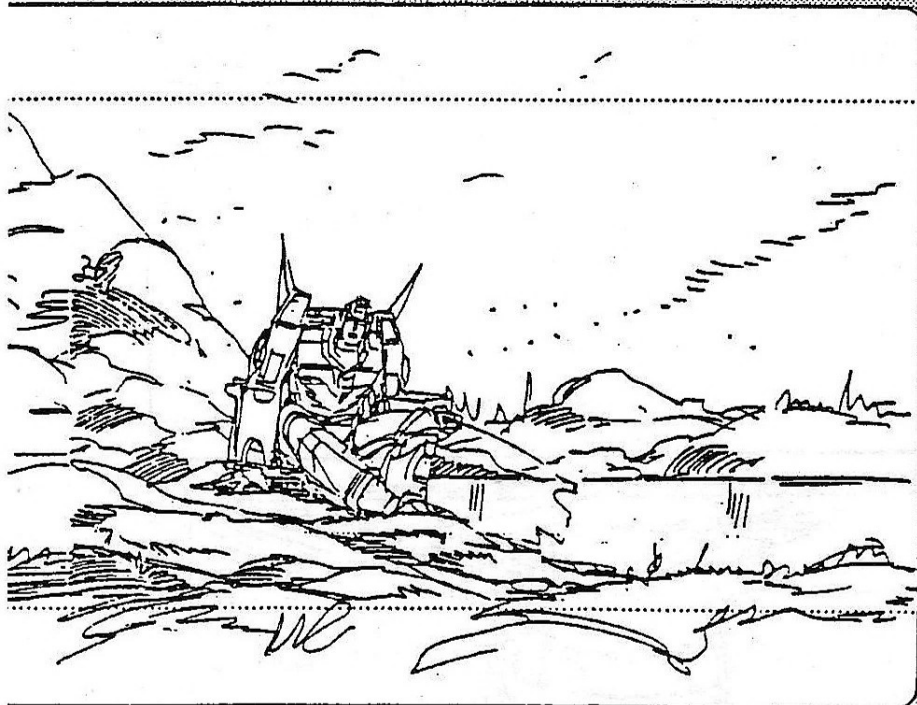
DIAL

MUSIC/SFX

C. 6-15

SC. CONT

SEQ. 6 Page 21



L.S. HOT ROD. HE WATCHES DANIEL ZOOM AWAY...

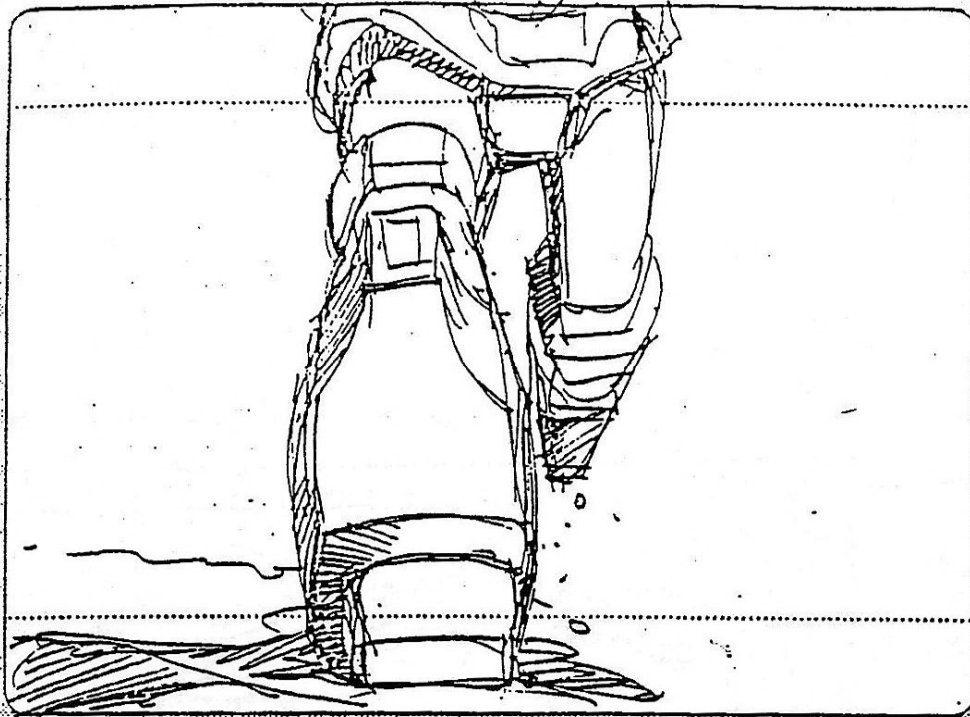
ACTION ...THEN, DROPPING HIS ROD, JUMPS UP AND...

DIAL

MUSIC/SFX

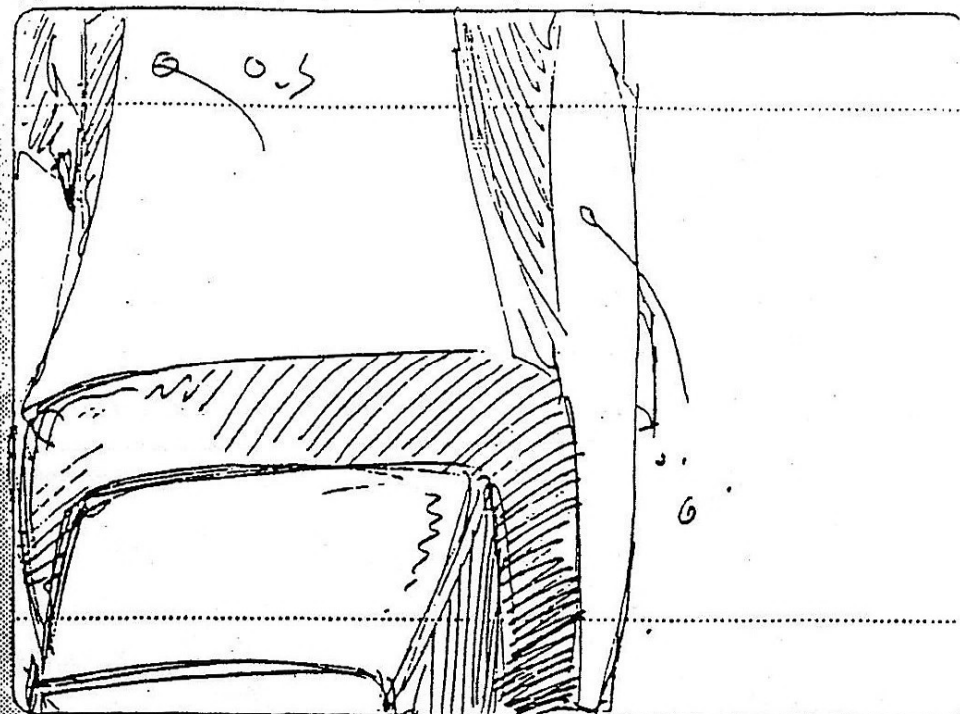
CAMERA

SC. CONT 045



SC. CONT

SEQ. 6 = 3CS = 2



ACTION

...RUNS AFTER DANIEL...

DIAL

MUSIC/SFX

**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

...DIRECTLY TOWARD THE CAMERA.

DIAL

MUSIC/SFX

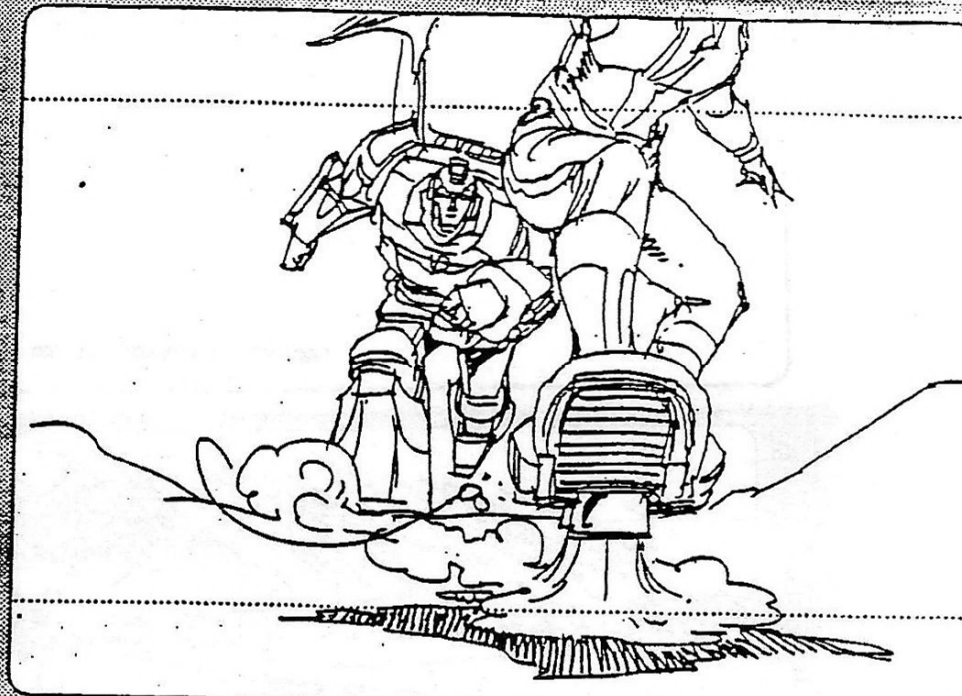


SC. 6-16



SC. CONT

SEQ. 6 Page 23



ACTION L.S. DANIEL RIDING ALONG ON HIS HOVERBOARD AS HOT ROD COMES INTO THE SCENE UP FROM BEHIND HIM...

DIAL

MUSIC/SFX

CAMERA

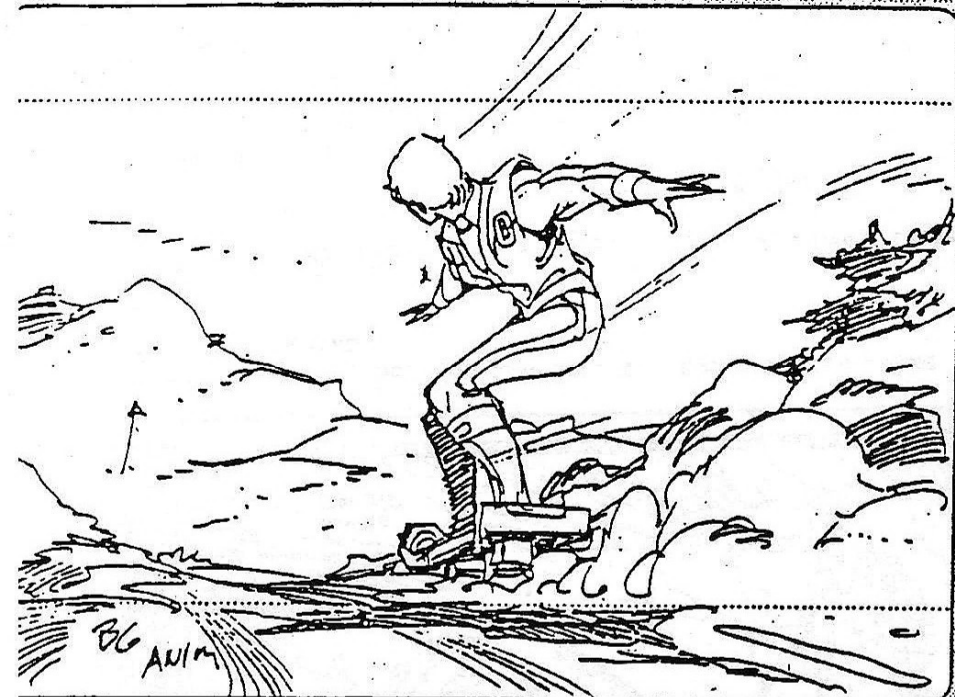
ACTION ...AND RACES AFTER DANIEL.

DIAL

MUSIC/SFX

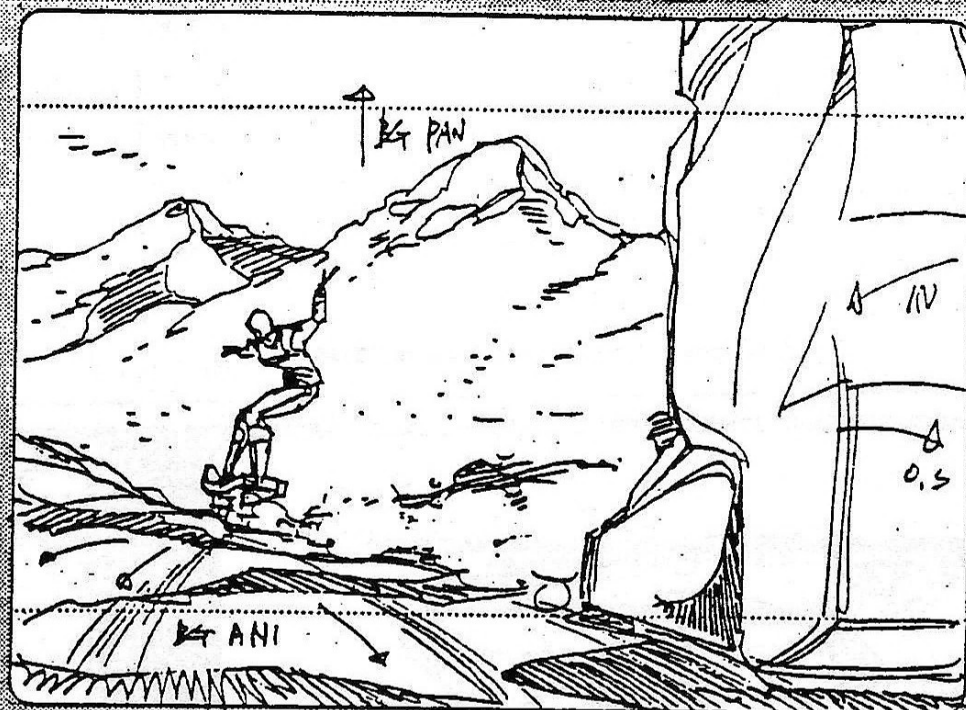
CAMERA

SC. CONT 6-17



SC. CONT

SEQ. 6 Page 24



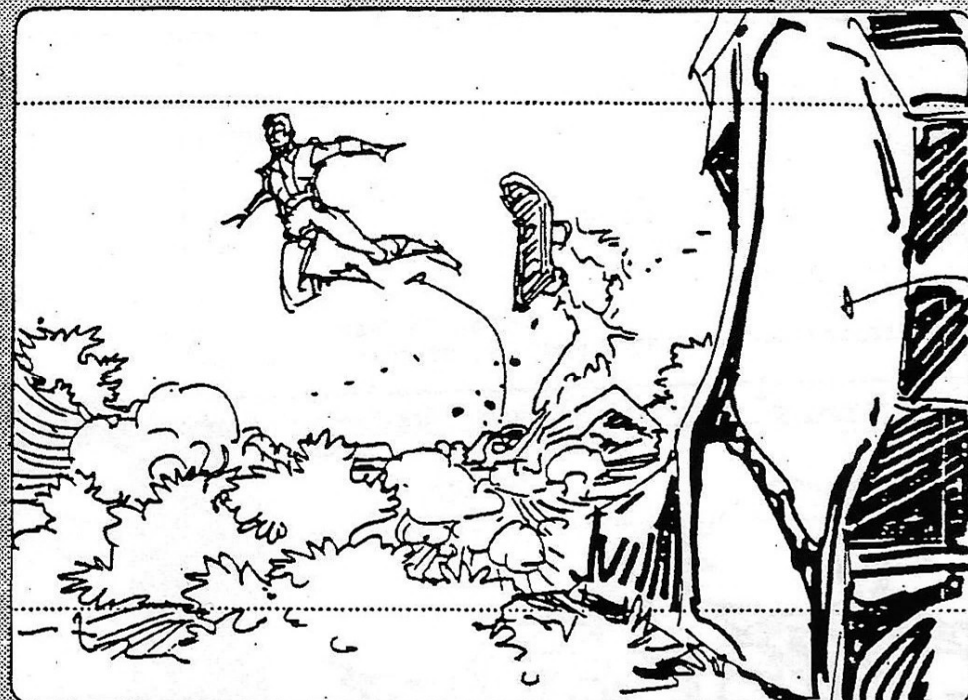
ON L.S. DANIEL. ZOOMING ALONG ON HIS HOVERBOARD...

ACTION

WE FOLLOW ALONG. HOT ROD ENTERS THE SCENE IN THE FOREGROUND.

DIAL

MUSIC/SFX



ON

L.S. DANIEL. HE PERFORMS SOME FANCY MANEUVERS ON HIS HOVERBOARD, ZOOMING AROUND AND JUMPING OVER BUSHES...

ACTION

...UNTIL...HE CRASHES INTO A ROCK WHICH SENDS HIM AND HIS HOVERBOARD FLYING!

DIAL

MUSIC/SFX

CAMERA

SFX

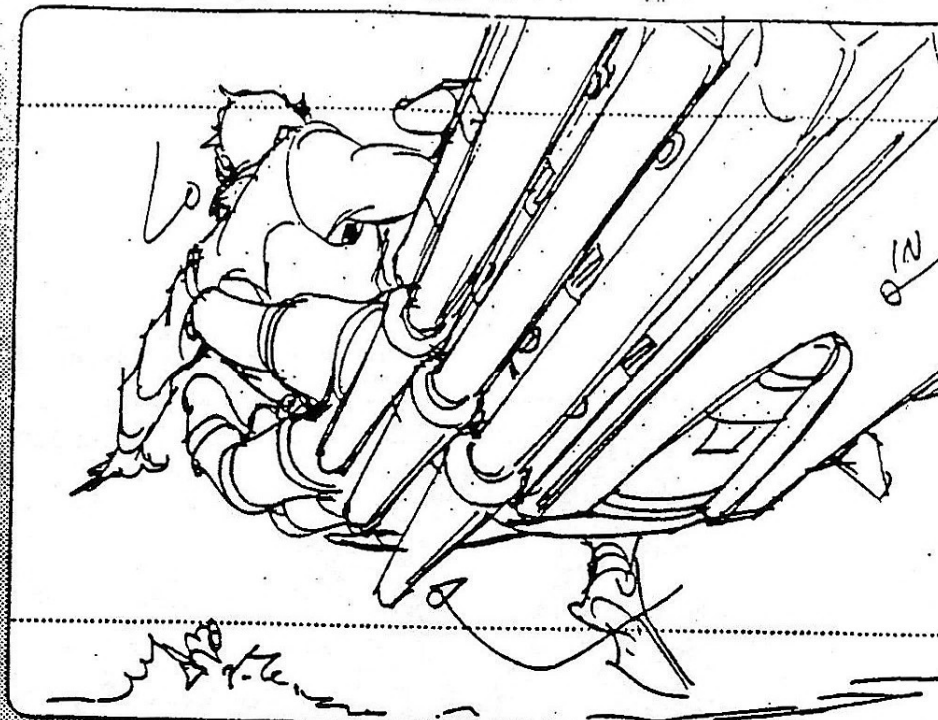


SC. 6-18



SC. CONT

SEQ. 6 Page 20



ACTION

M.L.S DANIEL. HE TUMBLES TOWARD THE GROUND...

DIAL

MUSIC/SFX

**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

...HOT ROD'S HAND REACHES IN AND CATCHES HIM BEFORE HE HITS THE GROUND.

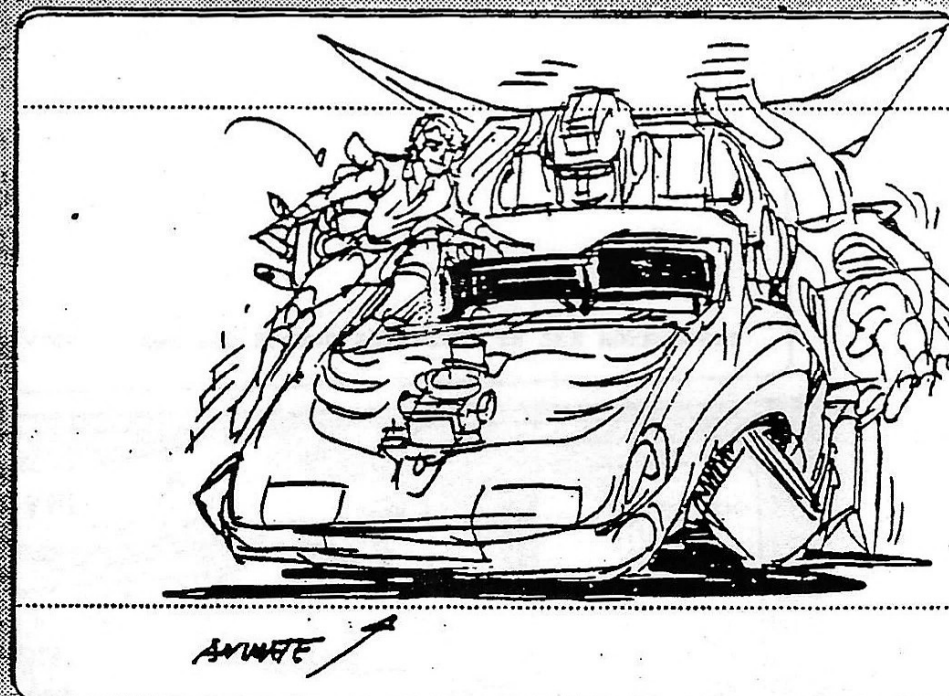
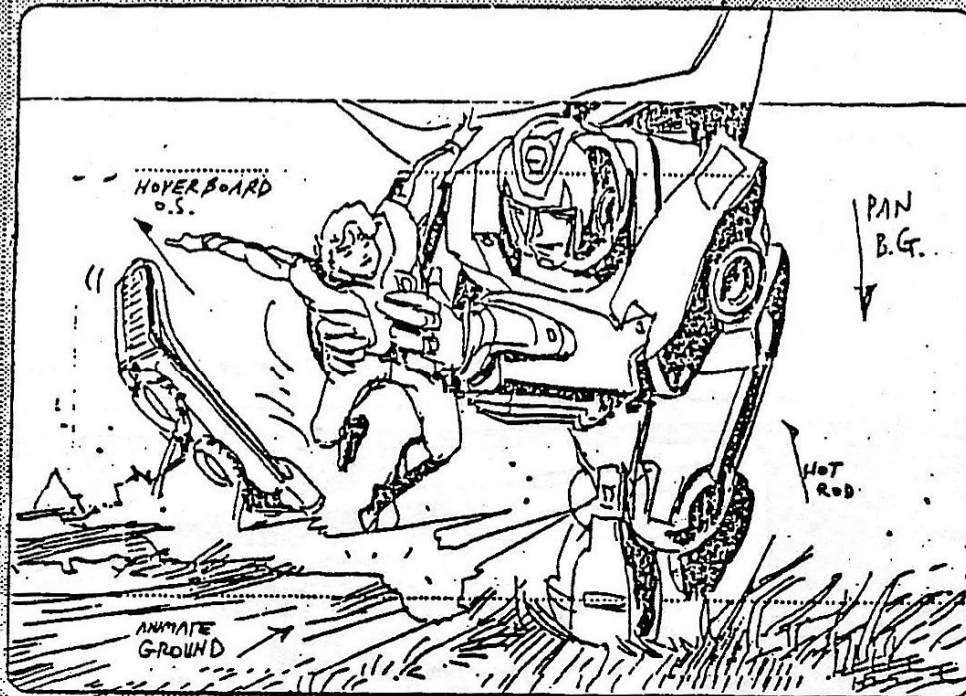
DIAL

MUSIC/SFX

SC. 6-18A.

SC. CONT

SEQ. 6 Page 27



ACTION M.L.S. HOT ROD AND DANIEL. HOT ROD RUNS ALONG CARRYING DANIEL...

DIAL HOT ROD If you're gonna ride, Dan-O  
...ride in style!

MUSIC/SFX

CAMERA

ACTION ...STILL MOVING FORWARD HE TRANSFORMS...

DIAL

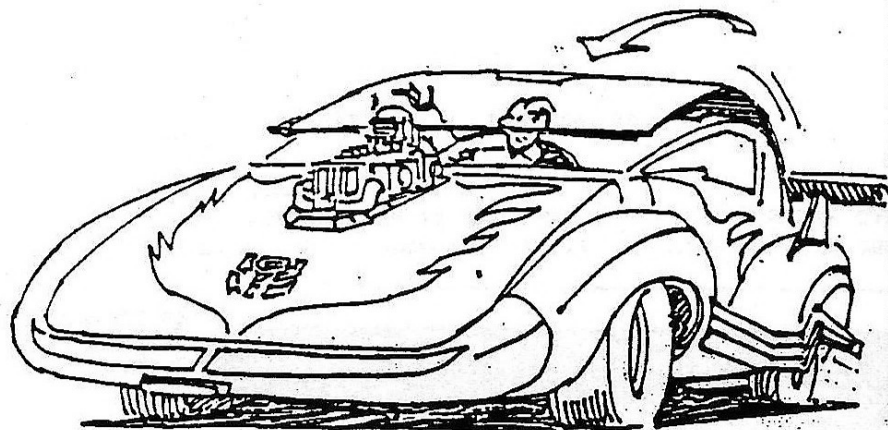
MUSIC/SFX

CAMERA

C. CONT 6-18A

SC

SEQ. 6 Page 28



...DANIEL CLIMBS INSIDE.

SHOW WINDOW SLIDE DOWN.

M.S. DANIEL INSIDE HOT ROD AS HE FINISHES TRANSFORMING.

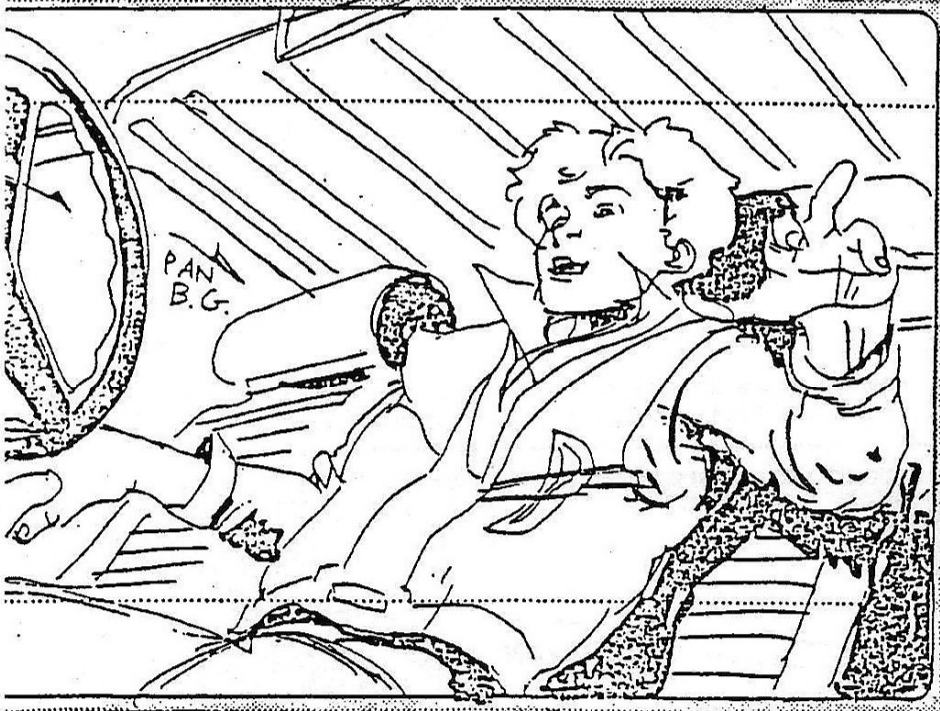
ACTION

DIAL

MUSIC/SFX

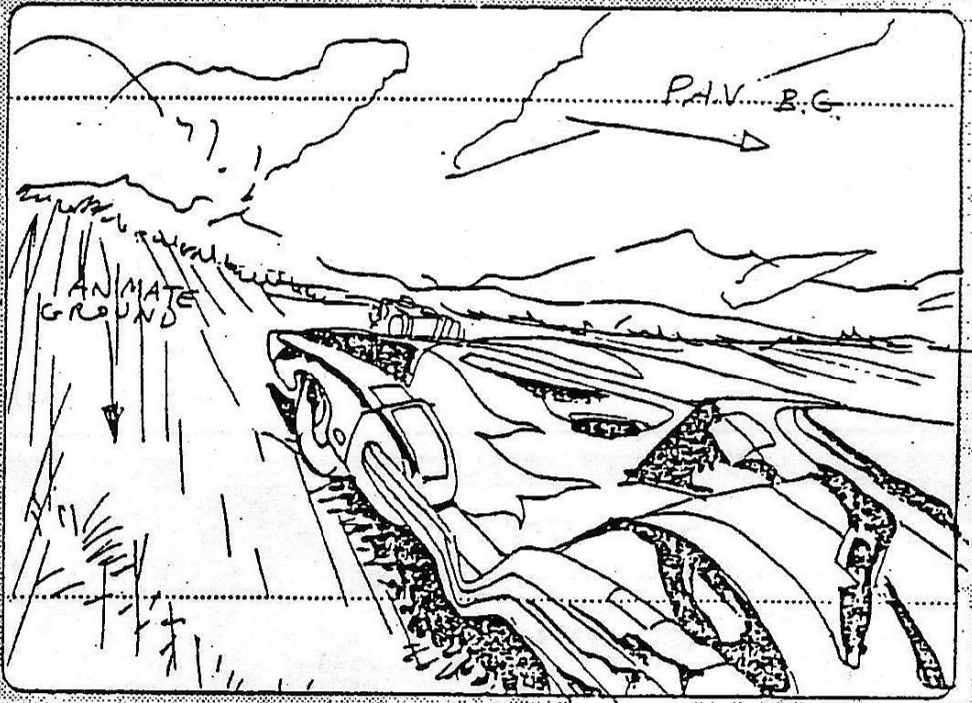


SC. 6-19



SC. 6-20

SEQ. 6 Page 29



DANIEL SLIDES INTO THE FRONT SEAT BEHIND HOT ROD'S STEERING WHEEL.

ACTION L.S. HOT ROD IN CAR MODE. WE RACE ALONG WITH HIM AS HE HEADS TOWARD THE O.S. AUTOBOT CITY.

DIAL

MUSIC/SFX

CAMERA

SFX

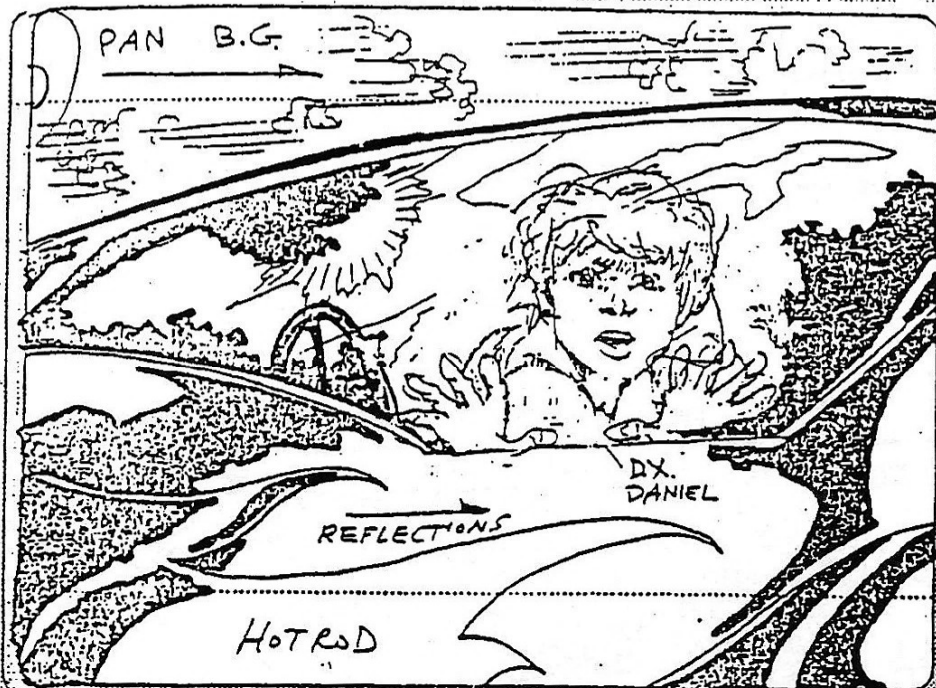


NO SCENE 6-21

SC. 6-22.

SC. CONT 6-22.

Page 30



ACTION M.C.U. DANIEL. HE IS RIDING INSIDE HOT ROD. HIS ATTENTION IS DRAWN TO THE VIEW OUTSIDE HOT ROD'S WINDOW.

DIAL

MUSIC/SFX

ACTION

DIAL DANIEL (V.O.) Hey!

MUSIC/SFX

SC. 6-23

START

PAN →

STOP SEQ. 6 Page 31



ACTION X.L.S. AUTOBOT CITY. TREES SWISH PAST IN THE FOREGROUND, BEHIND THEM IS THE VAST FORTIFIED COMPLEX CALLED AUTOBOT CITY.

DIAL DANIEL Let me out here.

MUSIC/SFX

CAMERA

ACTION

DIAL

MUSIC/SFX

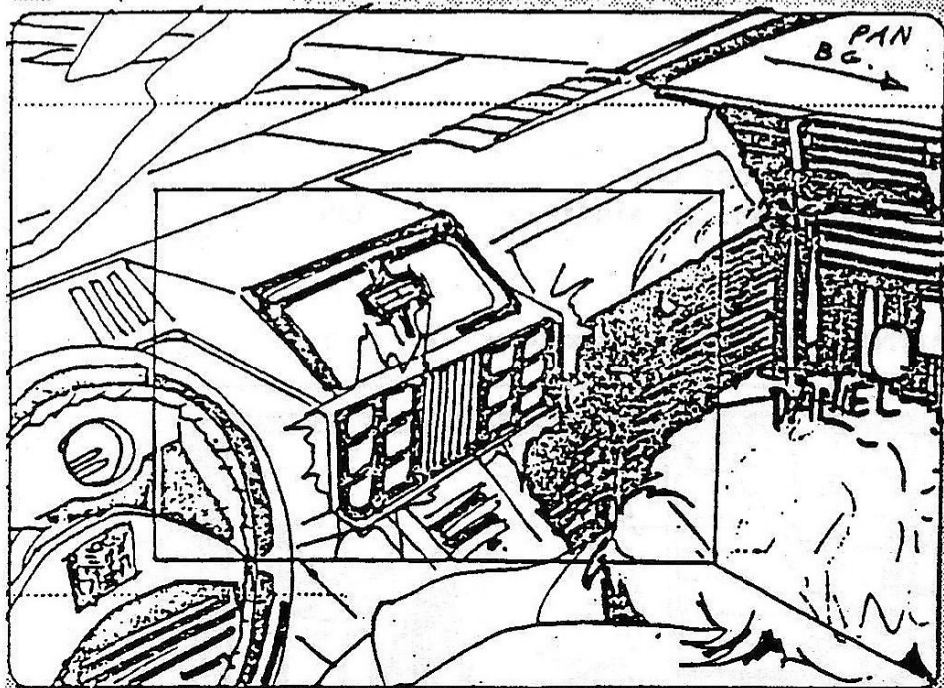
CAMERA



SC. 6-24.

SC. CONT.

SEQ. 6 Page 32



ON C.U. HOT ROD'S RADIO, TRUCK OUT TO INCLUDE...

HOT ROD      Why settle for a peek when you can  
see everything from Lookout Mountain?

ACTION      ...DANIEL WHO TURNS TOWARD THE RADIO.

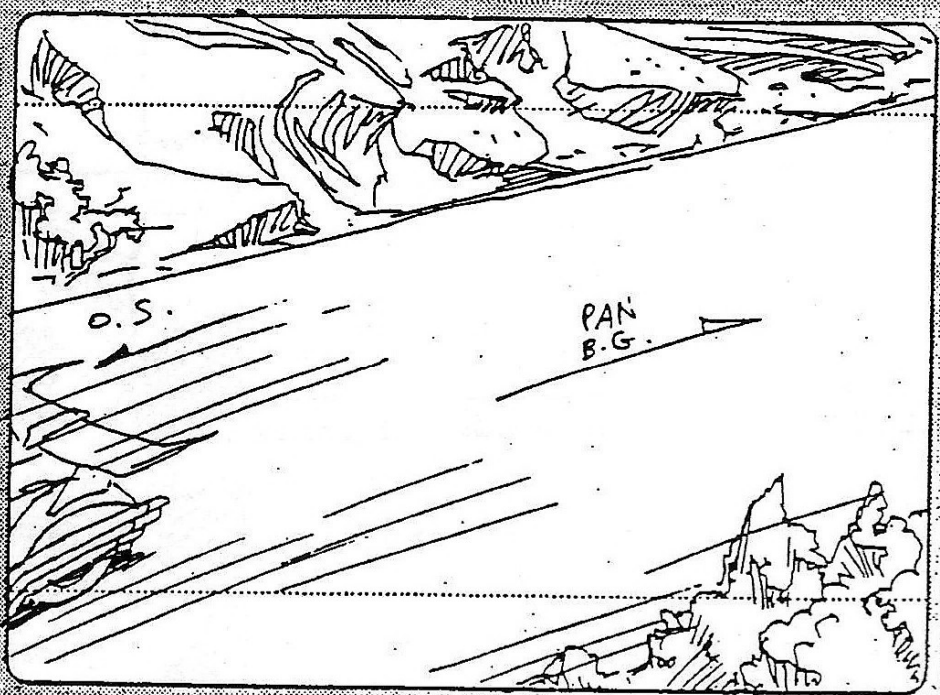
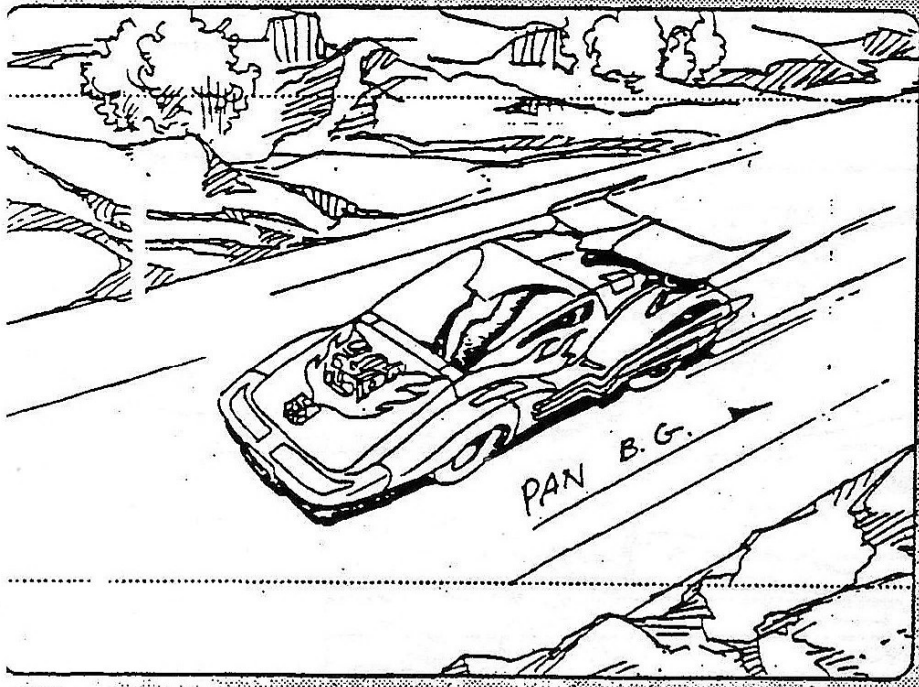
DIAL      DANIEL      But we're not supposed to go beyond  
City limits! It's a security  
violation.

MUSIC/SFX

SC. 6-25

SC. CONT

SEQ. 6 Page 33



JN L.S. HOT ROD. WE RACE ALONG WITH HIM...

HOT ROD Chrome-Chicken!

SFX

ACTION

...THEN HE GAINS AND ZOOMS O.S.I

DIAL

MUSIC/SFX

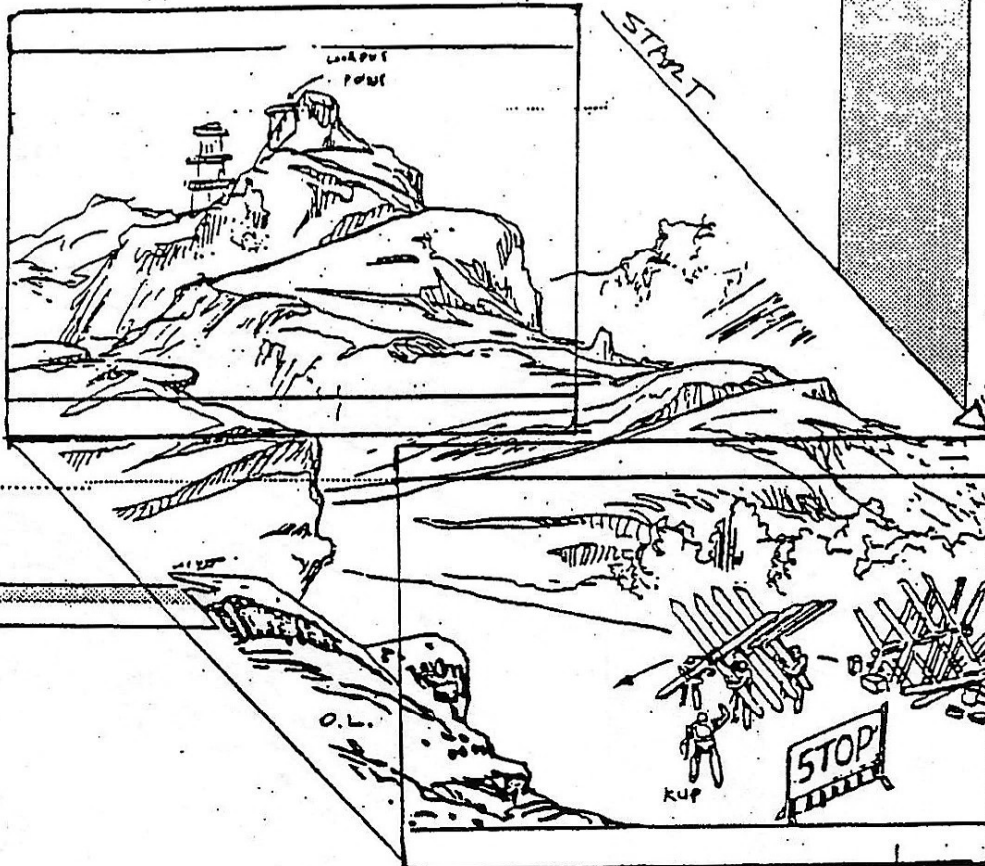
CAMERA

SC. 5-10

SC.

SEQ. 6

Page 1



X.L.S. LOOKOUT MOUNTAIN AND THE AUTOBOT SHUTTLE IN THE SKY BEHIND IT. WE PAN OVER AND DOWN TO KUP AND A GROUP OF NAMELESS AUTOBOTS WHO ARE INSTALLING A METAL ROAD BARRICADE.

ACTION

DIAL

MUSIC/SFX

CAMERA

MUSIC/SFX

CAMERA

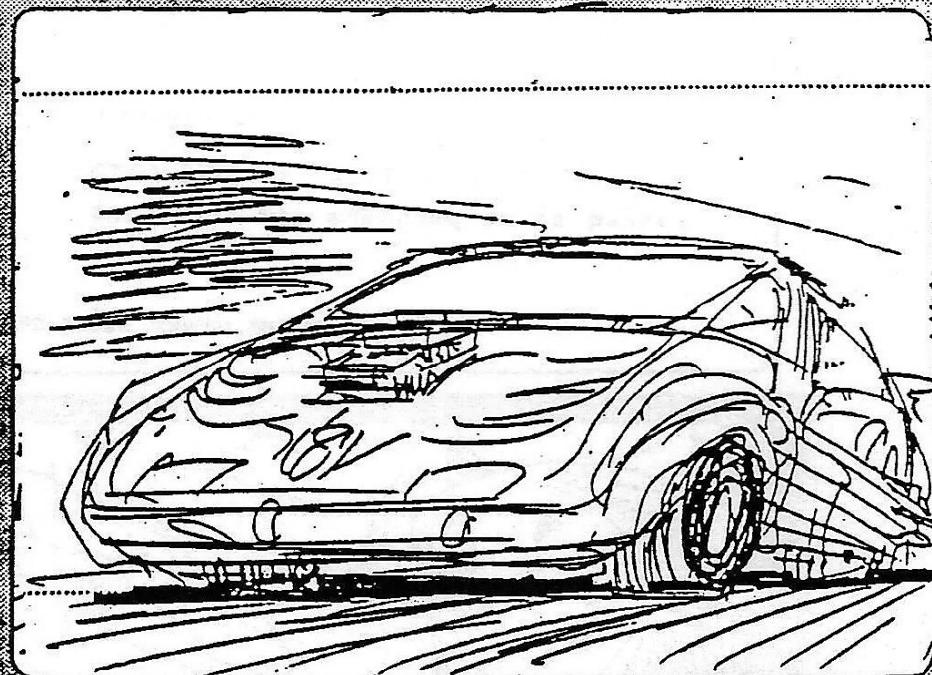
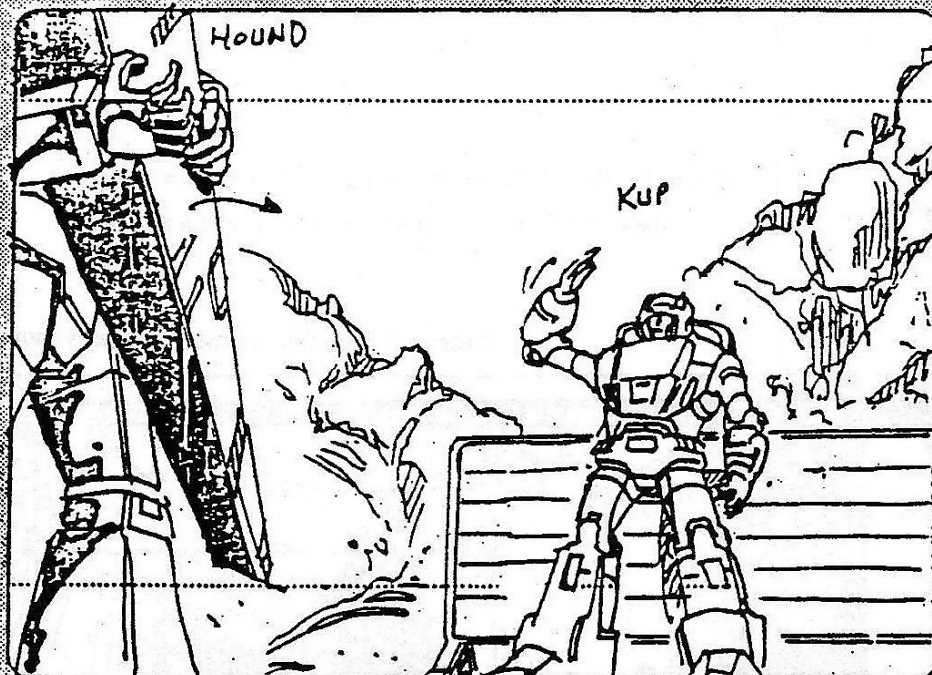




SC. 6-27

SC. 6-28

SEQ. 6 Page 35



ACTION M.L.S. KUP. HE DIRECTS THE WORK OF INSTALLING THE BARRICADE.

DIAL KUP A little to the left.  
(TO SOUND LIKE SWEARING)

MUSIC/SFX

CAMERA

ACTION M.L.S. HOT ROD. RACING ALONG THE ROAD.

DIAL KUP (CONT) ... A little bit more.

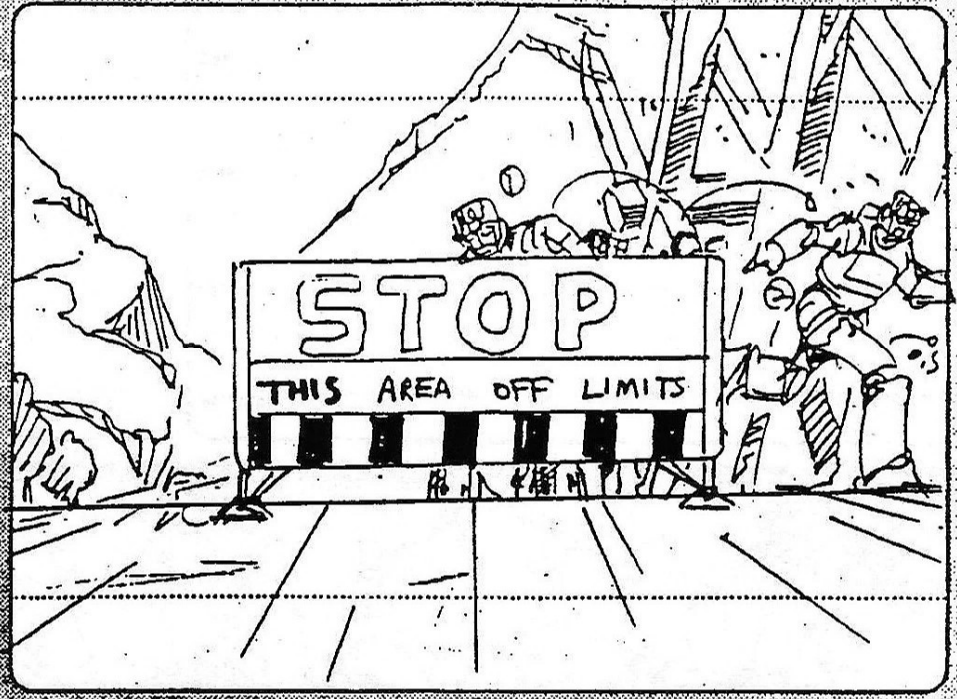
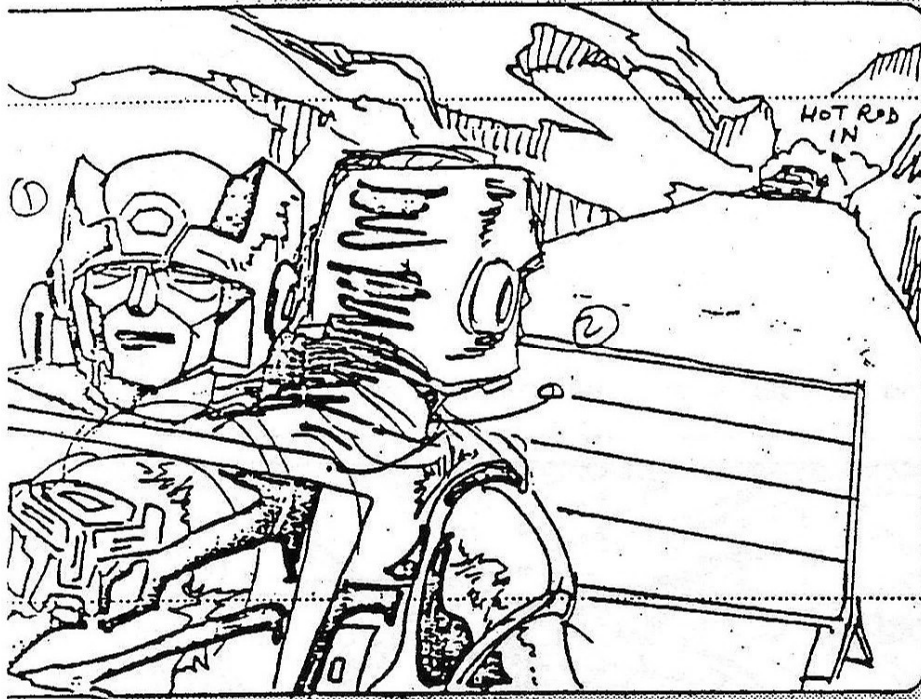
MUSIC/SFX

CAMERA

C. 6-29.

SC. 6-30

SEQ. 6 Page 36



M.C.U. KUP HE TURNS TO SEE THE APPROACHING HOT ROD.

ACTION L.S. KUP AND OTHER AUTOBOTS BEHIND A LARGE STOP SIGN. THEY RUN FOR COVER.

DIAL

MUSIC/SFX

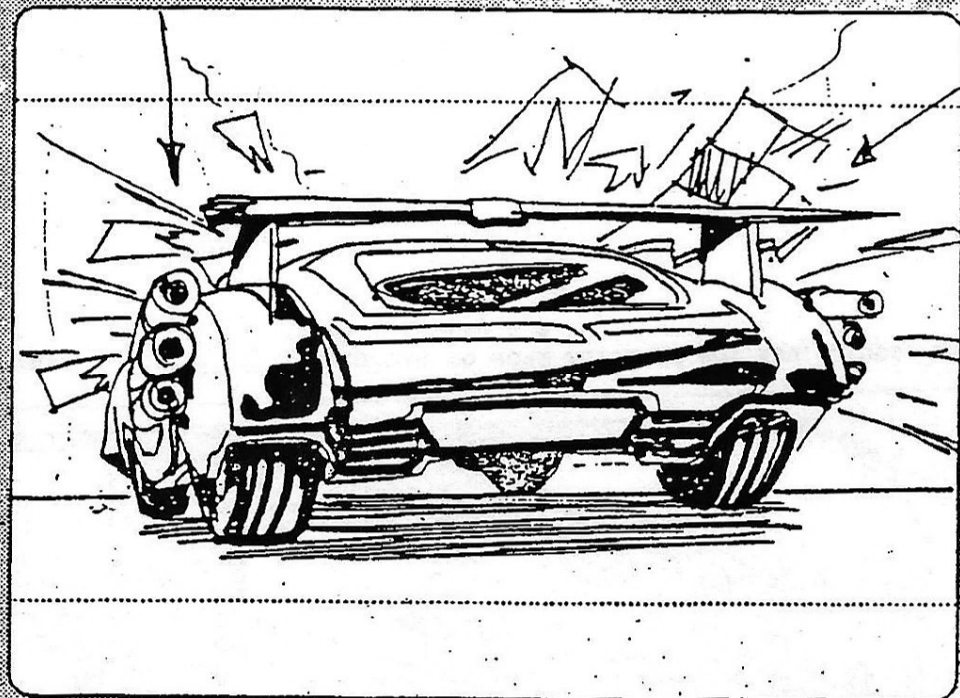
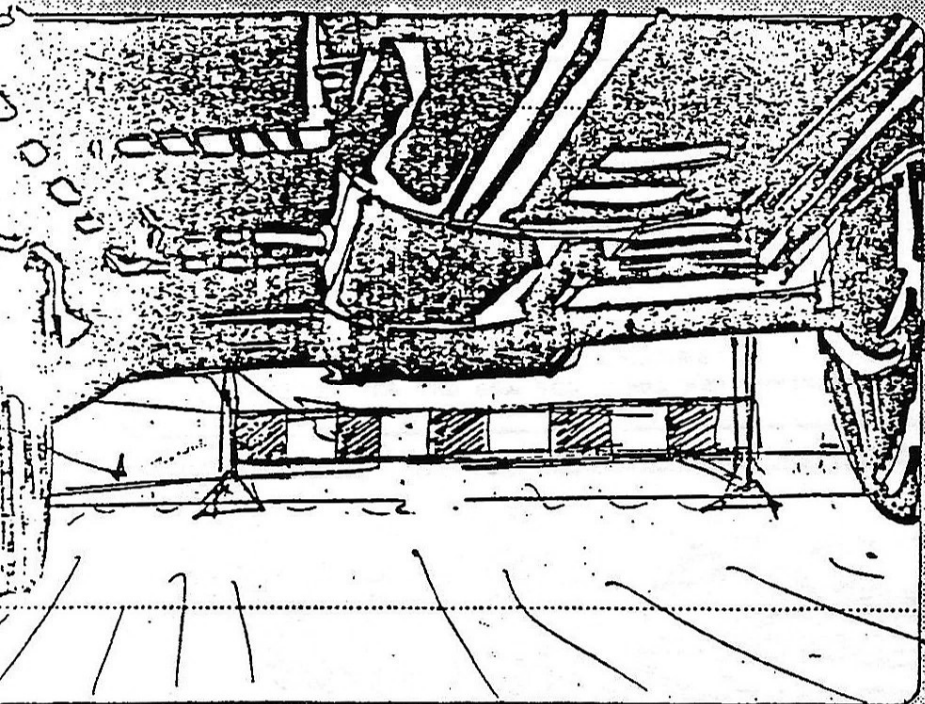
SFX

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

C. CONT 6-30

SC. CONT

SEQ.6 Page 37



...AS HOT ROD ENTERS THE SHOT SPEEDING FORWARD...

ACTION ...HE SLAMS INTO THE SIGN, SMASHING IT TO BITS!

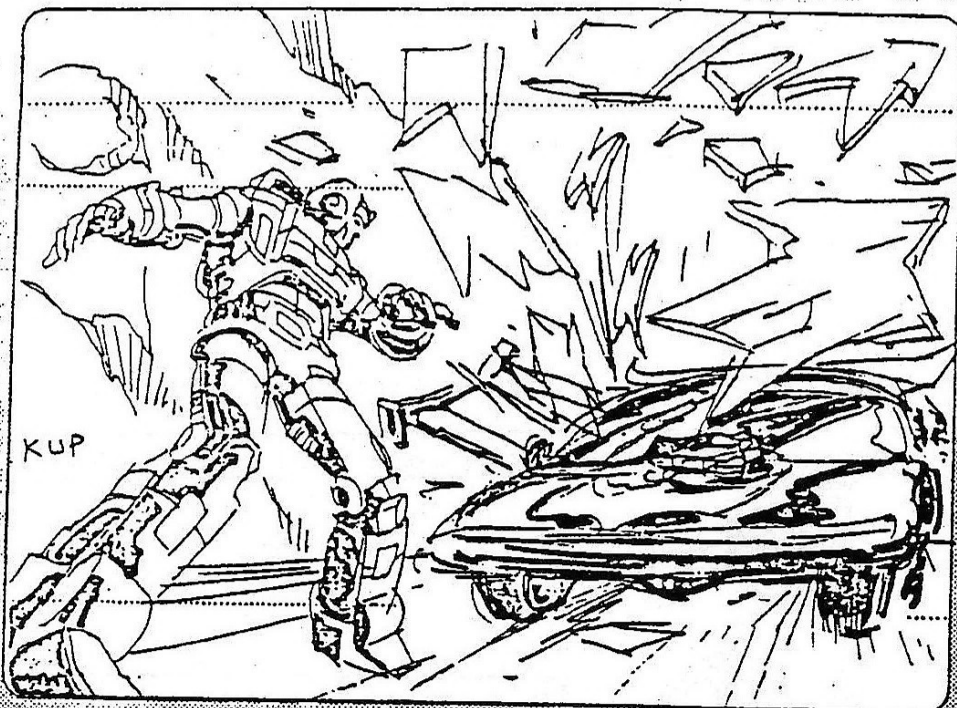
DIAL

MUSIC/SFX

CAMERA



SC. 0-01



ACTION M.L.S. KUP AND HOT ROD. HOT ROD SMASHES THROUGH THE SIGN. FRAGMENTS FLY IN ALL DIRECTIONS.

DIAL

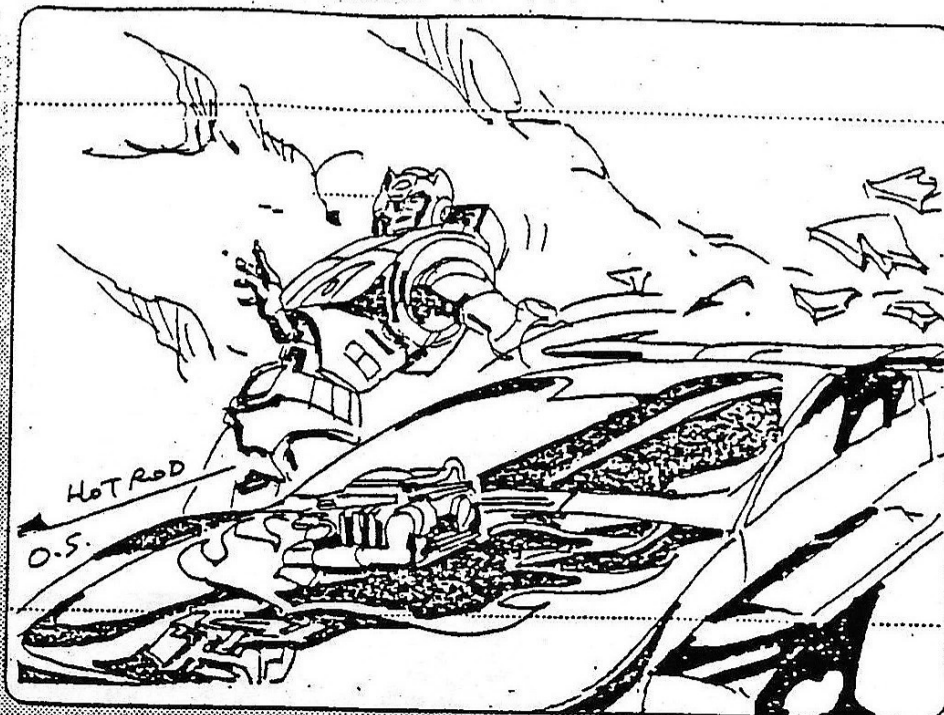
MUSIC/SFX

IFRAW

From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

SEQ. 0 Page 55

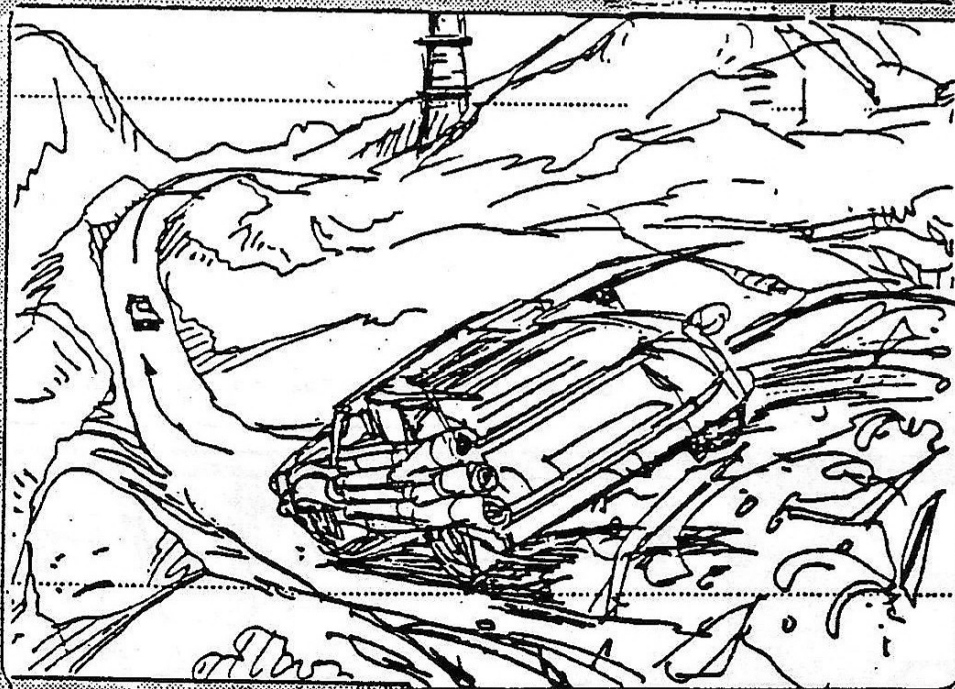


ACTION ...KUP HAS TO MOVE ASIDE AS HOT ROD, ALMOST HITTING HIM, ZOOMS PAST AND O.S.

DIAL

MUSIC/SFX

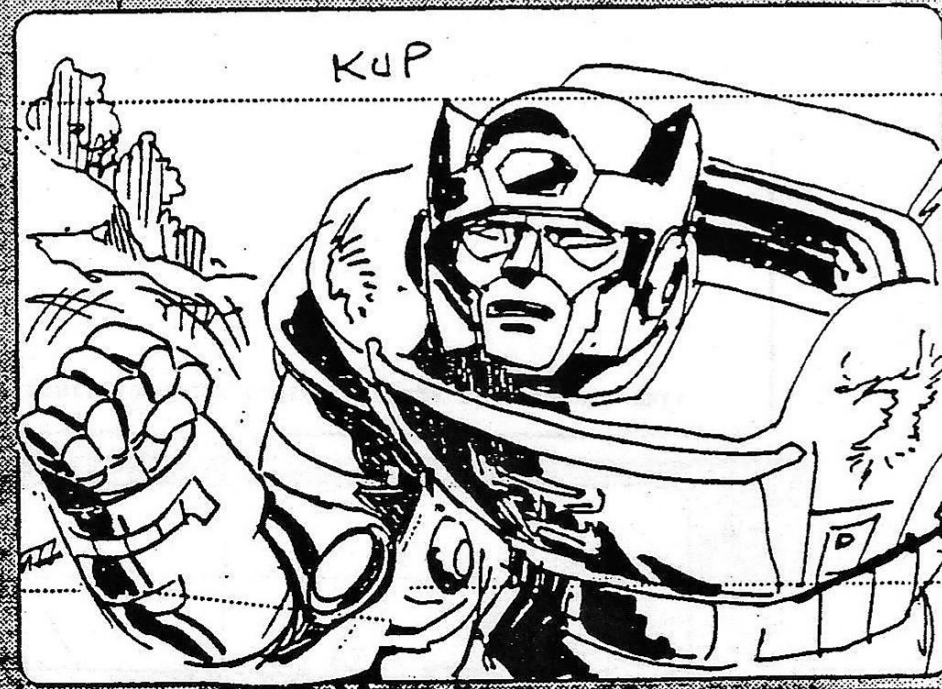
SC. 6-32



SC. 6-33

SEQ. 6 Page

39



ACTION L.S. HOT ROD RACES AWAY. ALONG THE ROAD THAT GOES TO LOOKOUT MOUNTAIN.

DIAL

MUSIC/SFX

CAMERA

**J. FRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

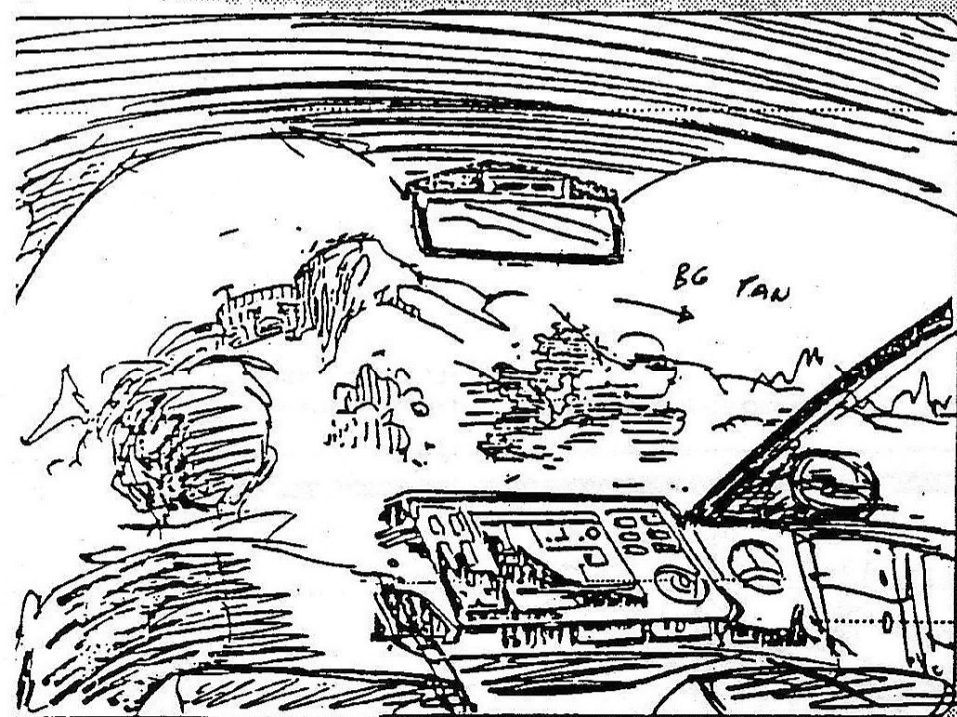
ACTION M.C.U. KUP. HE IS ANGRY. HE CALLS OUT AFTER HOT ROD O.S.

DIAL KUP (cont) (V.O.) Cam bustin', turbo revvin' young punk! I'll straighten you out yet

MUSIC/SFX

CAMERA

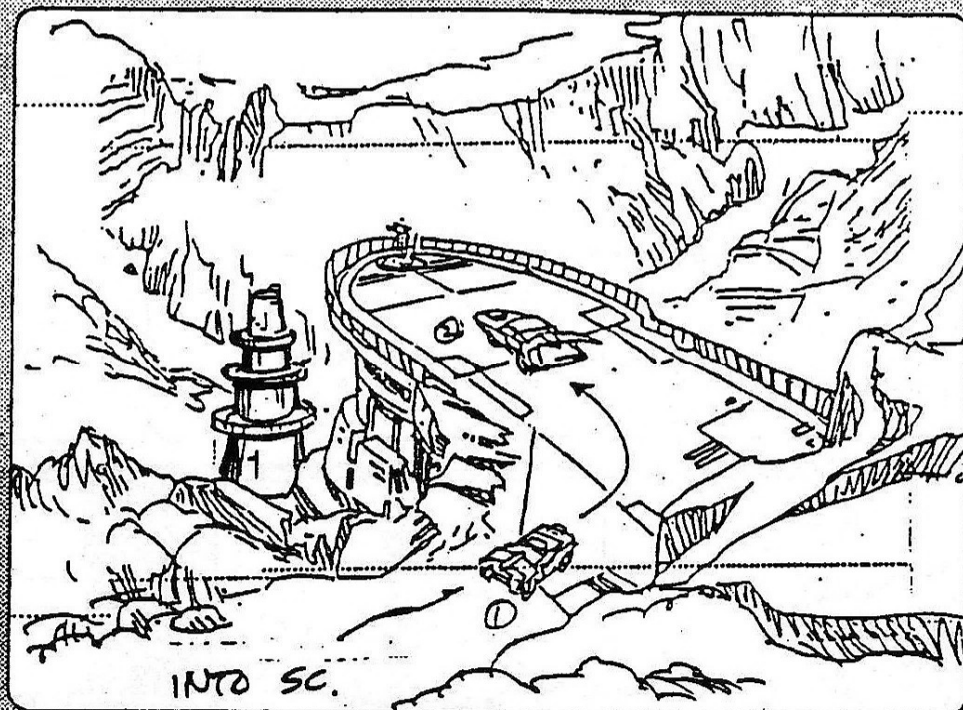
SC. 6-34



IN L.S. THROUGH HOT ROD'S WINDSHIELD. DANIEL IS IN THE FOREGROUND. WE ARE HEADING TOWARD LOOKOUT MOUNTAIN, WHICH WE CAN SEE IN THE DISTANCE.

SC. 6-35

SEQ. 6 Page 40

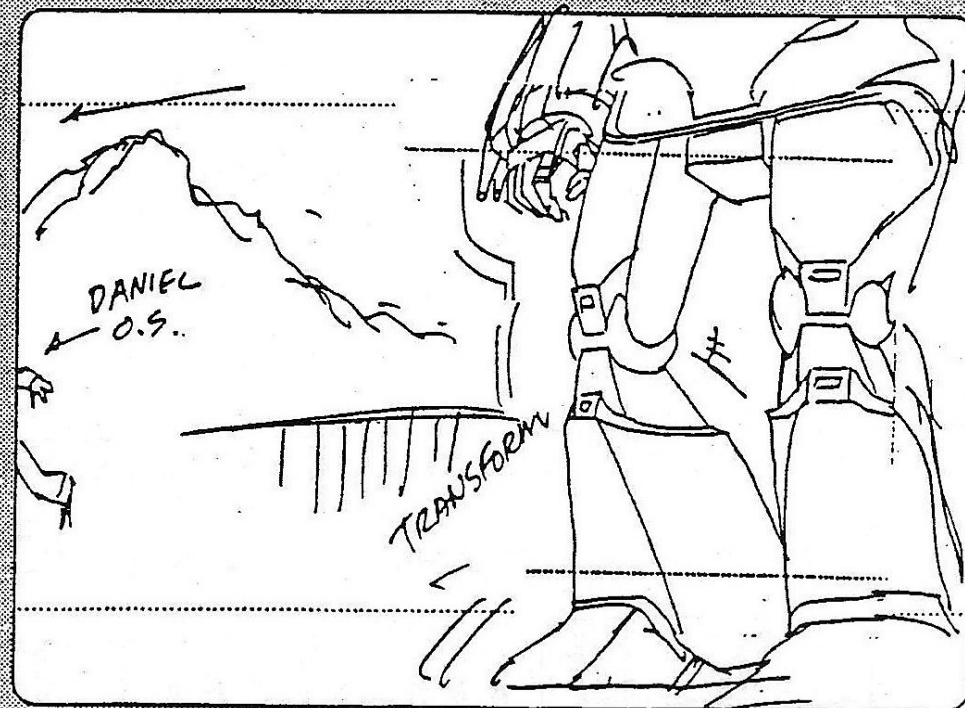
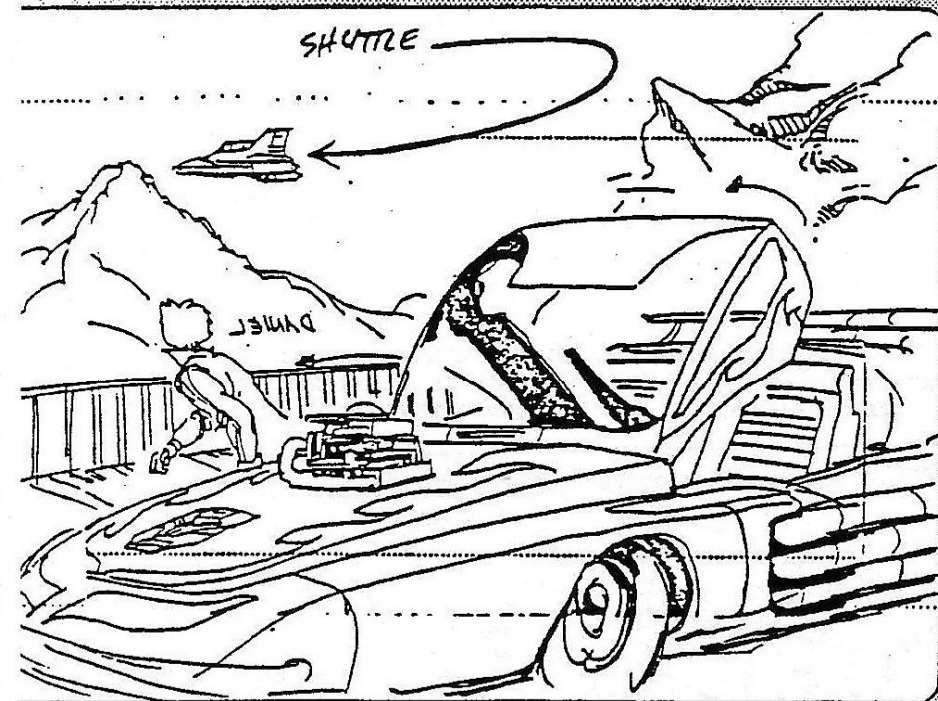


ACTION X.L.S. LOOK OUT POINT, ON LOOKOUT MOUNTAIN. HOT ROD SPEEDS INTO SCENE AND SCREECHES TO A STOP IN THE PARKING LOT ON LOOKOUT POINT.

DIAL

MUSIC/SFX





M.L.S. HOT ROD AND DANIEL. DANIEL JUMPS OUT OF HOT ROD AND RUNS, AS THE SHUTTLE PASSES BY...

ACTION

...HOT ROD TRANSFORMS INTO HIS ROBOT MODE.

DIAL

MUSIC/SFX

CAMERA

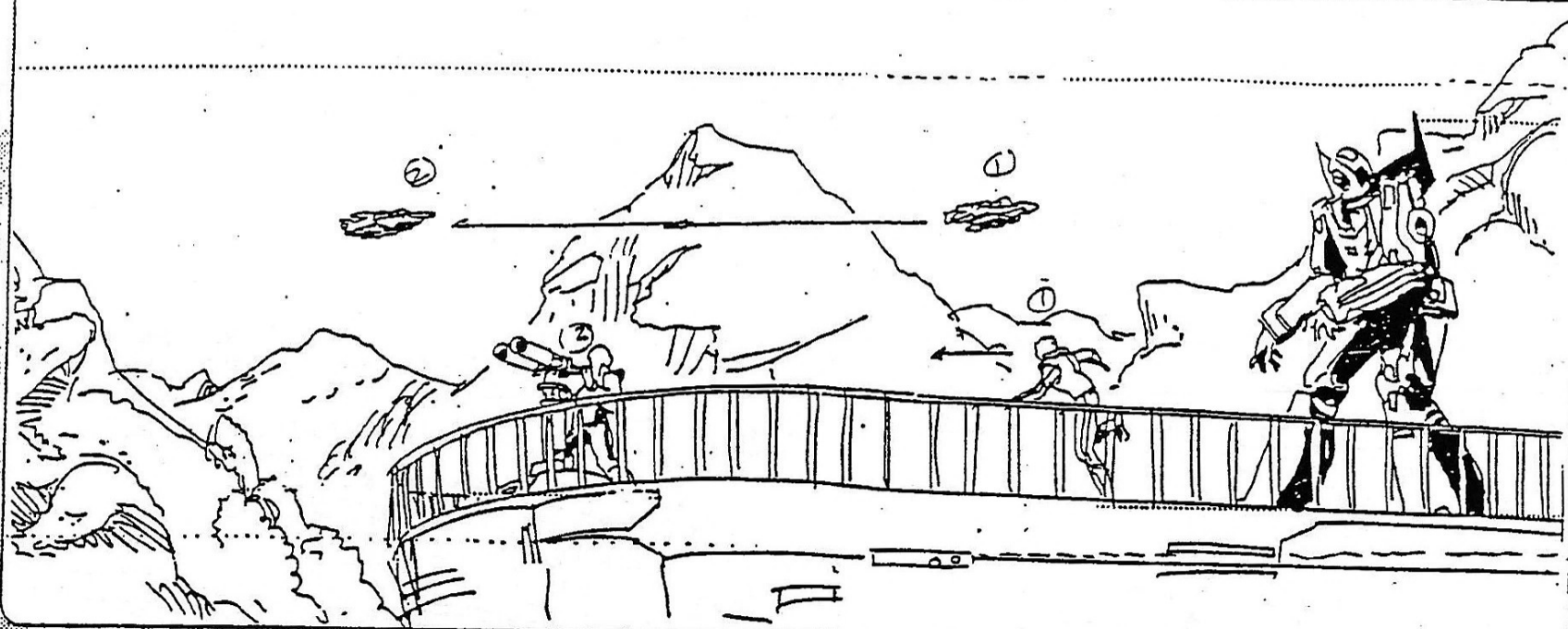
SC. 6-57.

STOP

← PAN

START

SEQ. 6 Page 72



ACTION X.L.S. DANIEL AND HOT ROD ON LOOKOUT POINT. WE PAN WITH DANIEL AS HE RUNS TO A PAIR OF BINOCULARS. FLYING OVERHEAD IN THE BACKGROUND IS THE SPACE SHUTTLE.

DIAL

ACTION

DIAL

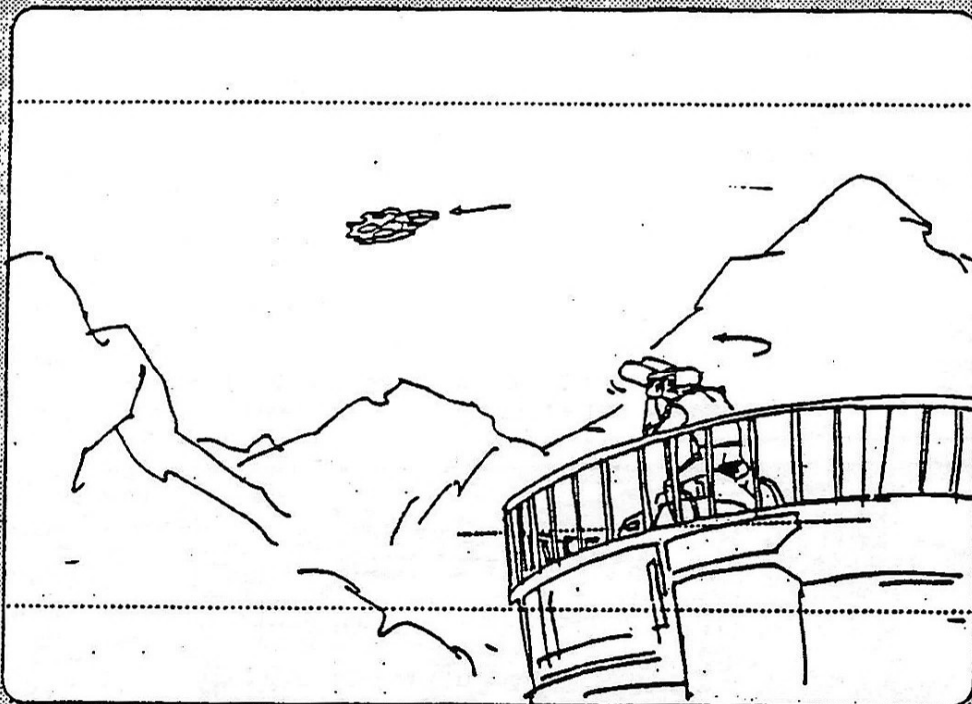
MUSIC/SFX

MUSIC/SFX

IFRAW

From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 6-37



ACTION

DANIEL LOOKING THROUGH THE BINOCULARS AIMS THEM TOWARD THE SHUTTLE.

DIAL

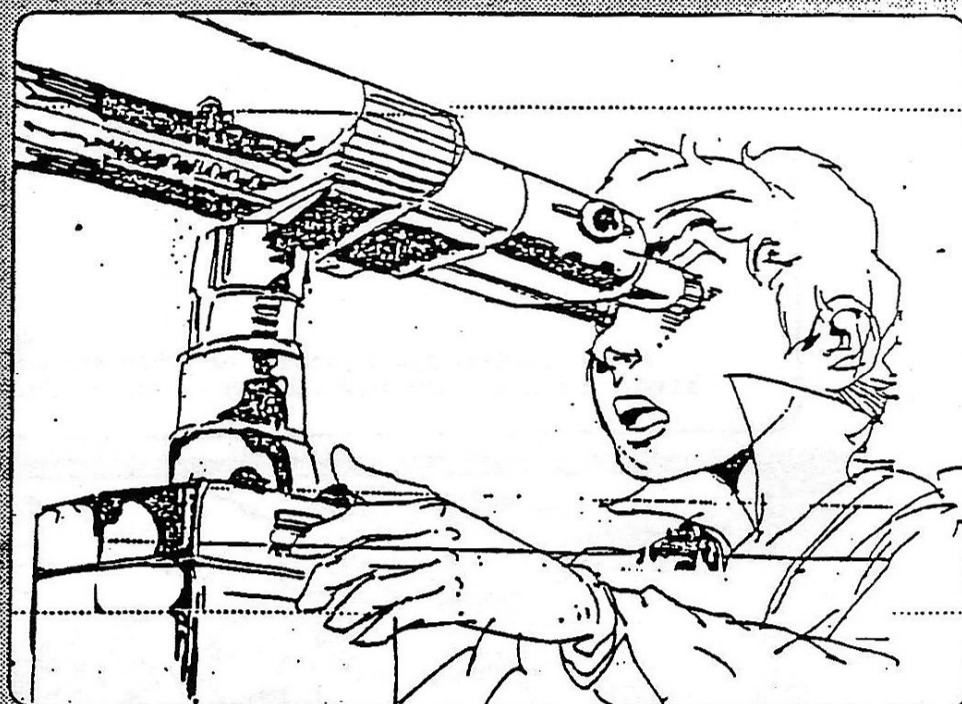
MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 6-38

SEQ. 6 Page 43



ACTION

M.C.U. DANIEL. HE VIEWS THE SHUTTLE THROUGH THE BINOCULARS AND FOLLOWS IT AS IT FLIES PAST.

DIAL

DANIEL Hot Rod! Look!

MUSIC/SFX

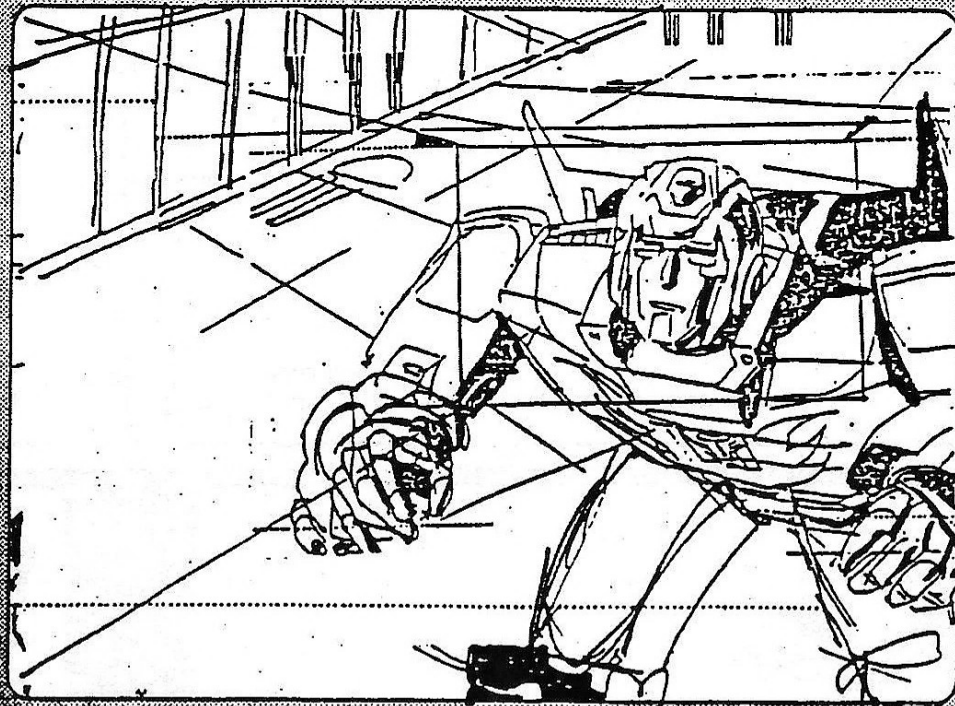
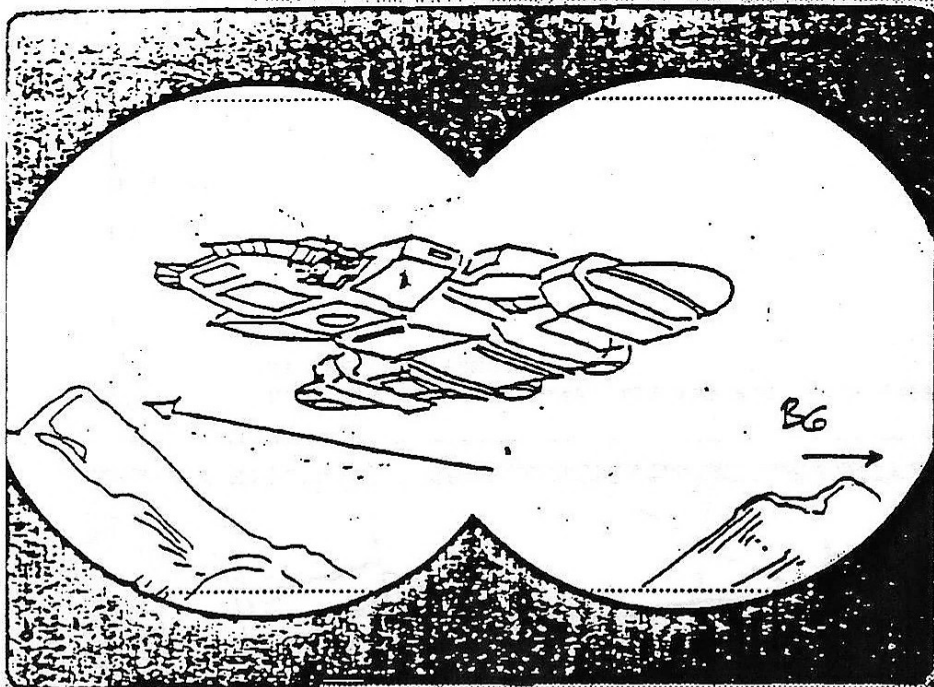
CAMERA



SC. 6-39

SC. 6-40

TRUCK-IN SEQ. 6 Page 44



ON P.O.V. THE AUTOBOT SPACE SHUTTLE THROUGH THE BINOCULARS.  
THERE IS A HOLE IN ITS SIDE.

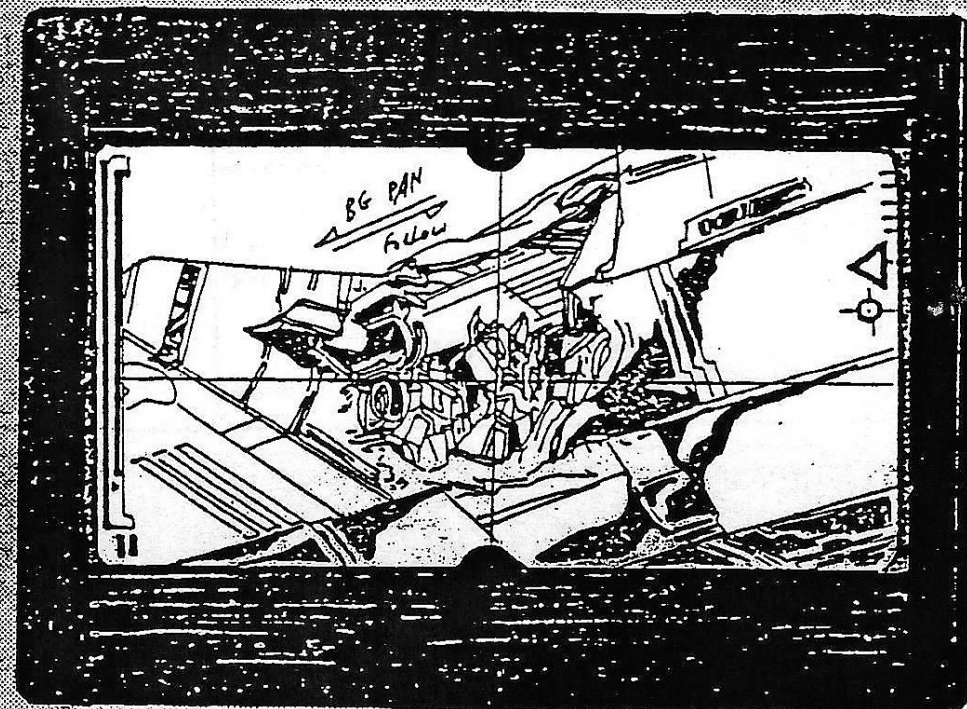
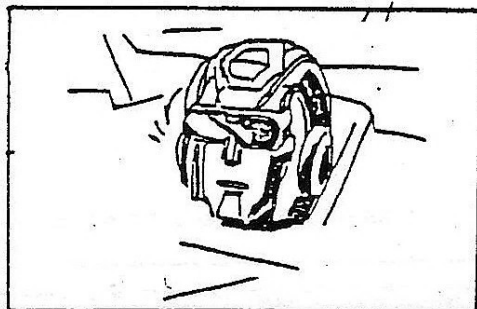
DANIEL (CONT) (V.O.)  
There's a hole in the shuttle!

ACTION M.S. HOT ROD. WE TRUCK IN TO A C.U. OF HOT ROD...

DIAL HOT ROD What!?

MUSIC/SFX

CAMERA



...A PAIR OF FUTURISTIC BINOCULARS POP OUT OF HIS EYES.

ACTION P.O.V. THROUGH HOT ROD'S BINOCULARS. WE CAN SEE THE DECEPTICON'S (STARSCREAM ECT.) INSIDE THE SHUTTLE.

DIAL HOT ROD (V.O.) Decepticons!

MUSIC/SFX

CAMERA

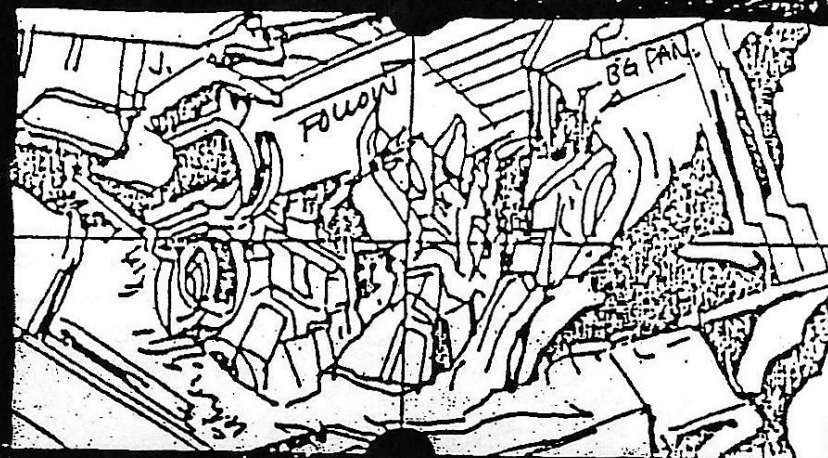
SC. 6-71 COM

SC. CONT

SC. 6

Page

TSA



ACTION WE TRUCK IN ON THE DECEPTICONS...

DIAL

MUSIC/SFX

ACTION

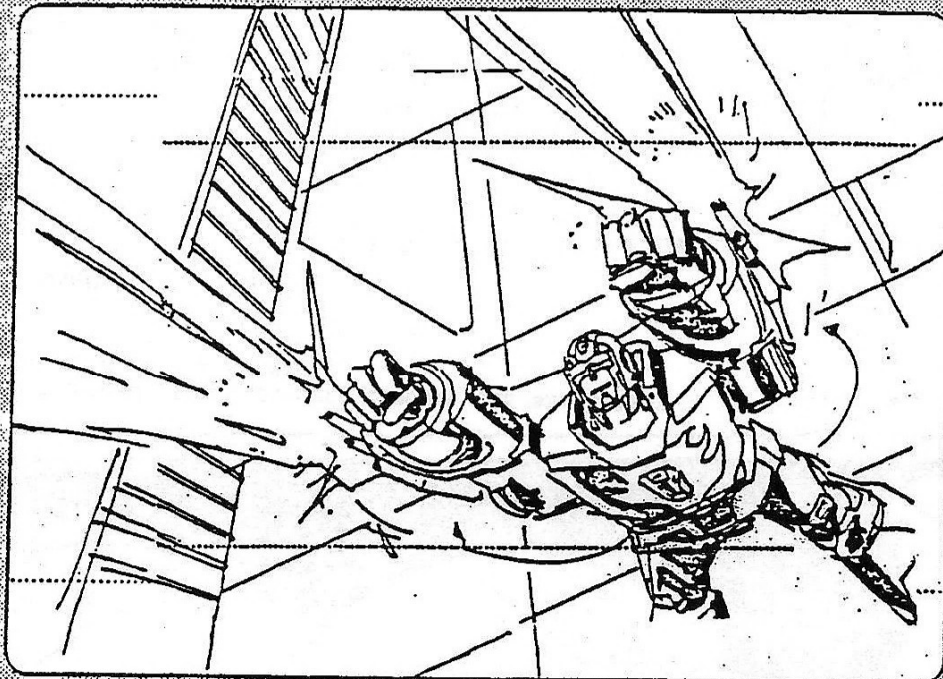
...WHICH WE CAN SEE CLEARLY. THROUGH THE HOLE IN THE SIDE OF THE SHIP.

DIAL

MUSIC/SFX



SC. CONT. 6-42



ACTION

L.S. HOT ROD. HE TAKES AIM AND FIRES HIS LASER BLASTERS  
AT THE O.S. SHUTTLE.

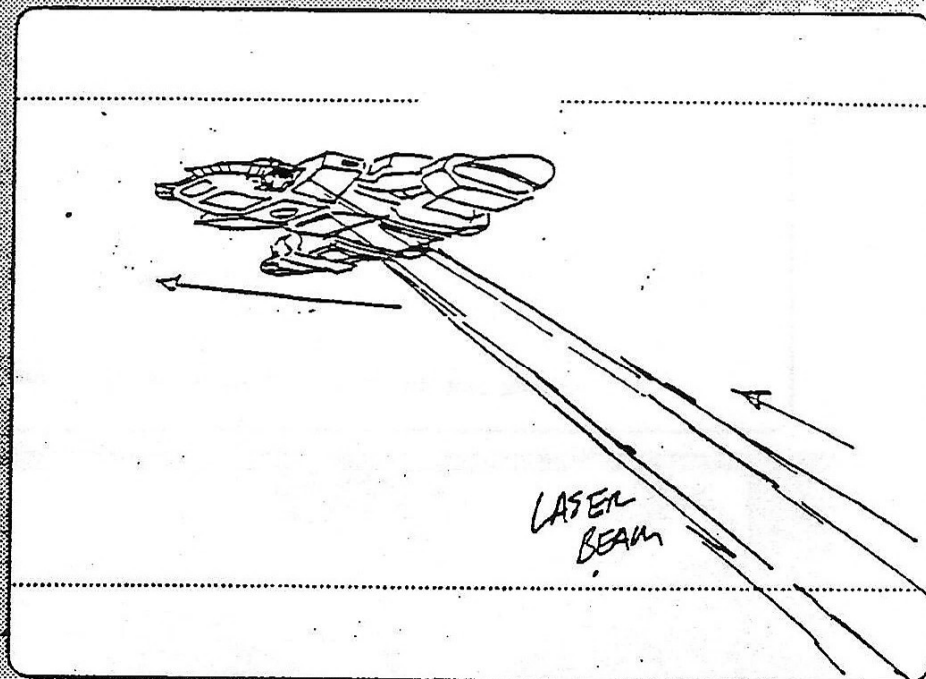
DIAL

MUSIC/SFX

CAMERA

SC. 6-43

SEQ. 6 Page 46



ACTION

L.S. THE AUTOBOT SHUTTLE AS HOT ROD'S LASER FIRE STREAKS  
TOWARDS IT.

DIAL

MUSIC/SFX

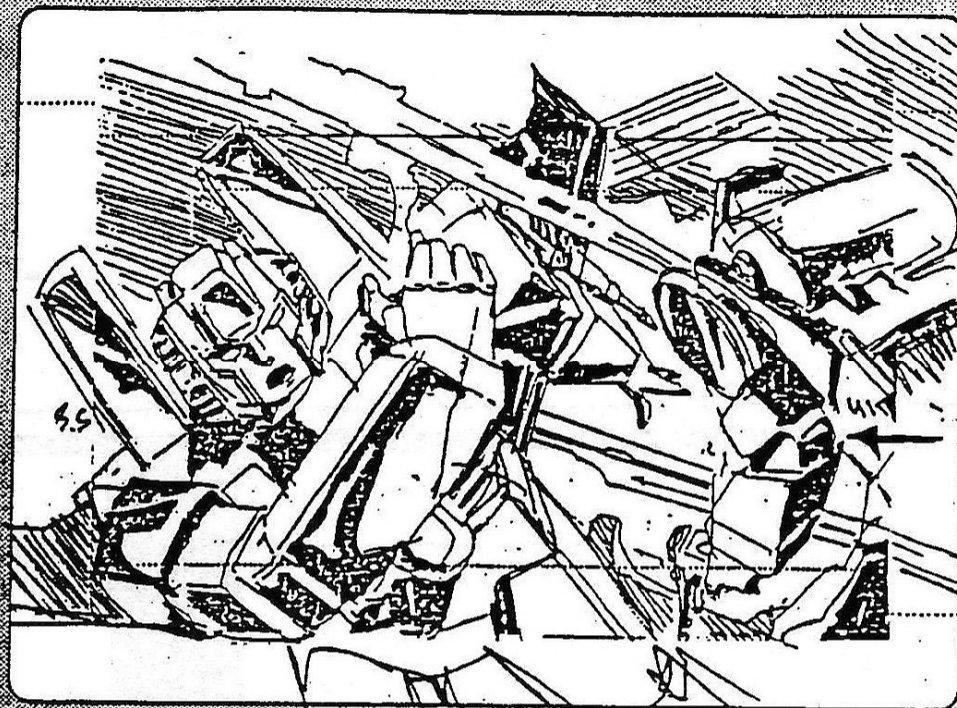
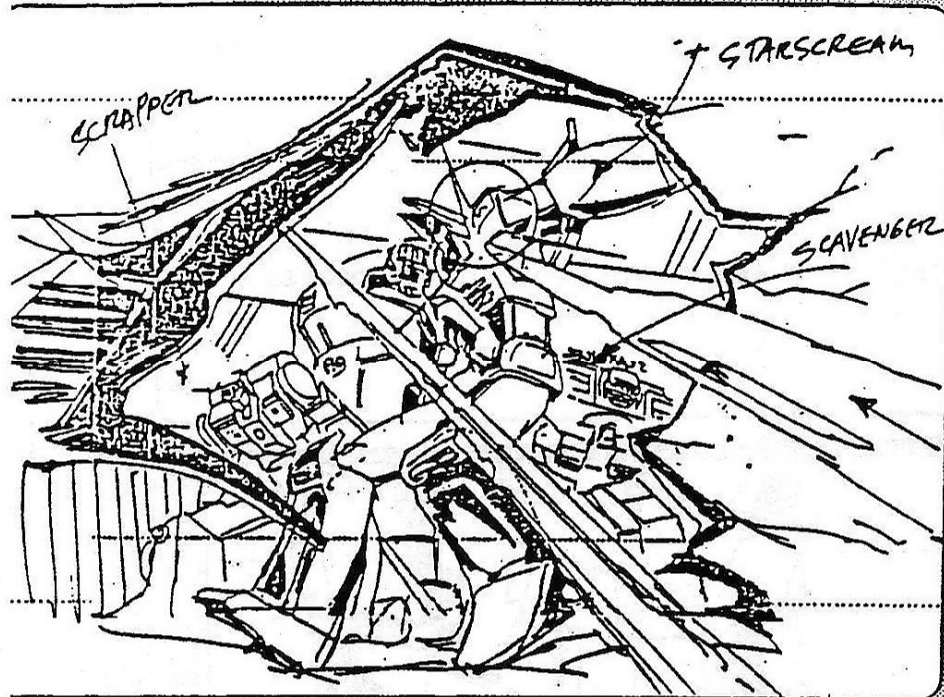
CAMERA

CAMERA

SC. 6-44

SC. 6-45

SEQ. 6 Page 47



M.L.S. STARScream, SCRAPPER, SCAVENGER INSIDE THE SHUTTLE.  
HOT ROD'S LASER FIRE HITS STARScream.

ACTION M.S. STARScream. HE GRABS HIS WOUND WITH HIS HAND.

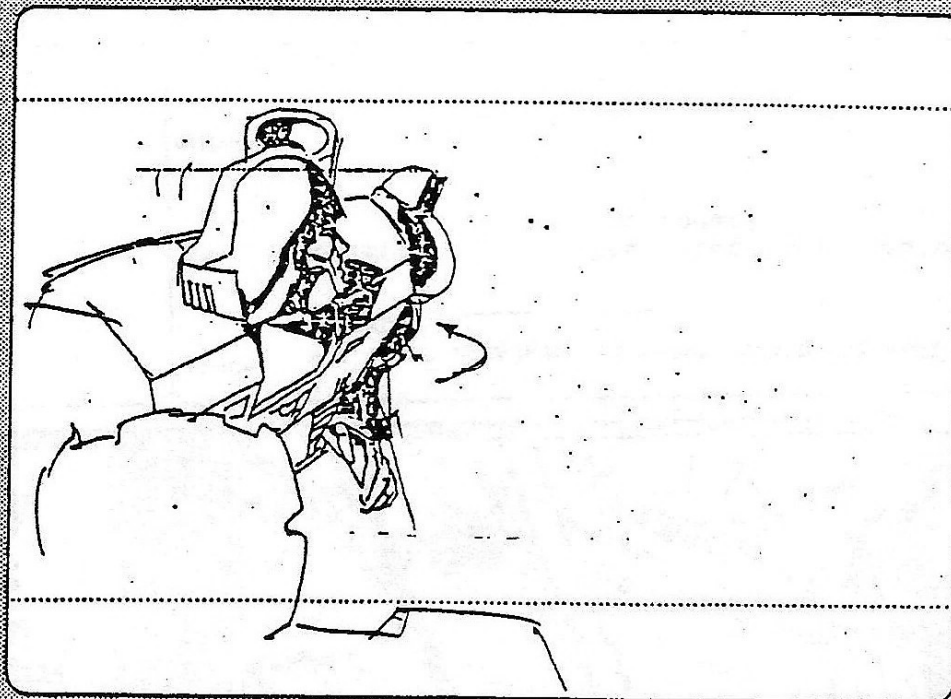
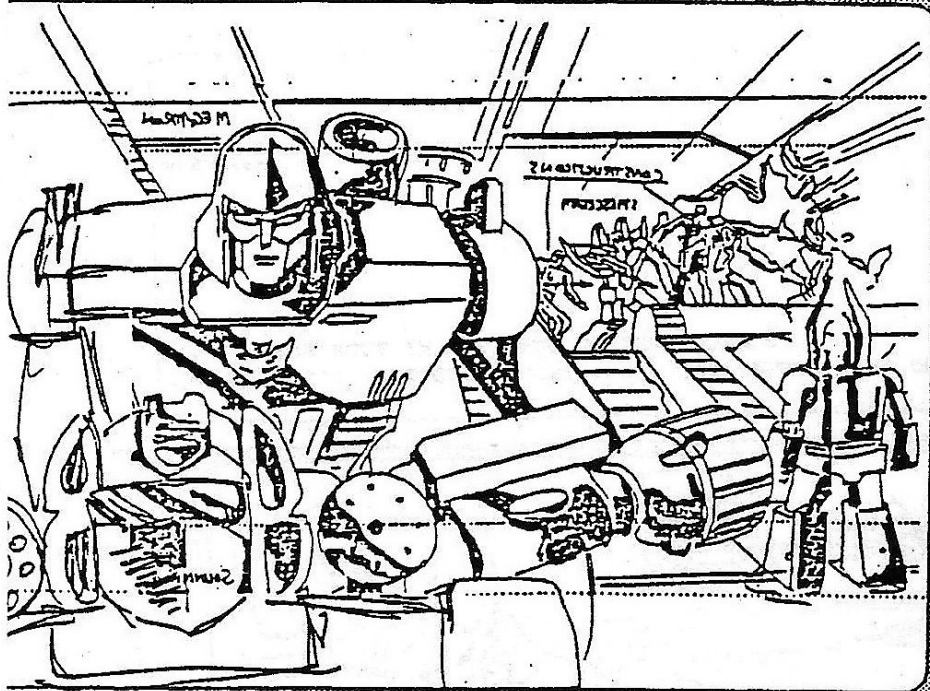
DIAL STARScream I'm hit!

MUSIC/SFX

SC. 6-46

SC. CONT.

SEQ. 6 Page 48



N M.L.S. INTERIOR THE SHUTTLE. SOUNDWAVE PILOTS THE SHUTTLE. BEHIND HIM STANDS MEGATRON...

ACTION ...WHO TURNS TO SEE WHAT THE COMMOTION IS. BEHIND HIM ARE THE CONSTRUCTICONS, SHRAPNEL AND STARScream.

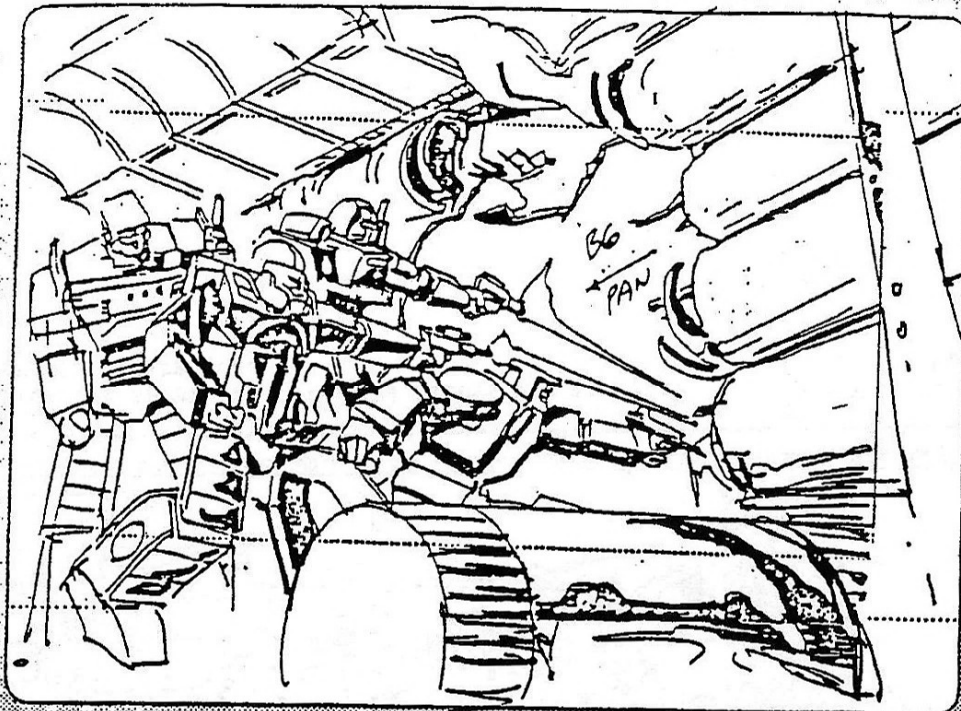
DIAL

MUSIC/SFX

CAMERA



SC. 3-40



ACTION M.L.S. THE CONSTRUCTICONS. THEY BLAST AWAY OUT THROUGH THE HOLE IN THE WALL OF THE SHUTTLE.

DIAL

MUSIC/SFX

TFRAW  
CAMERA 1 to Beast Hunters and Beyond!!!

SC. 3-40

SEQ. 3 Page 11

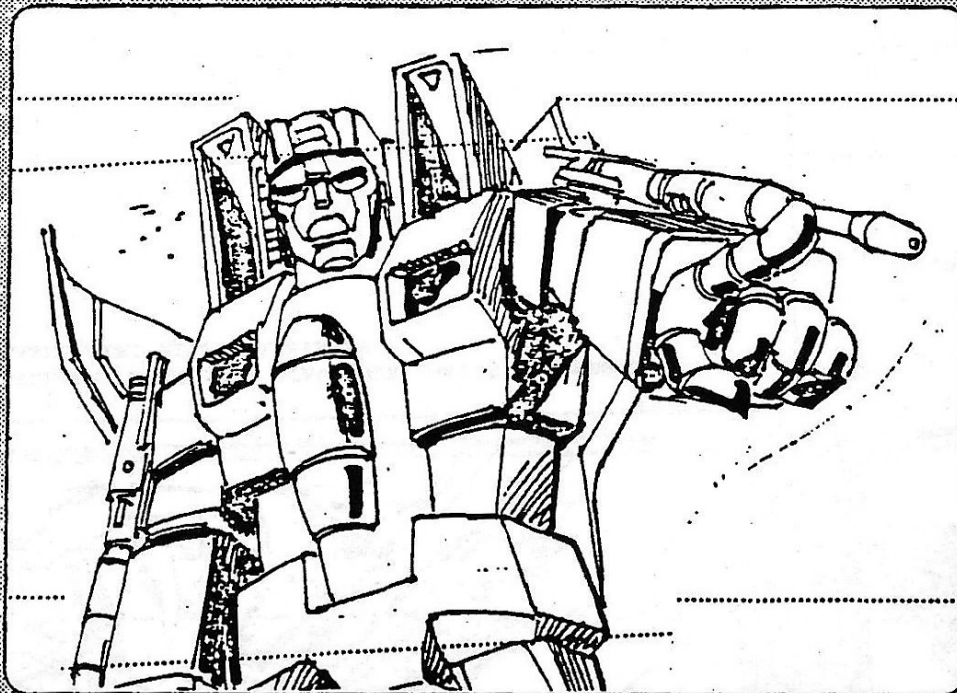


ACTION M.L.S. TO MEGATRON, HE TURNS TOWARD THE BACK OF THE SHUTTLE.

DIAL MEGATRON You imbeciles! You've blown our cover!

MUSIC/SFX

SC. 6-48A



SC.

SC. 6 Page 49A

NEXT  
PAGE  
50

ACTION

DIAL STARSCREAM (VO) It was your stupid strategy!

MUSIC/SFX

CAMERA

ACTION

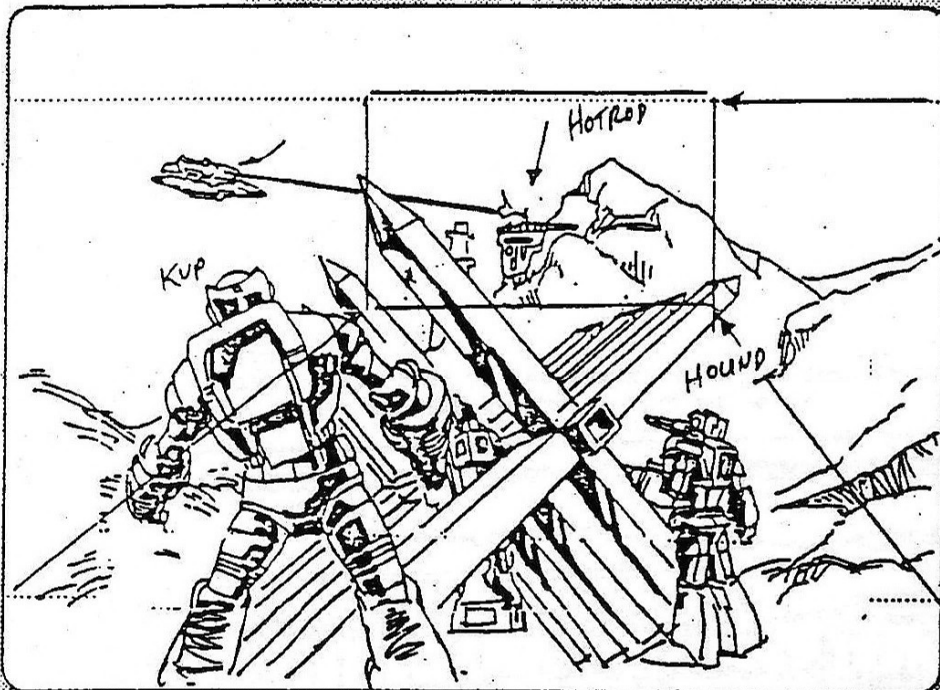
DIAL

MUSIC/SFX

CAMERA

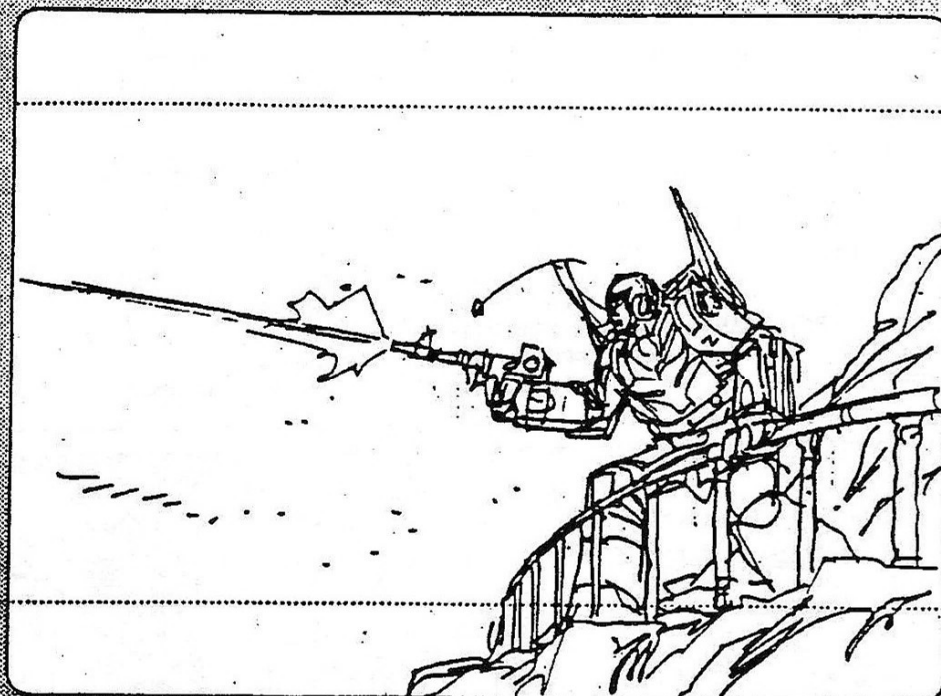
SC. 6-49

TRUCK-IN



SC. 6-50

SEQ. 6 Page 50



L.S. KUP AND HOUND. THEY ARE STANDING BY THE METALLIC ROAD BARRIER LOOKING UP AT HOT ROD ON LOOKOUT POINT, FIRING AT THE SHUTTLE.

KUP What's that darn fool doing?

ACTION

M.L.S. HOT ROD. HE FIRES HIS LASER PISTOL AT THE O.S. SHUTTLE.

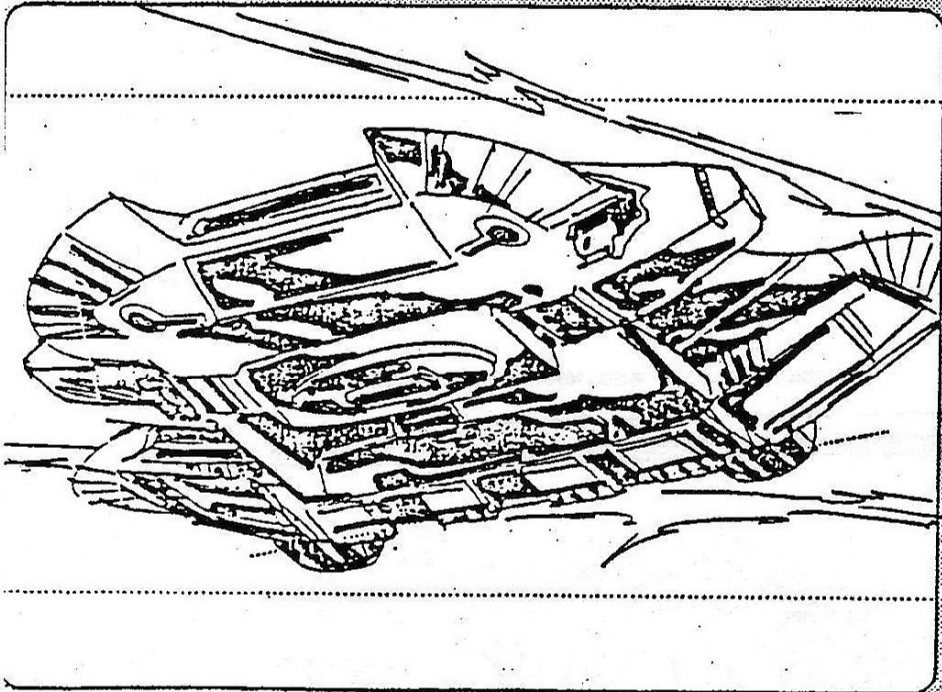
DIAL

MUSIC/SFX

CAMERA

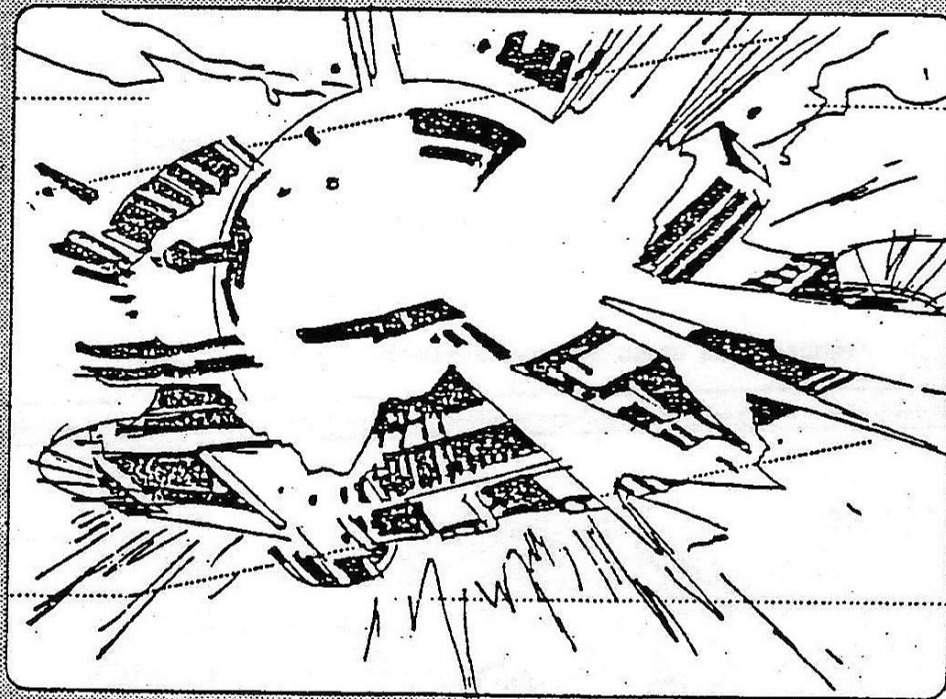


SC. 6-51.



SC. CONT.

SEQ. 6 Page 51



ION M.L.S. THE SHUTTLE AS IT IS...

ACTION

...HIT BY HOT ROD'S BLAST...

DIAL

MUSIC/SFX

CAMERA

SC. CONT. C-51



ACTION ...IT EXPLODES AND FROM OUT OF THE WRECKAGE...

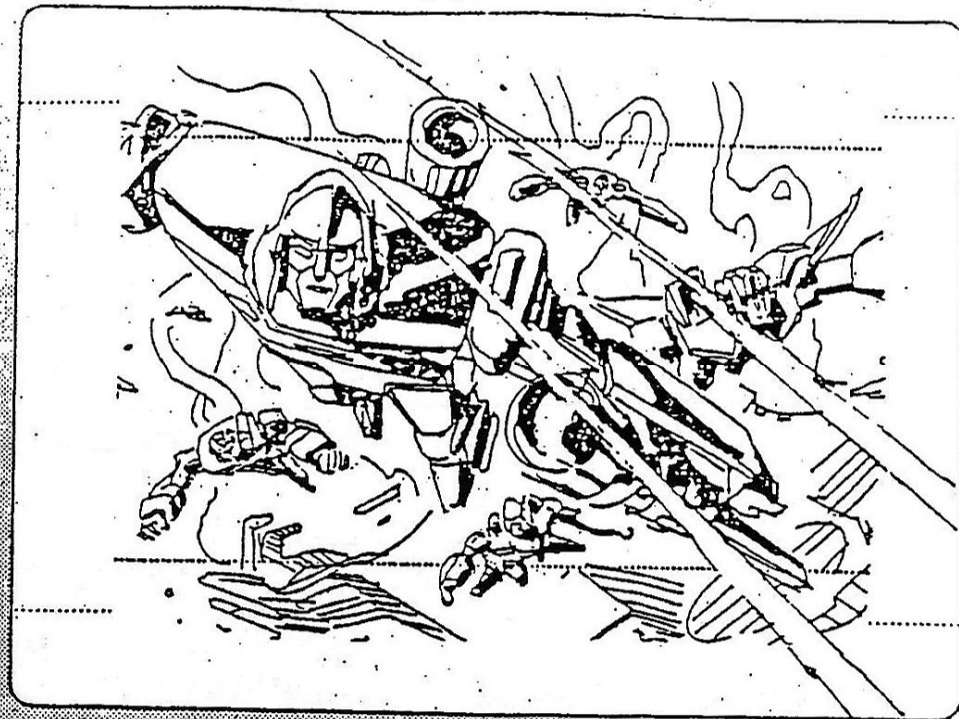
DIAL

MUSIC/SFX

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT.

SEQ. 6 page 52

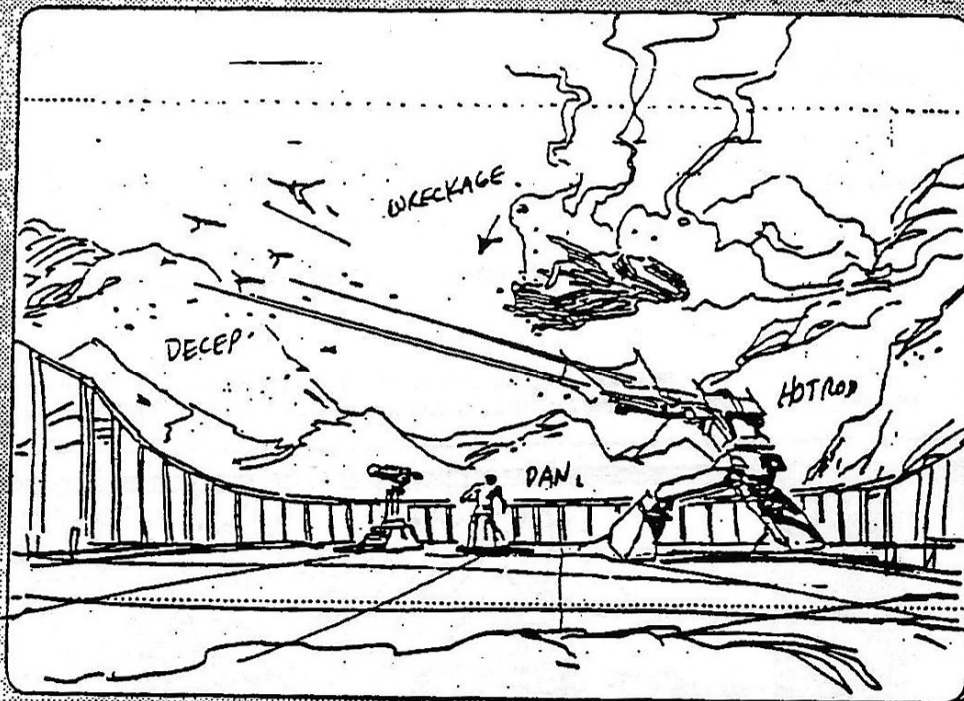


ACTION ...FLY MEGATRON AND THE OTHER DECEPTICONS.

DIAL

MUSIC/SFX

SC. 6-52.



ACTION L.S. HOT ROD AND DANIEL ON LOOKOUT POINT. HOT ROD FIRES ON THE DECEPTICONS AS THE WRECKAGE OF THE SHUTTLE PLUNGES TO EARTH.

DIAL

MUSIC/SFX

CAMERA

SC. 6-53

SEQ. 6 Page 53



ACTION X.L.S. THE DECEPTICONS. WE FOLLOW THEM AS THEY FLY OVER THE MOUNTAINS TOWARD AUTOBOT CITY (O.S.). STARScream IS IN THE FOREGROUND. MEGATRON AND THE OTHERS ARE IN THE DISTANCE. SKYWARP TRANSFORMS INTO HIS JET MODE.

DIAL

MUSIC/SFX

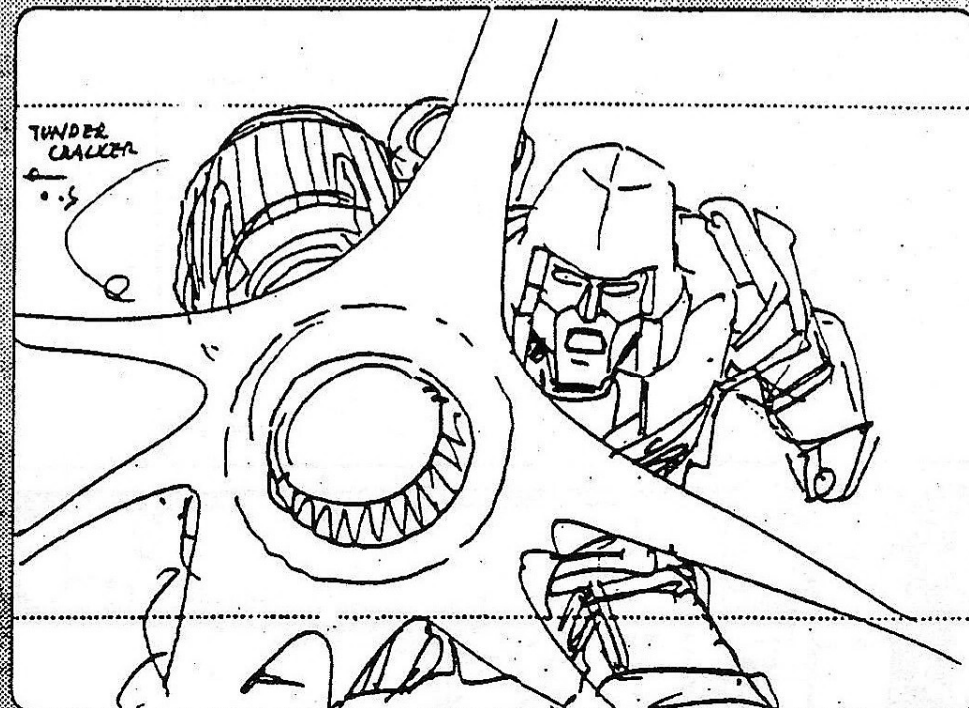
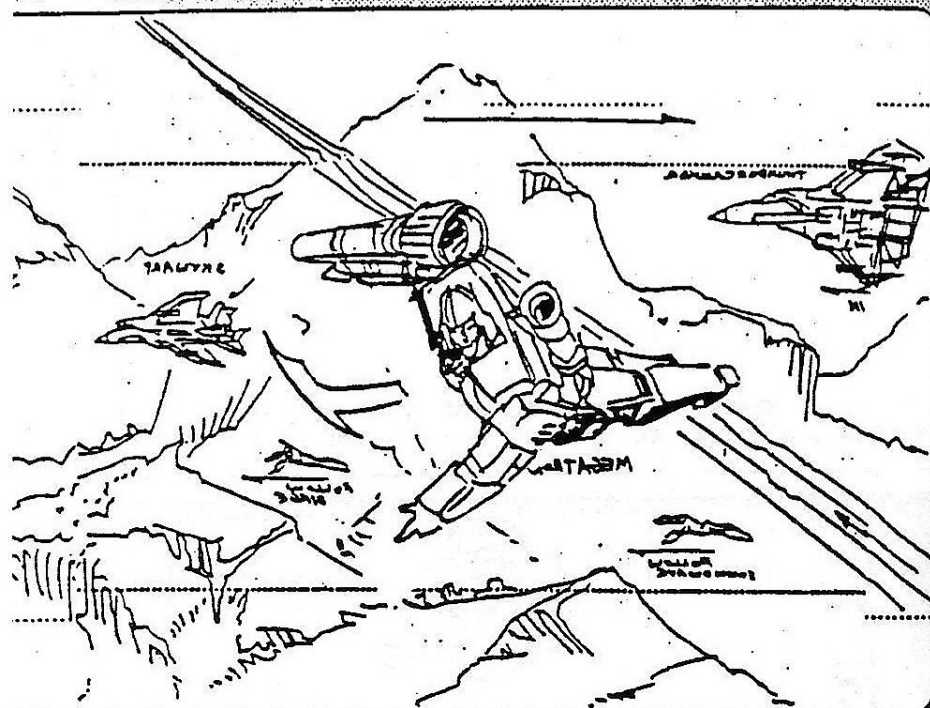
CAMERA



C. CONT. 6-53

SC. CONT.

SEQ. 6 Page 54



MEGATRON BANKS TOWARD CAMERA...

MEGATRON (SHOUTING TO FORCES)  
Attack!

ACTION

...HE MOVES INTO A CLOSE STATIONARY POSITION AND FIRES HIS CANNON AT THE (O.S.) HOT ROD.

DIAL

(HE LOOKS DOWN AND FIRES)

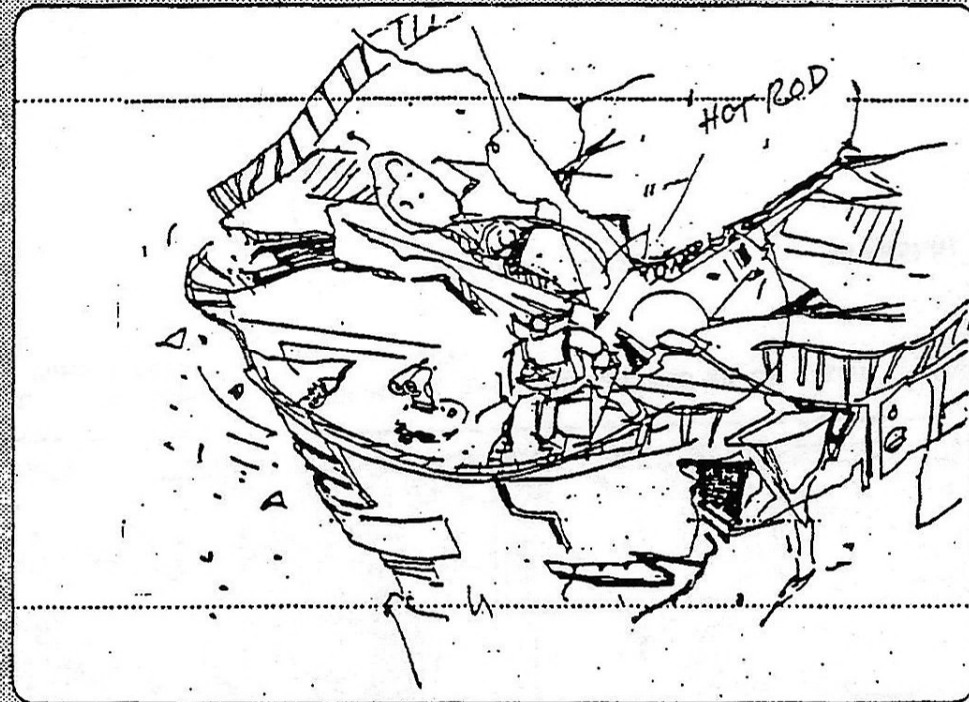
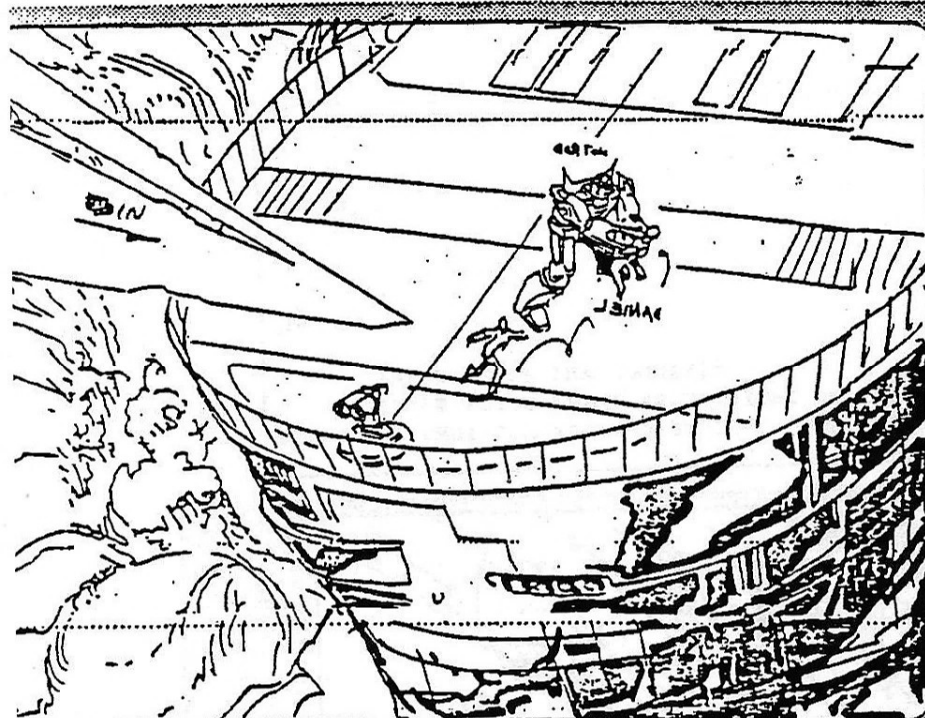
MUSIC/SFX

CAMERA

C. 6-54.

SC. CONT.

SEQ. 6 Page 55



X.L.S. HOT ROD AND DANIEL ON LOOKOUT POINT. DANIEL RUNS FOR SAFETY INTO HOT ROD'S ARMS, AS MEGATRON'S BLAST STREAKS TOWARD THEM AND...

HOT ROD Daniel!

ACTION ...EXPLODES! DESTROYING A SECTION OF LOOKOUT POINT WHICH CRUMBLES AWAY.

DIAL

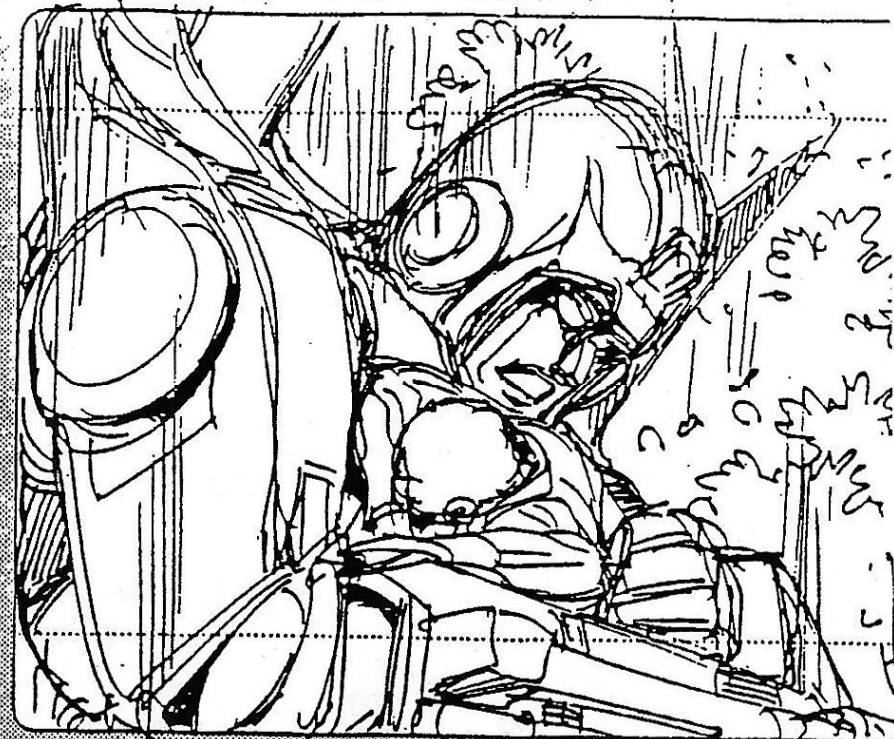
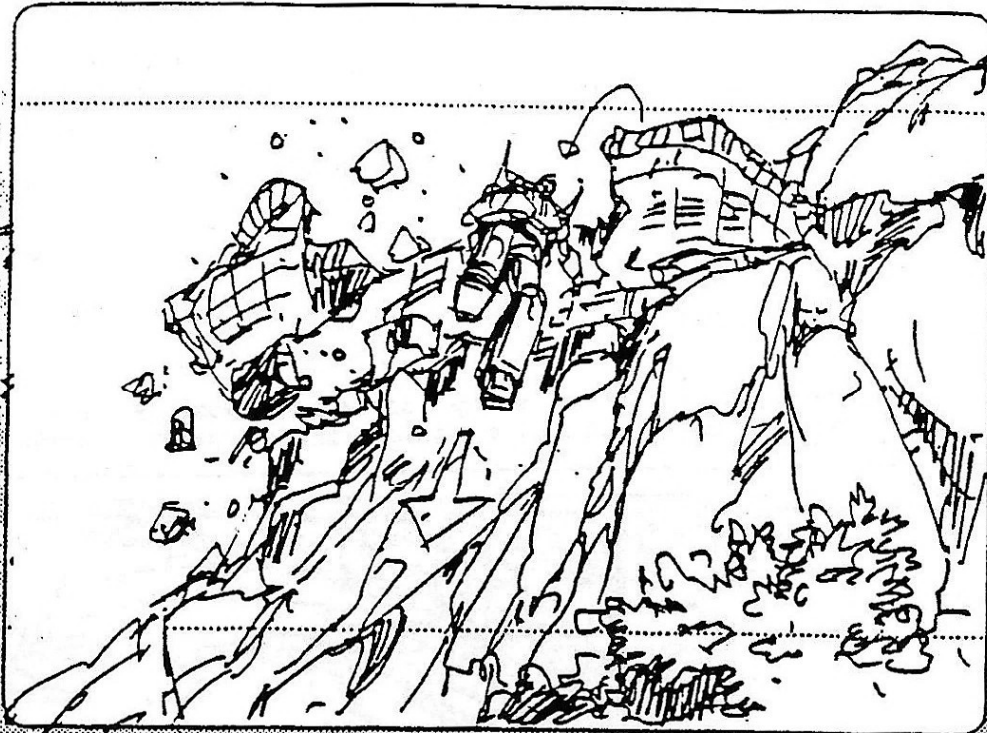
MUSIC/SFX

CAMERA

SC. 0-113

Follow pin SC. CONT

SC. 0-113 Page 1



ACTION UP SHOT HOT ROD AND DANIEL. HOT ROD WITH DANIEL IN HIS ARMS, JUMPS FOR SAFETY, AS SECTIONS OF LOOK OUT POINT TUMBLE DOWN THE SIDE OF THE MOUNTAIN.

DIAL

MUSIC/SFX

ACTION WE PAN WITH HOT ROD AS HE FALLS. THEN HE GAINS AND PASSI O.S.

DIAL HOT ROD DANIEL

Aaaaahh!

MUSIC/SFX



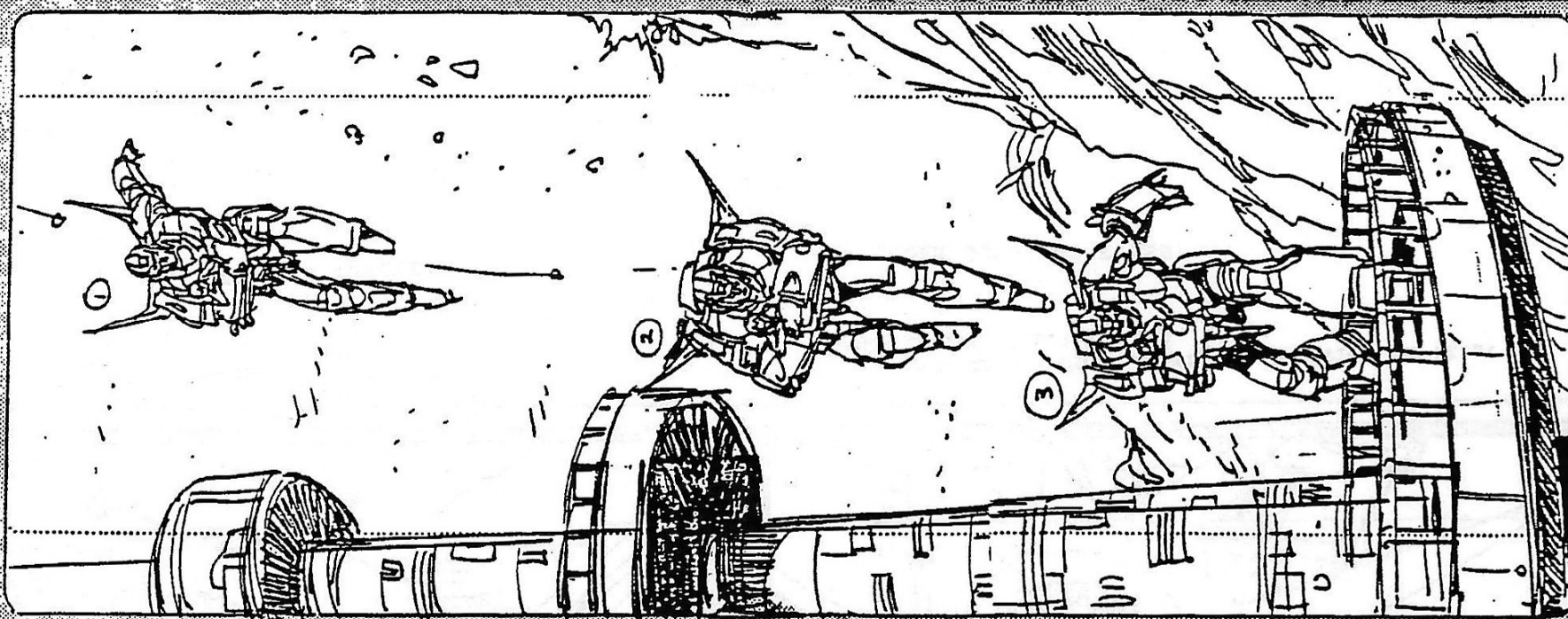
SC. 6-56

START

→ PAN

STOP

SEQ. 6 Page 57



90° VERT. SET UP

ACTION L.S. HOT ROD AND DANIEL. WE FOLLOW HOT ROD AS HE FALLS,  
AND LANDS ON THE PLATFORM OF A TOWER.

DIAL

MUSIC/SFX

CAMERA

ACTION

DIAL

MUSIC/SFX

CAMERA

TFRAW

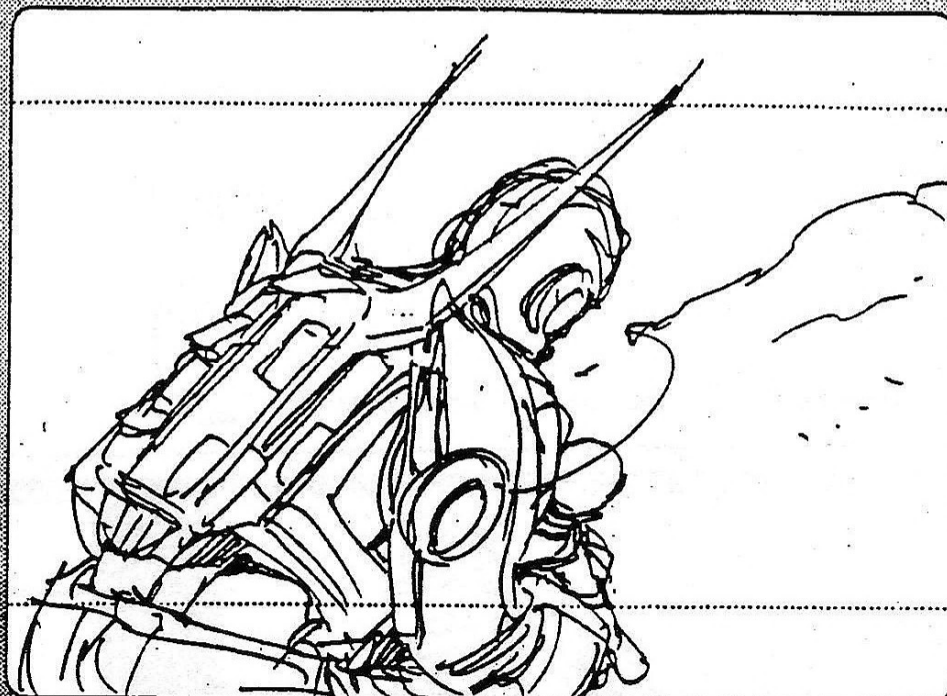
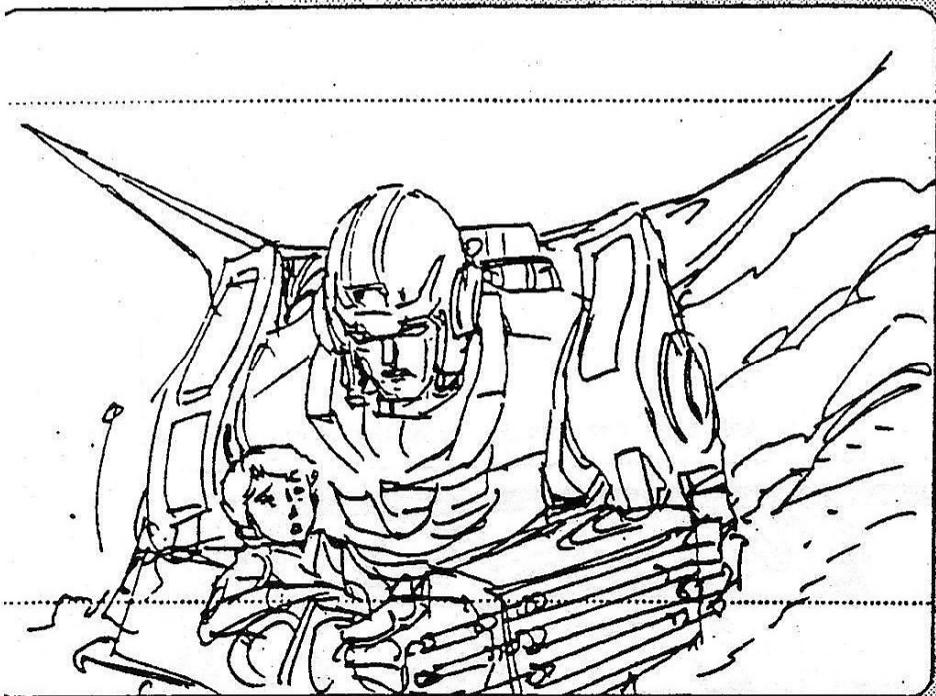
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 6-57.

SC.CONT

SEQ. 6 Page

58



ON M.S. HOT ROD AND DANIEL. HOT ROD STRAIGHTENS UP AND THEN...

ACTION ...TURNS TO LOOK BEHIND.

DIAL

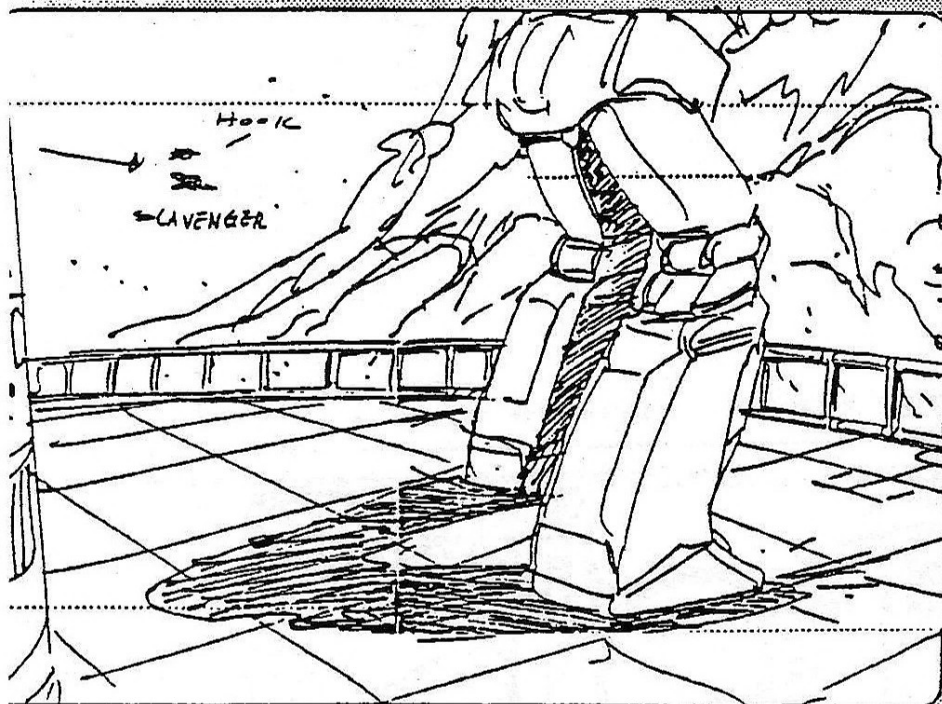
MUSIC/SFX

CAMERA

C/SFX

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 6-58



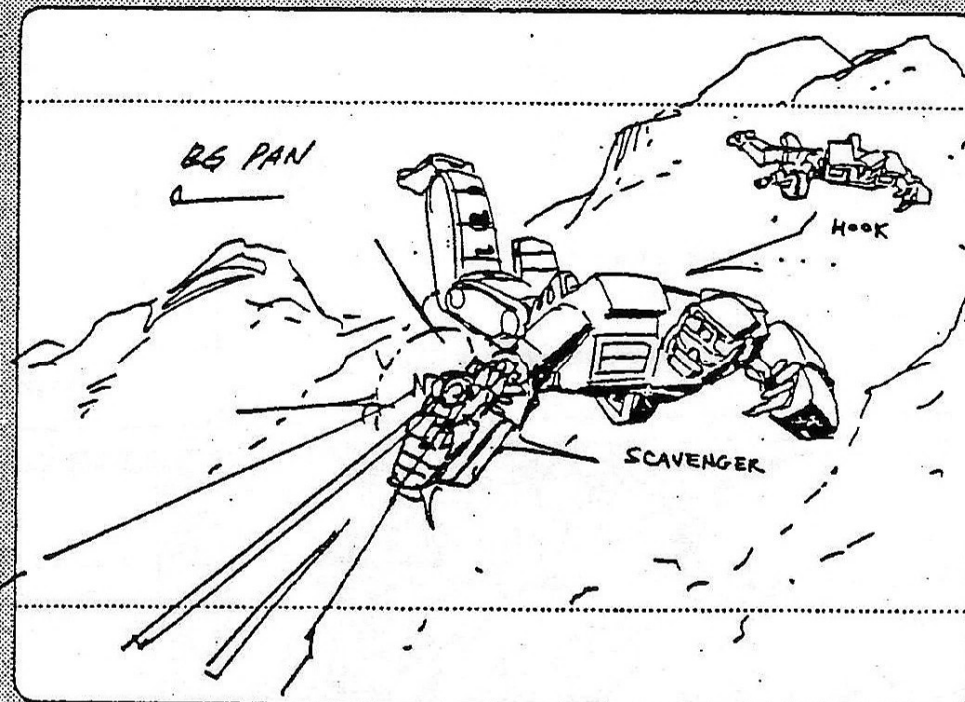
ON L.S. PAST HOT ROD'S LEGS, OF SCAVENGER AND HOOK, FLYING TOWARD THEM.

M/SFX

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!

SC. 6-59

SEQ. 6 Page 59



ACTION L.S. SCAVENGER AND HOOK. SCAVENGER FIRES SEVERAL BLASTS AT HOT ROD (O.S.).

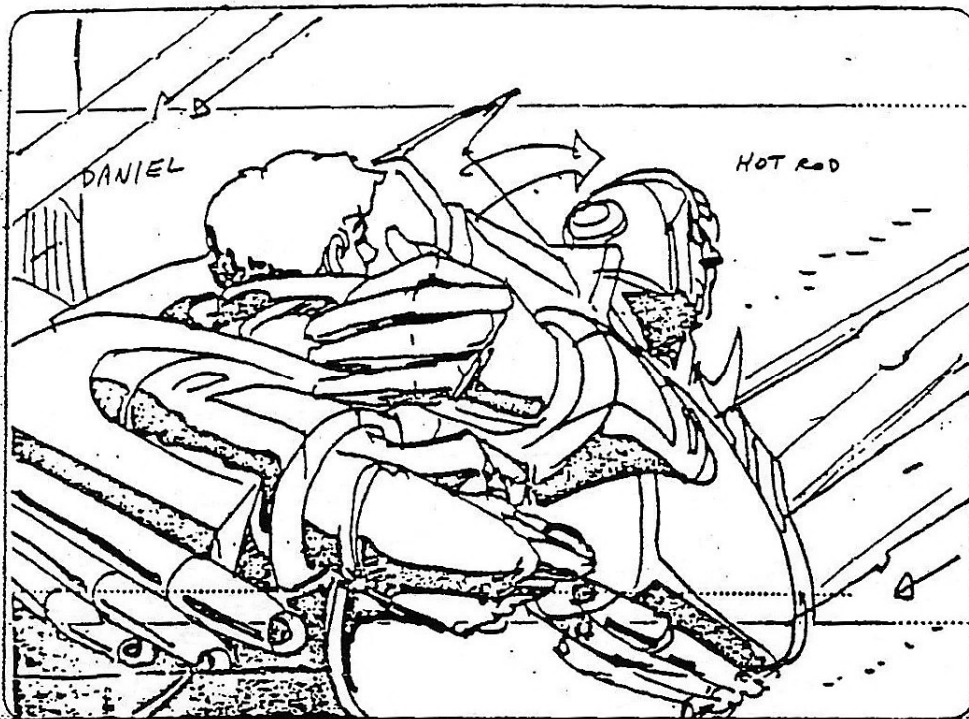
DIAL

MUSIC/SFX

CAMERA



SC. 0-00



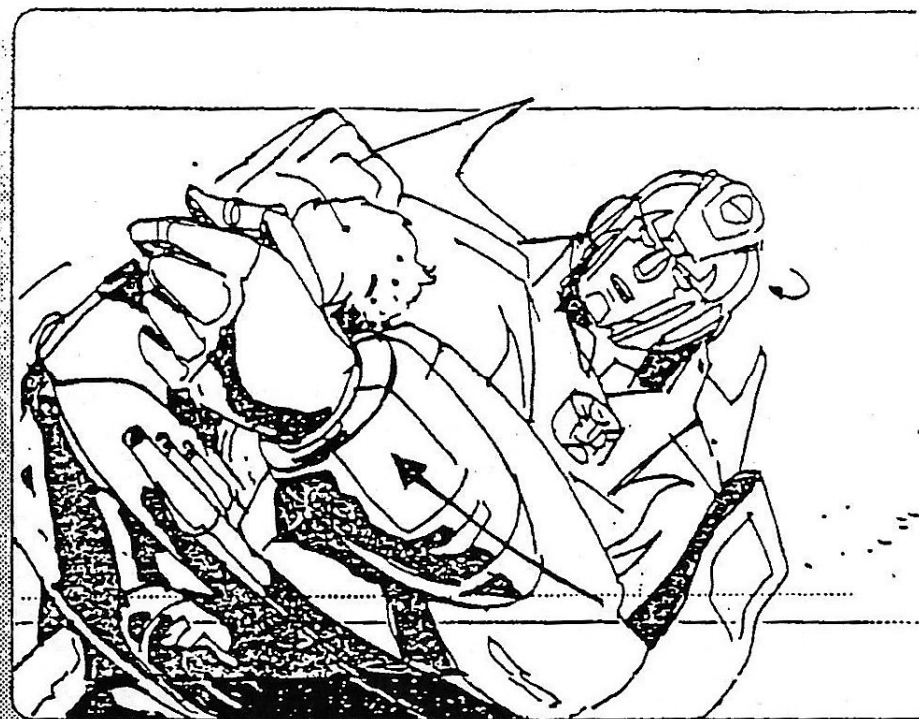
ACTION M.S. HOT ROD AND DANIEL. SCAVENGER'S LASER FIRE STREAKS PAST, THEN...

DIAL

MUSIC/SFX

SC. CONT

SEQ. 05 Page 00



ACTION

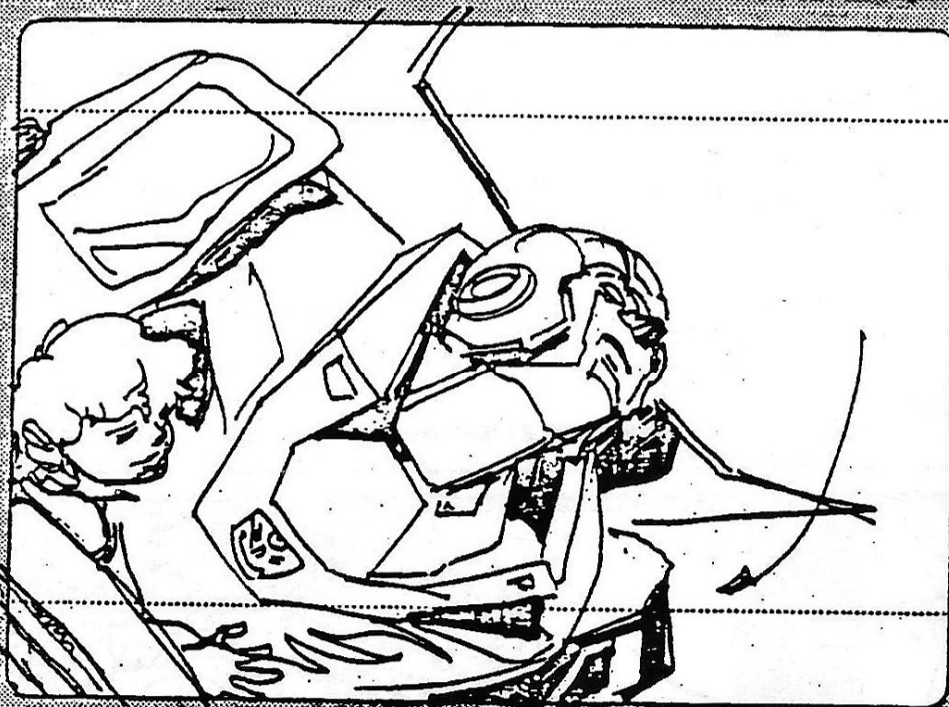
...HOT ROD BRACES DANIEL...

DIAL

HOT ROD Hang on!

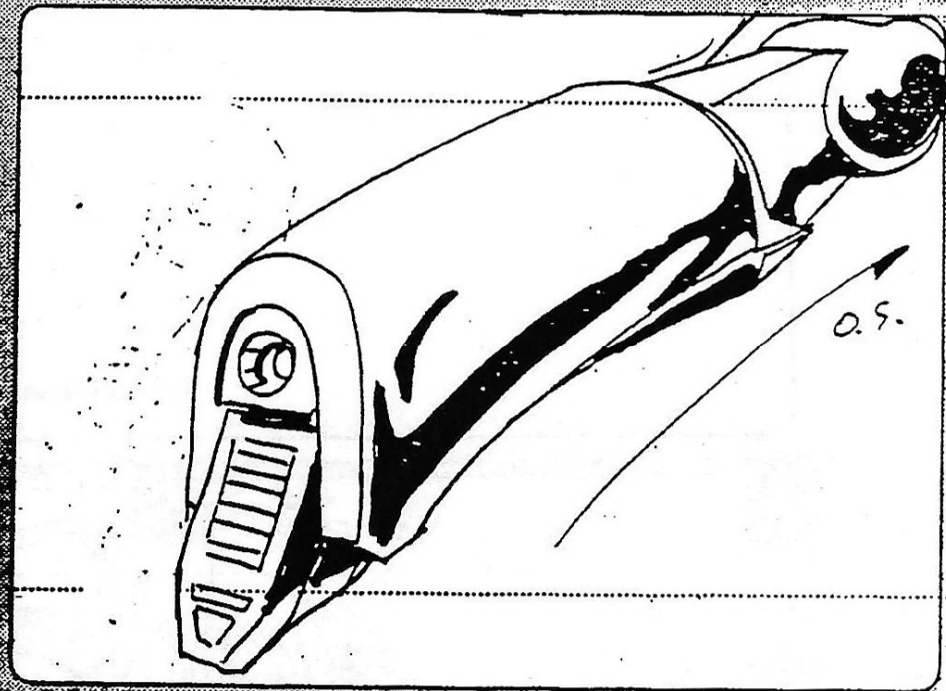
MUSIC/SFX

SC. CONT. 6-60



SC. CONT

SEQ. 6 Page 61



ACTION ...HE CAREFULLY JUDGES THE DISTANCE...

DIAL

MUSIC/SFX

CAMERA

IFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

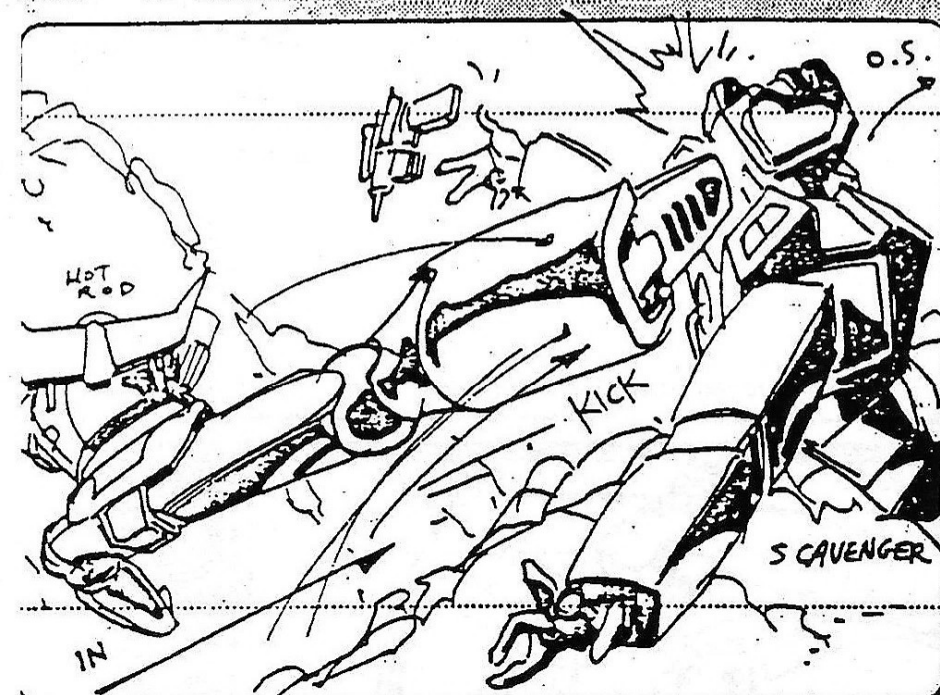
ACTION ...THEN, WITH ALL HIS POWER, JUMPS HIGH INTO THE AIR.

DIAL

MUSIC/SFX

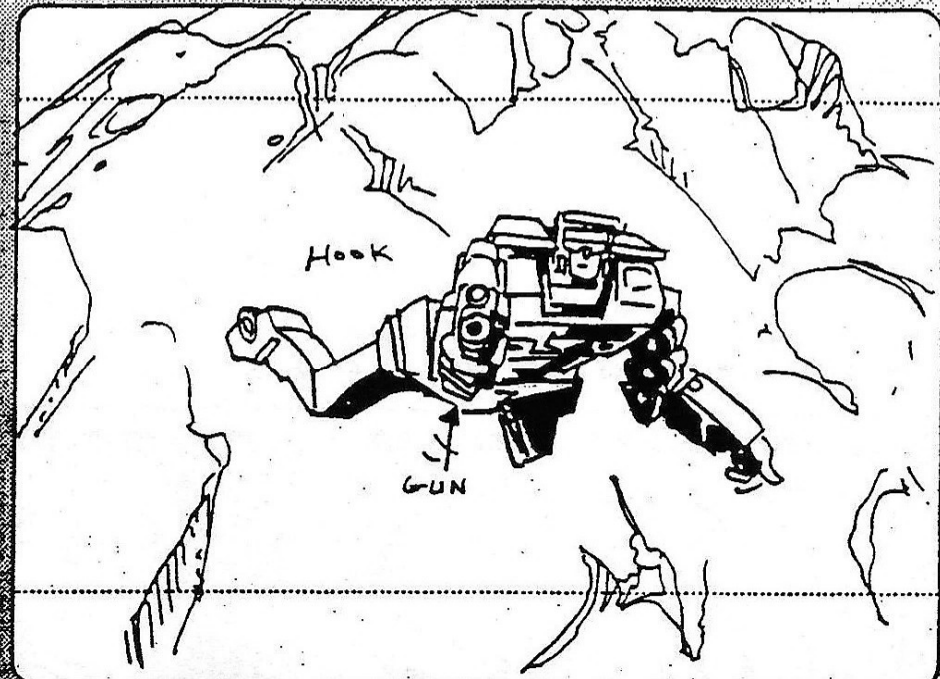
CAMERA

SC. 6-62



SC. 6-63

SEQ. 6 Page 63



NO PAGE 62  
NO SCENE 61

N L.S. HOT ROD, DANIEL, AND SCAVENGER. SCAVENGER HOVERING IN THE AIR, DOES NOT HAVE TIME TO DODGE HOT ROD, WHO FLIES INTO SCENE, AND SWINGS OUT HIS LEG, KICKING SCAVENGER IN THE CHEST AND SENDING HIM FLYING O.S.

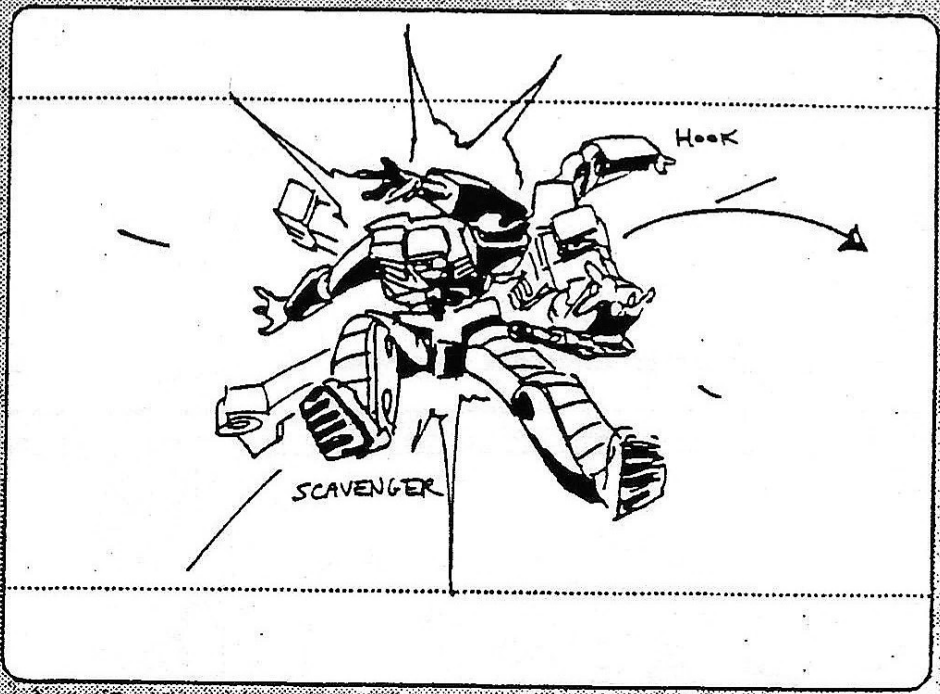
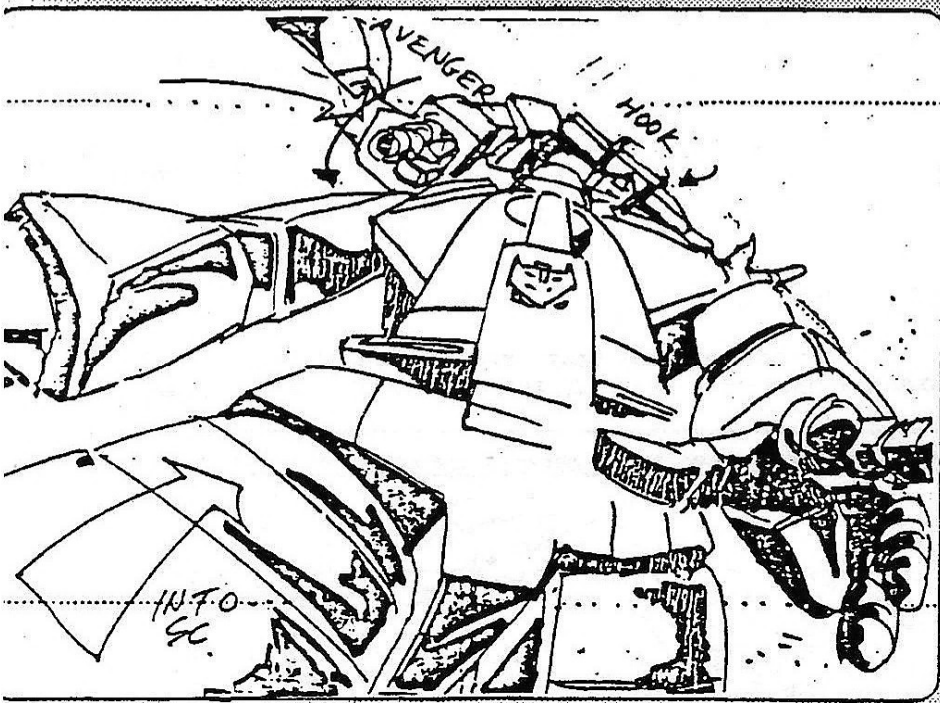
ACTION

M.L.S. HOOK. HE IS HOVERING, TRYING TO GET A CLEAR SHOT AT HOT ROD, WHEN...

DIAL

MUSIC/SFX





ON ...SUDDENLY SCAVENGER COMES SAILING INTO THE SCENE.

D/SFX

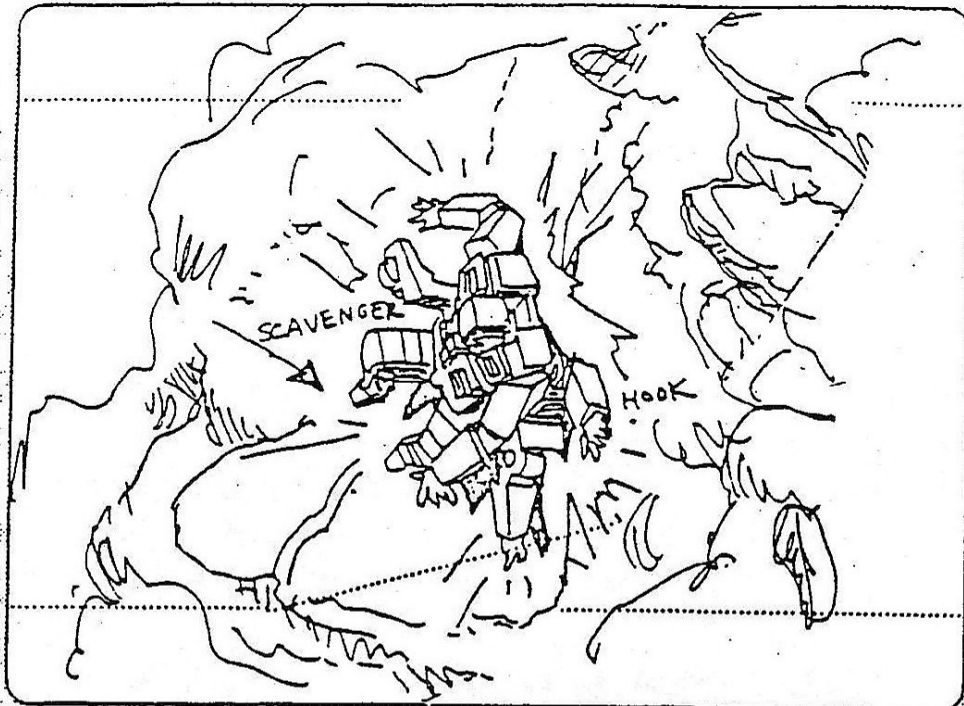
ACTION ...AND KNOCKS INTO HIM. HIS IMPACT CARRIES THEM BOTH BACK.

DIAL

MUSIC/SFX

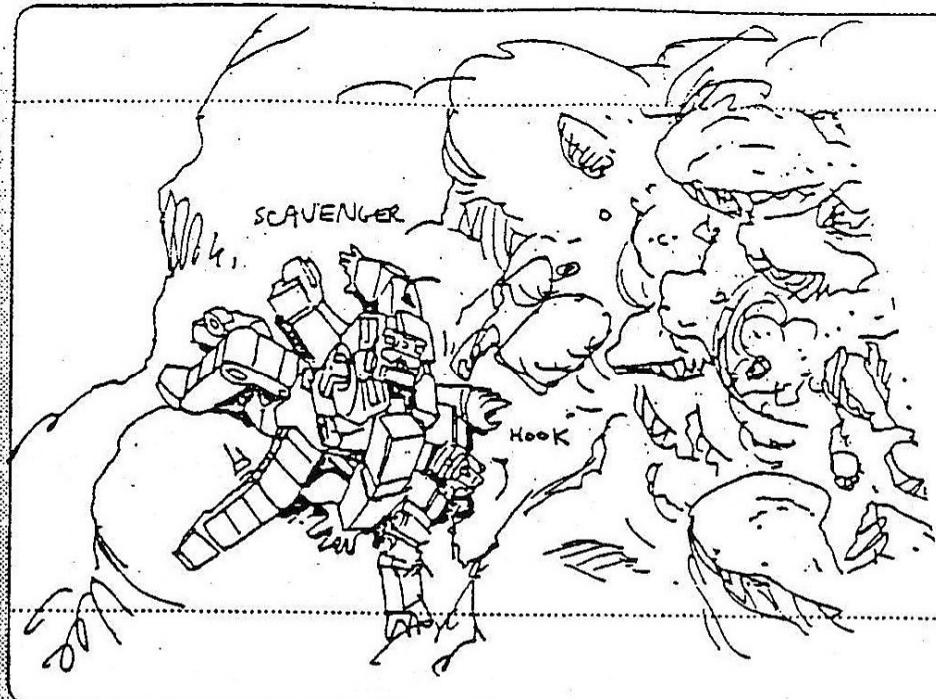
CAMERA

SC. 0-0-



SC. 0-1

Page 55



ACTION L.S. THE FACE OF THE CLIFF AS SCAVENGER AND HOOK FLY INTO THE SCENE AND SMASH INTO THE ROCK WALL...

DIAL

MUSIC/SFX

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!  
CAMERA

ACTION ...CAUSING A LANDSLIDE TO START. THEY LOOK UP IN FEAR.

DIAL

MUSIC/SFX

SC. 6-64A

SC. 6-65

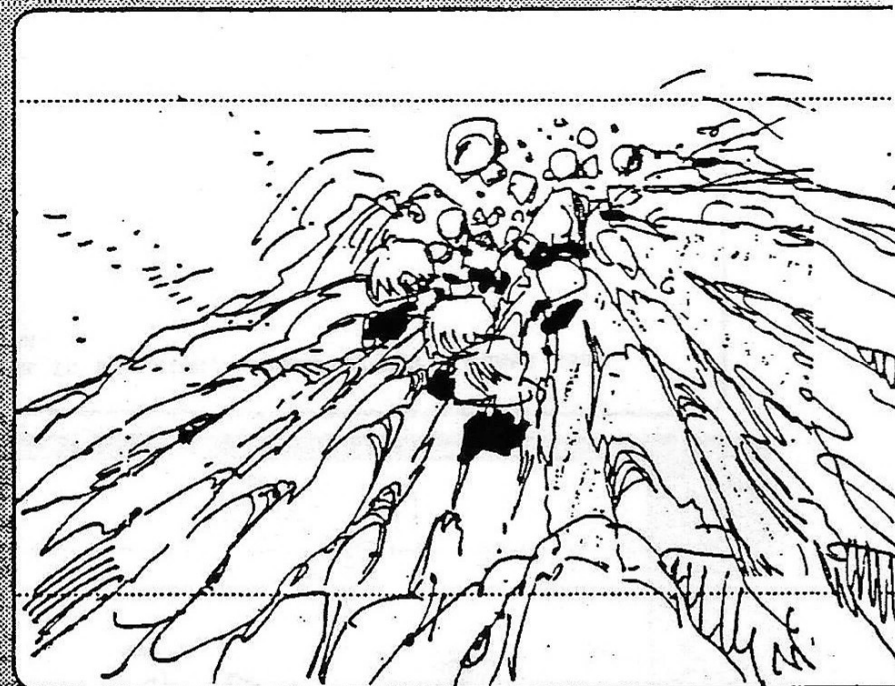
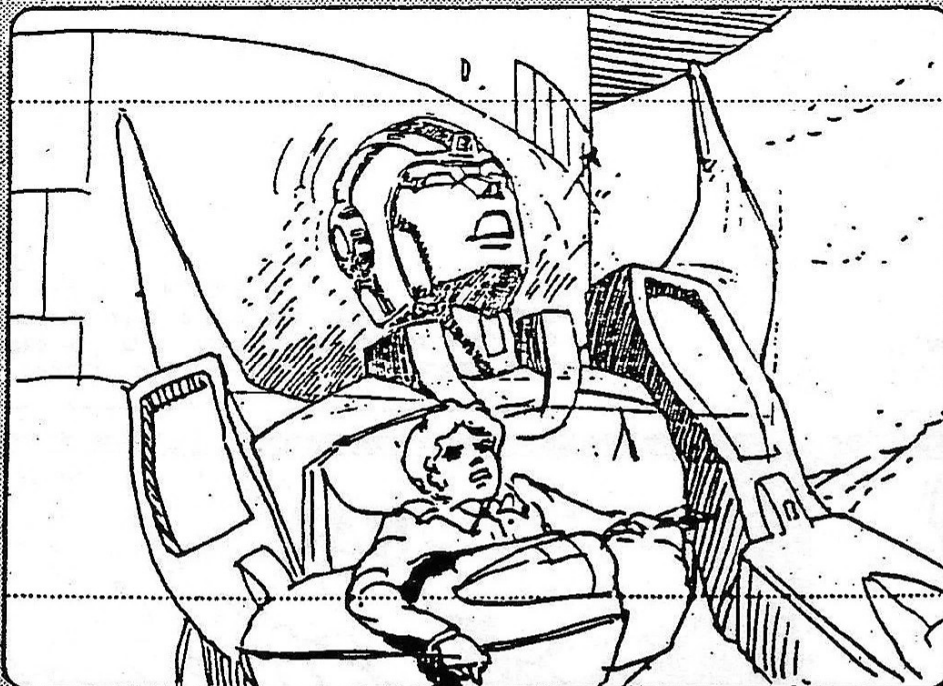
CAM.  
SHAKE

SEQ.

6

Page

66



ACTION C.U. HOT ROD. HE LOOKS UP O.S.

DIAL

MUSIC/SFX

CAMERA

ACTION P.O.V. THE CLIFF FACE AS HUGE ROCKS AND BOULDERS COME CRASH  
DOWN....

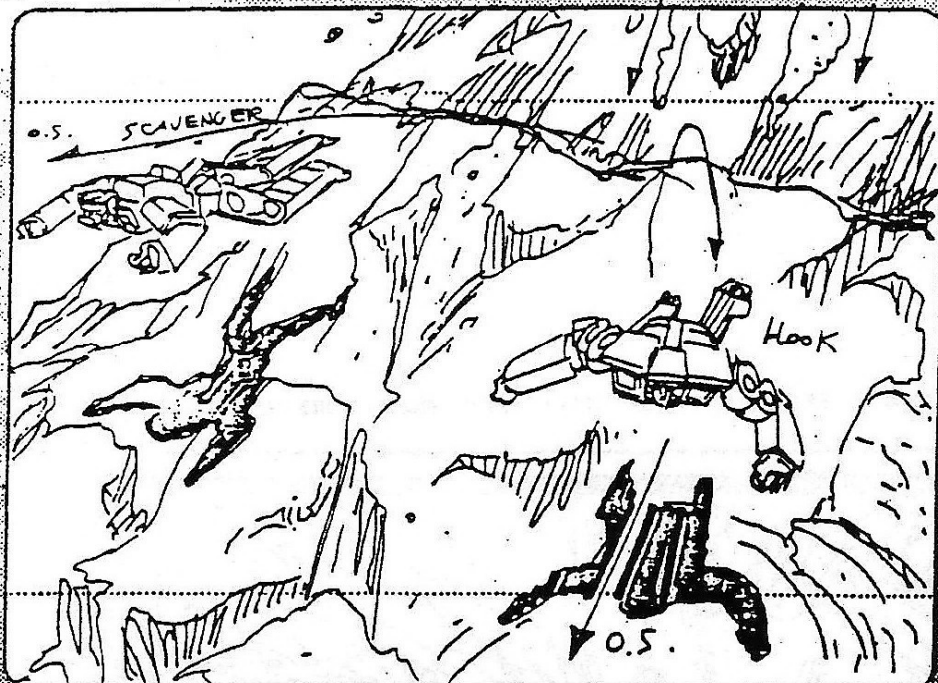
DIAL

MUSIC/SFX

CAMERA



SC. 6-66 . CAM: SHAKE



SC. CONT

SEQ. 6 Page 67



ION L.S. SCAVENGER AND HOOK. WITH ONLY MOMENTS TO ACT, SCAVENGER AND HOOK JUMP INTO THE AIR...

ACTION ...AND FLY O.S. AS TONS OF ROCK, DIRT AND DUST COME CRASHING DOWN THE CLIFF FACE.

DIAL

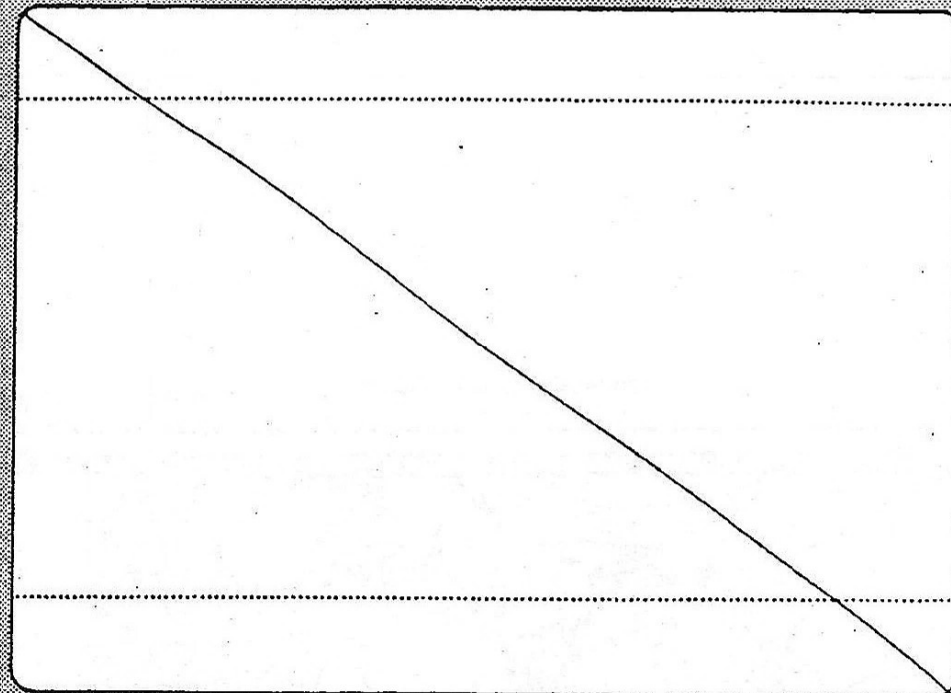
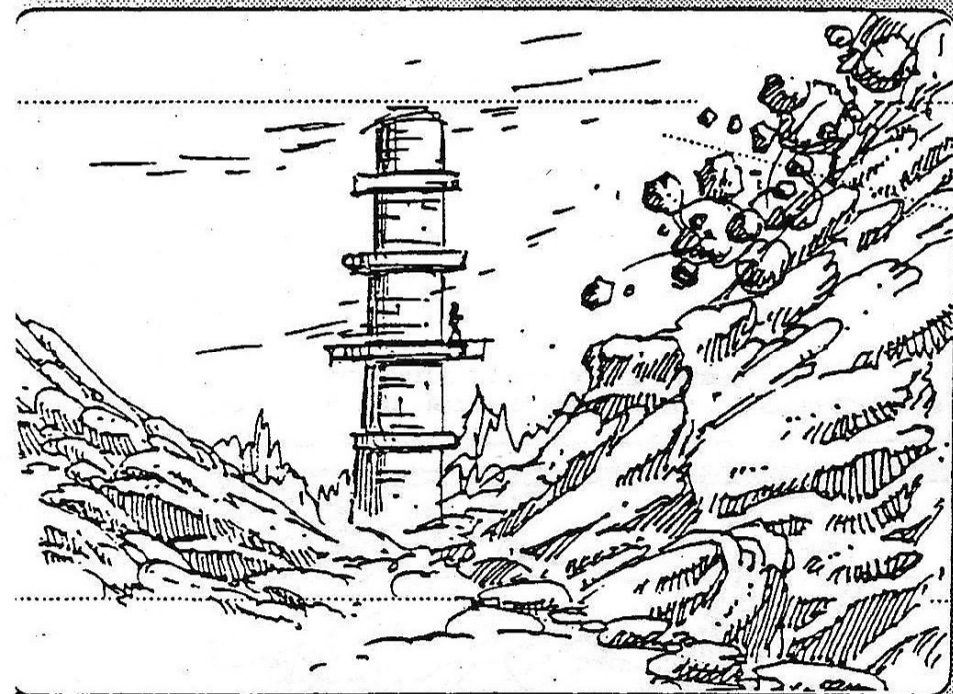
MUSIC/SFX

CAMERA

SC. 6-66A

SC.

SC 6 Page 67A



NEXT  
PAGE 68

ION

L.S. HOT ROD AND DANIEL. ROCKS FALLING DOWN  
TOWARD THE TOWER.

IC/SFX

ACTION

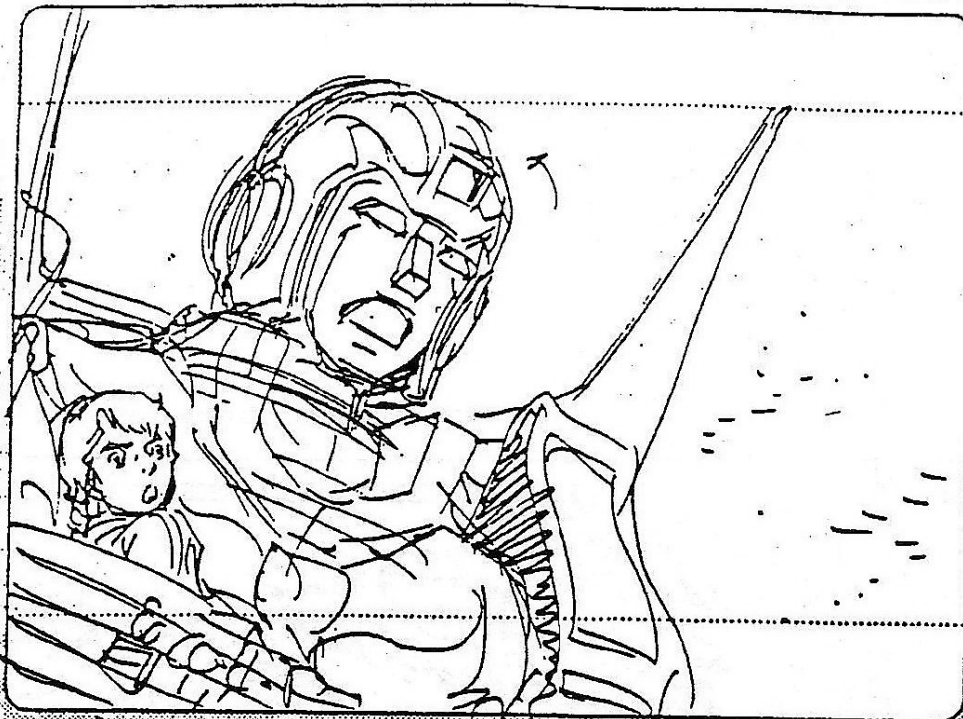
DIAL

MUSIC/SFX

CAMERA

SC. C-67

FADE IN



SC. (CONT)

SEQ. 1 Page

60



ACTION

M.C.U. HOT ROD AND DANIEL. THEY WATCH WITH ANXIETY THE  
LANDSLIDE (O.S.) AS IT RACES...

DIAL

MUSIC/SFX

IFRAW

From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

...DOWN THE MOUNTAIN SIDE.

DIAL

MUSIC/SFX

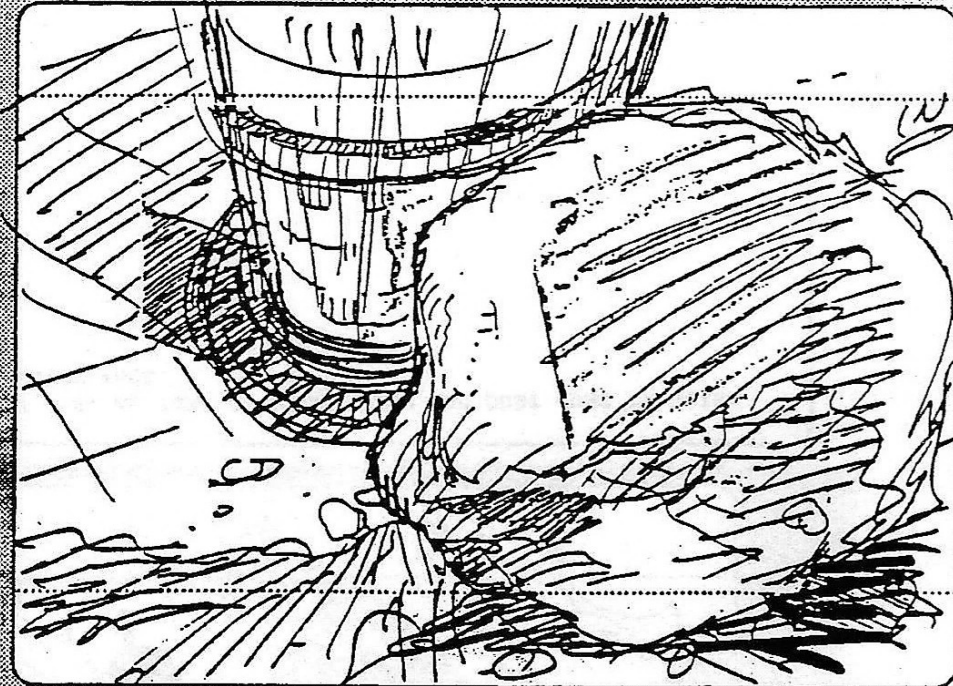
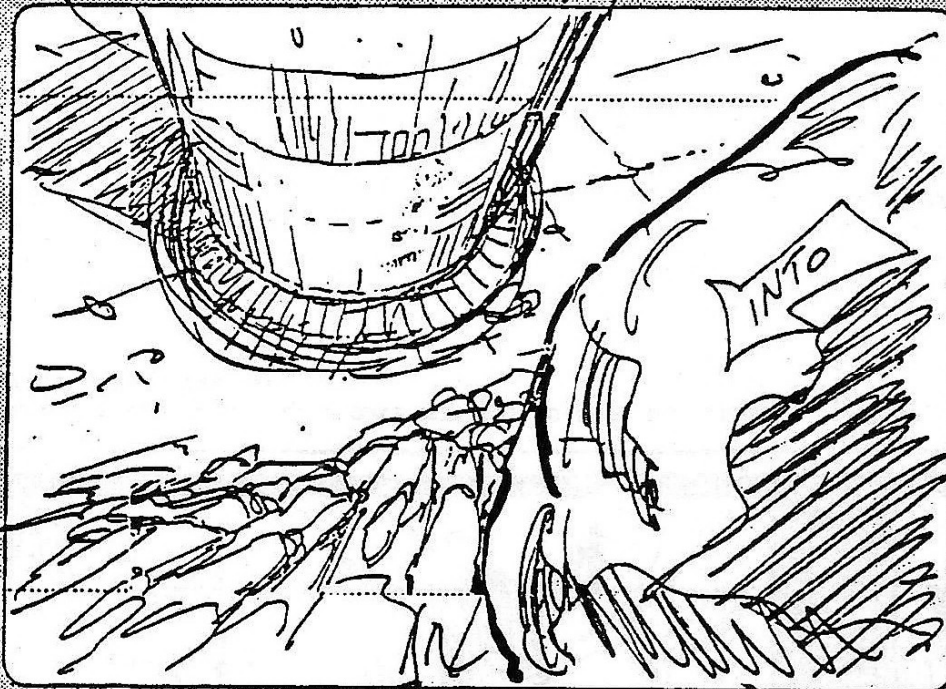


SC. 6-69 .

CAM. SHAKE

SC. CONT

SEQ. 6 Page 69



ACTION DOWN SHOT. THE CLIFF FACE AND BASE OF THE TOWER...

DIAL

MUSIC/SFX

CAMERA

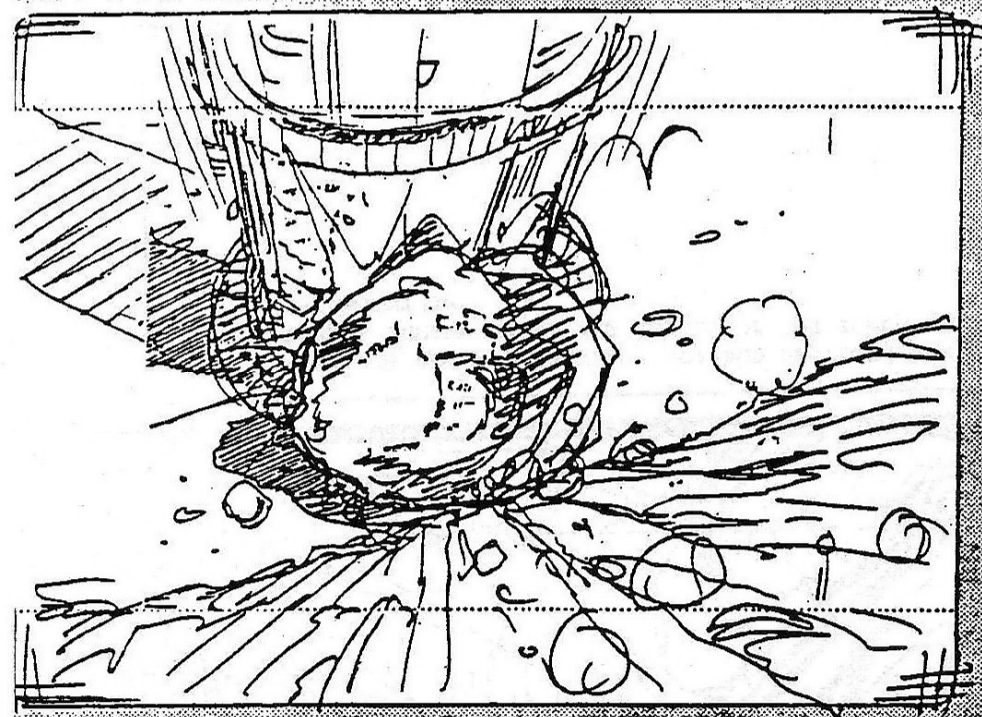
ACTION ...HUGE ROCKS ROLL INTO THE SCENE. THEY ARE HEADING DIRECTLY FOR THE BASE OF THE TOWER.

DIAL

MUSIC/SFX

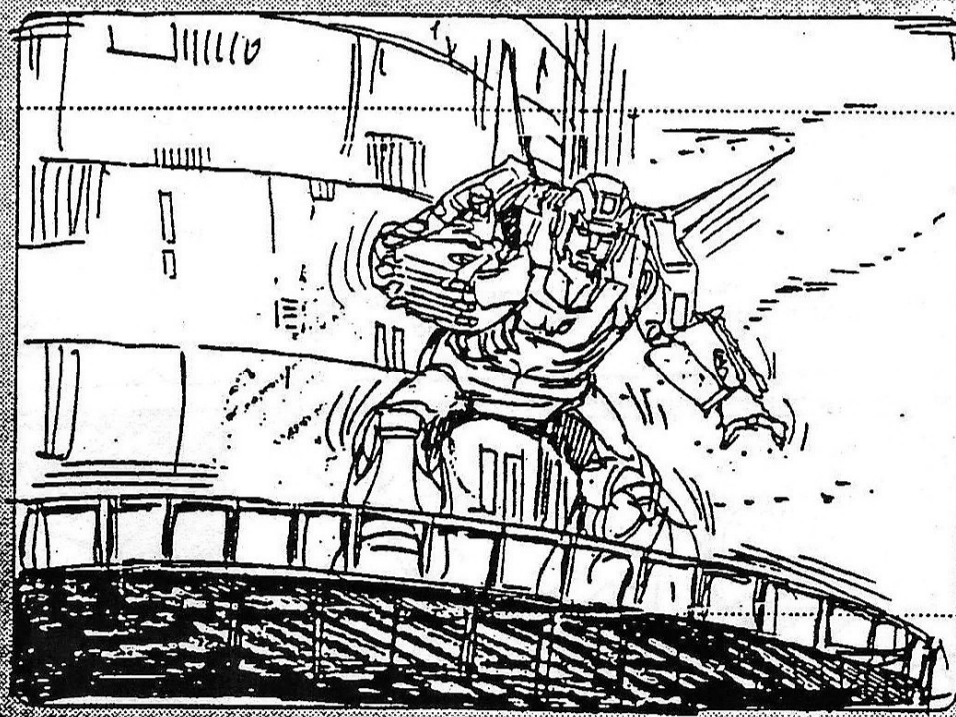
CAMERA

SC CONT. 6-69



SC. 6-70

SEQ. 6 Page 70



ON ...THE BOULDER CRASHES INTO THE BASE OF THE TOWER.

ACTION M.I.S. HOT ROD AND DANIEL. THE TOWER THAT HOT ROD, WITH DANIEL IN HIS ARMS, IS STANDING ON, SHAKES VIOLENTLY FROM THE IMPACT OF THE LAND SLIDE AND...

DIAL

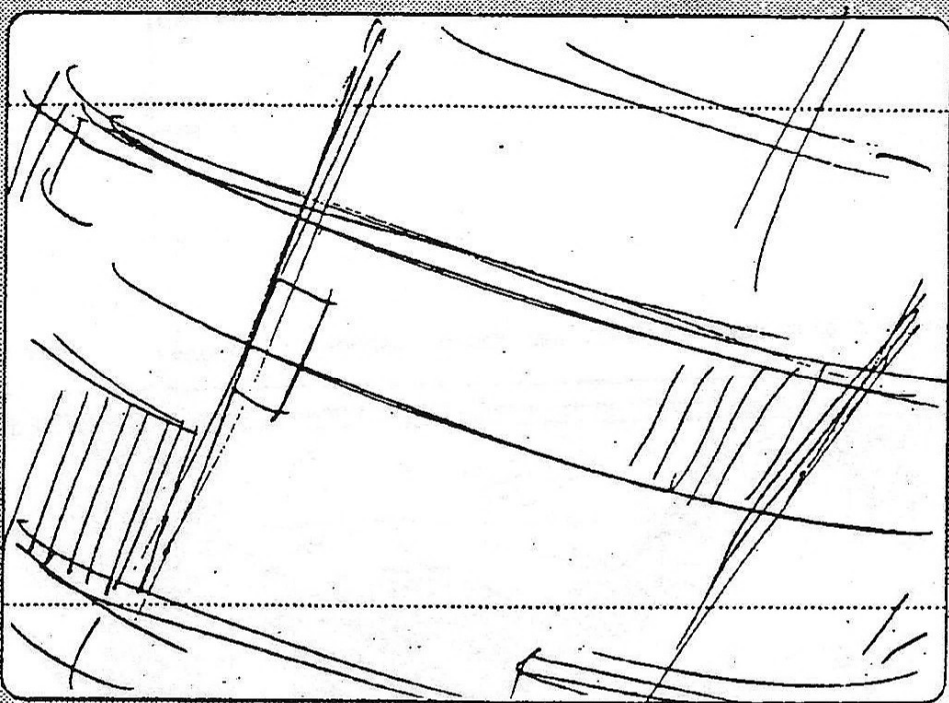
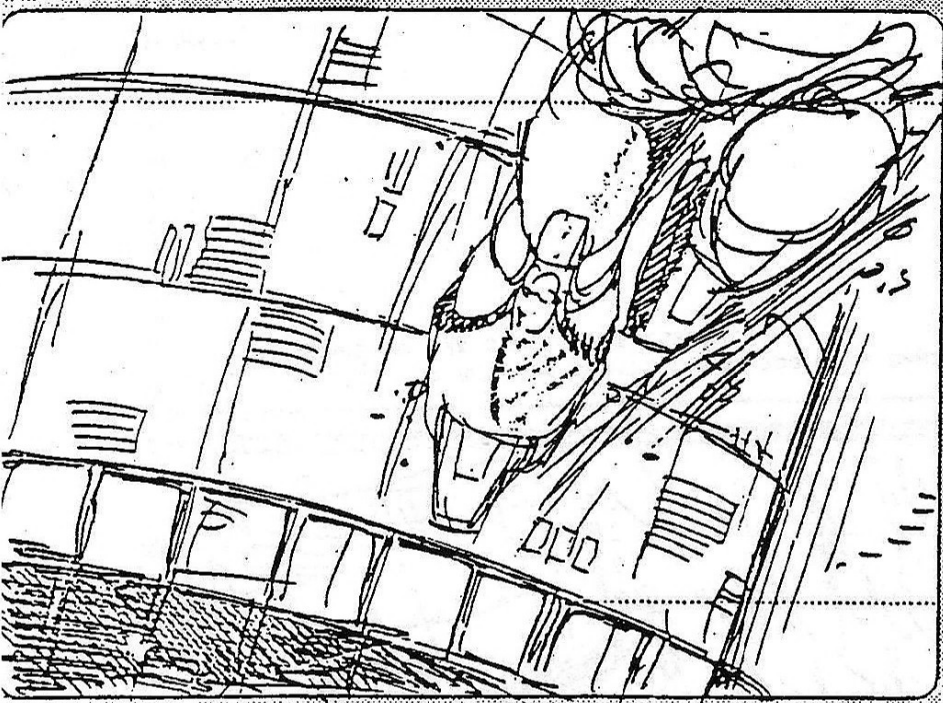
MUSIC/SFX

CAMERA

SC. CONT. 6-70

SCCONT

SEQ. 6 Page 71



ION ...THEN BEGINS TO TOPPLE OVER, SO HOT ROD MAKES A JUMP FOR SAFETY AS THE TOWER...

C: SFX

ACTION ...FALLS TOWARD CAMERA, FILLING THE SCENE.

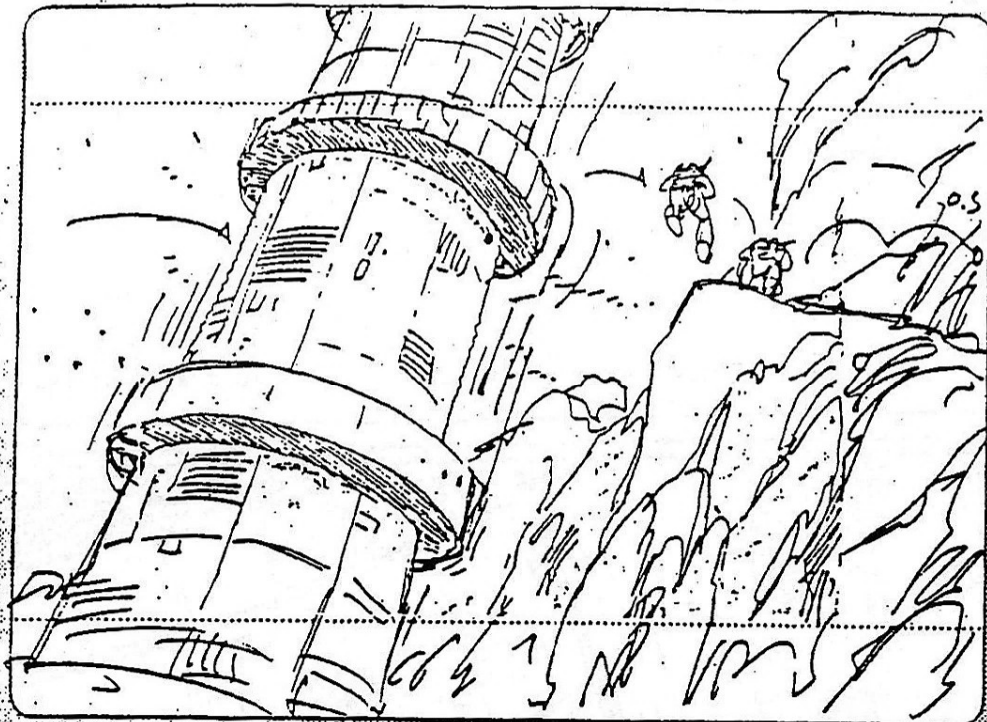
DIAL

MUSIC/SFX

CAMERA

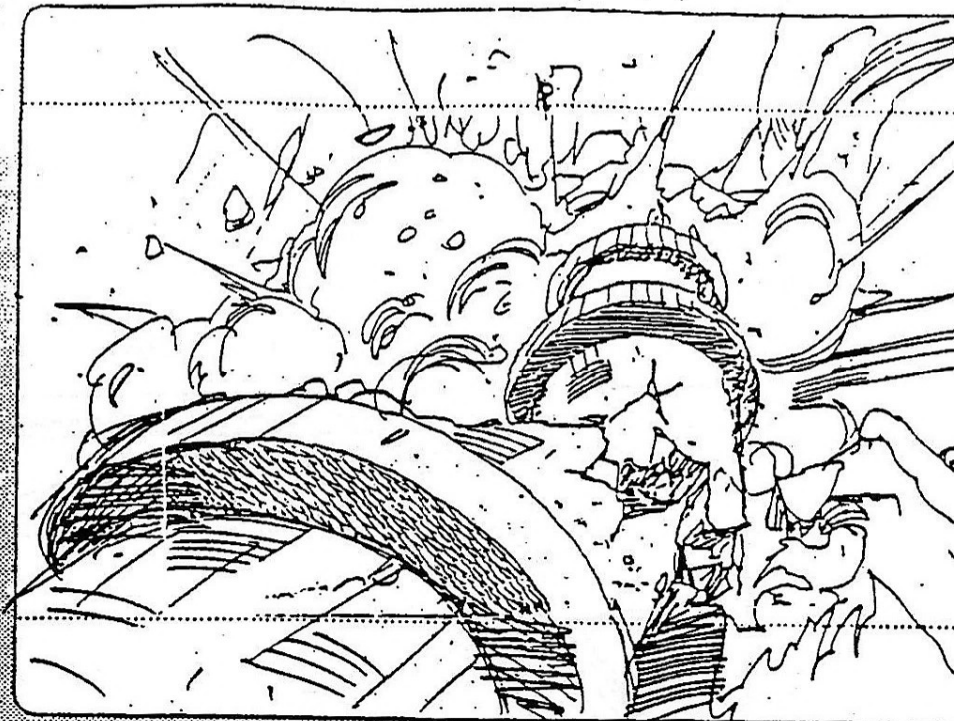


SC. 6-71



SC. CONT.

SEQ. 6 Page 72



ACTION X.L.S. HOT ROD AND DANIEL. HOT ROD WITH DANIEL IN HIS ARMS  
JUMPS TO THE LEDGE OF A CLIFF...

DIAL

MUSIC/SFX

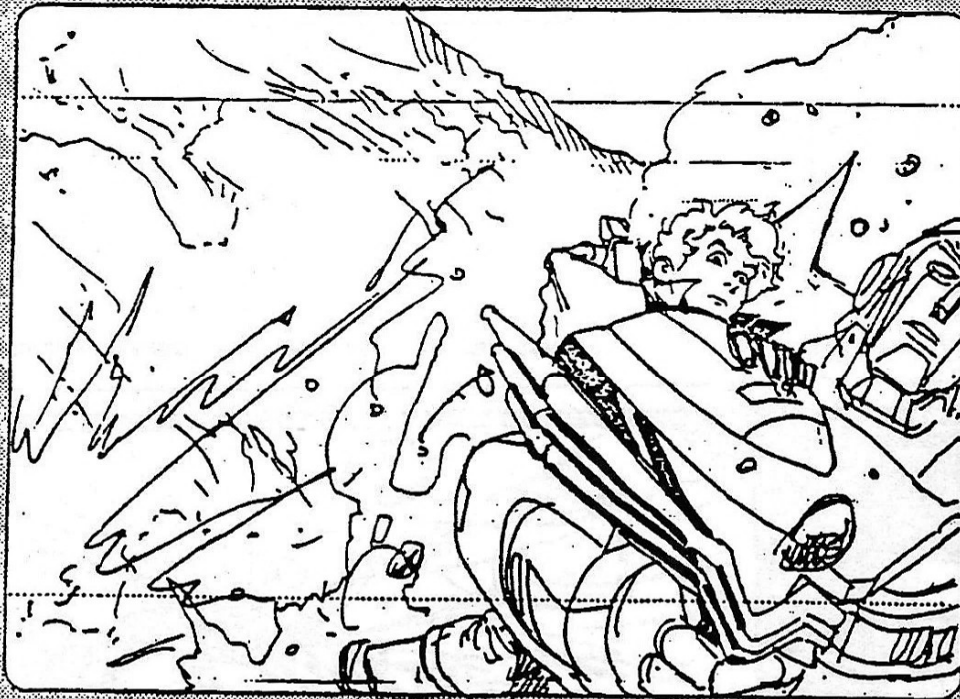
**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...MOMENTS LATER THE TOWER CRASHES INTO THE MOUNTAIN SIDE.

DIAL

MUSIC/SFX

SC 6-72.



ACTION

M.S. HOT ROD AND DANIEL. HOT ROD PROTECTS DANIEL FROM THE DEBRIS THROWN UP BY THE IMPACT OF THE TOWER SMASHING INTO THE MOUNTAIN.

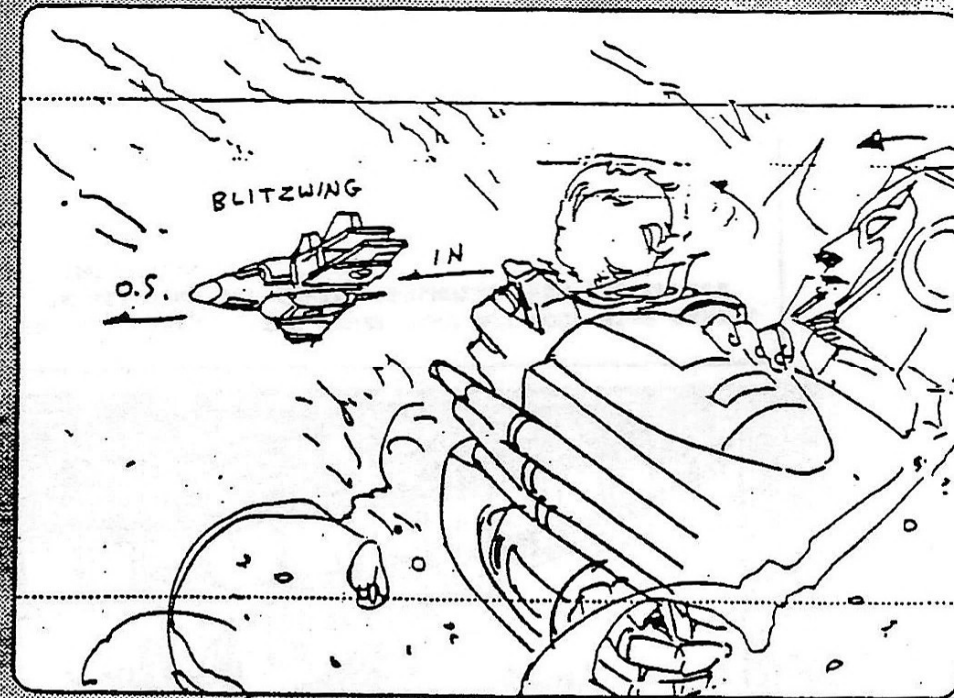
DIAL

MUSIC/SFX

CAMERA

SC. CONT

SEQ. 6 Page 73



ACTION

...AS THE DUST SETTLES HOT ROD AND DANIEL TURN TO SEE BLITZWING STREAK ACROSS THE SKY BEHIND THEM.

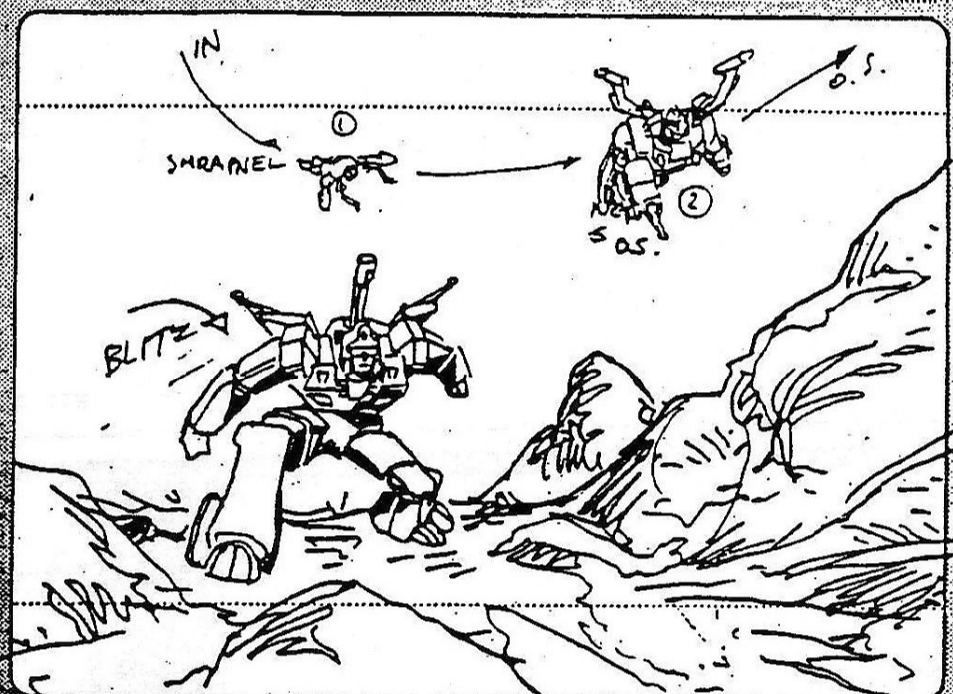
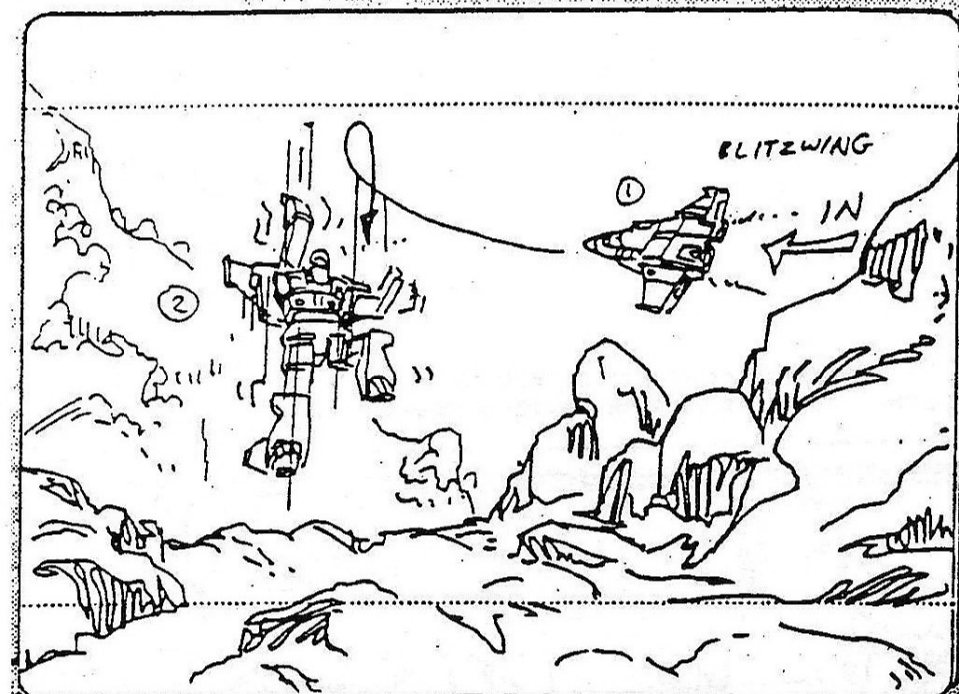
DIAL

MUSIC/SFX

CAMERA

CAMERA

FROM GENERATION 1 TO BEAST HUNTERS AND BEYOND!!!!



N X.L.S. BLITZWING. HE FLIES INTO SCENE, TRANSFORMS INTO ROBOT MODE AND...

ACTION ...LANDS ON THE MOUNTAIN SIDE. SHRAPNEL FLIES THROUGH THE SCENE BEHIND HIM.

DIAL

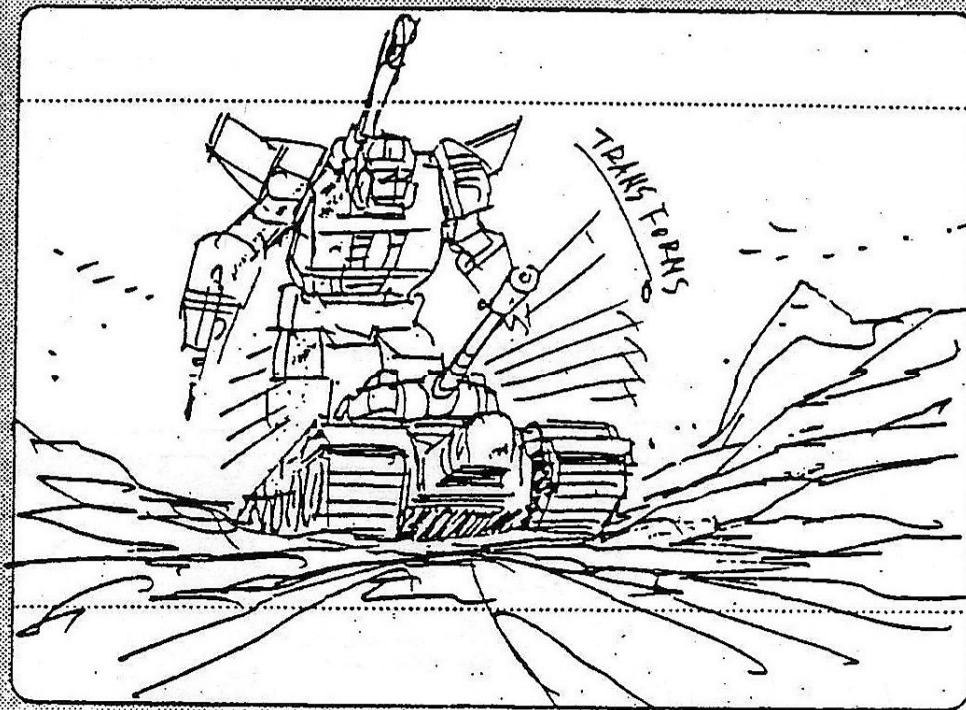
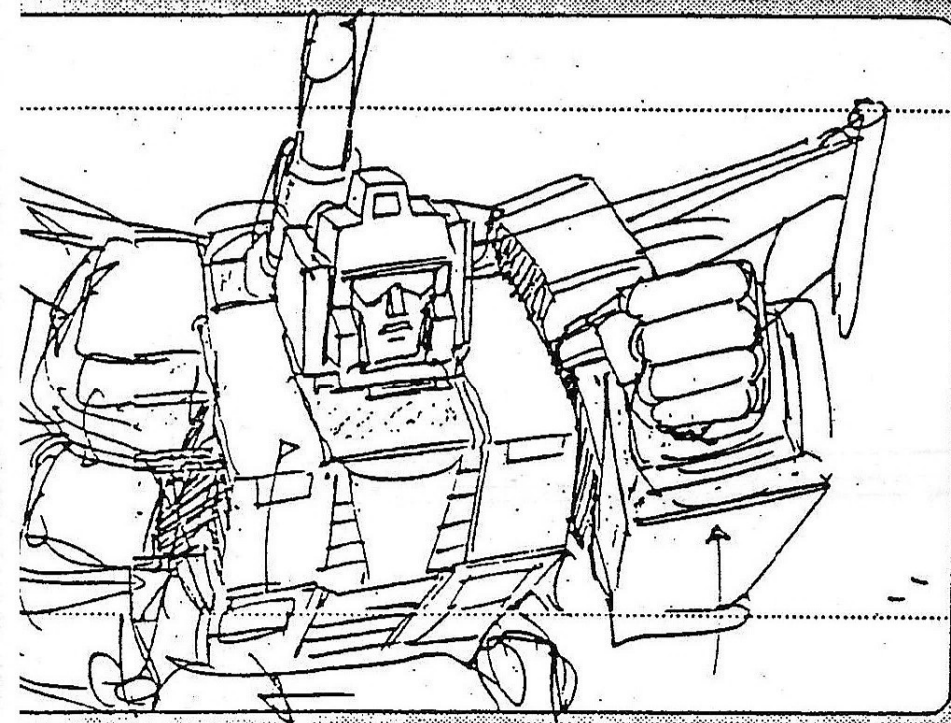
MUSIC/SFX



SC. 6-74

SC. CONT

TRUCK-OUT SEQ. 6 Page 75



N M.S. BLITZWING. HE STRAIGHTENS UP AND SHAKES HIS FIST AT HOT ROD (O.S.).

BLITZWING Come on down! Autobot!

SFX



ACTION L.S. BLITZWING. HE TRANSFORMS INTO HIS TANK MODE.

DIAL

MUSIC/SFX

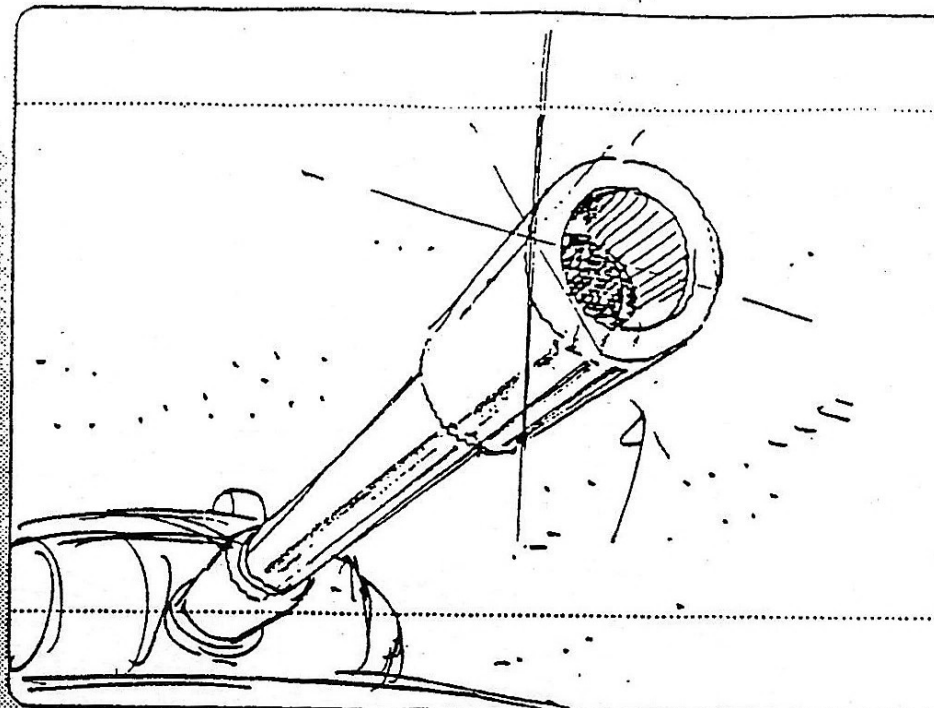
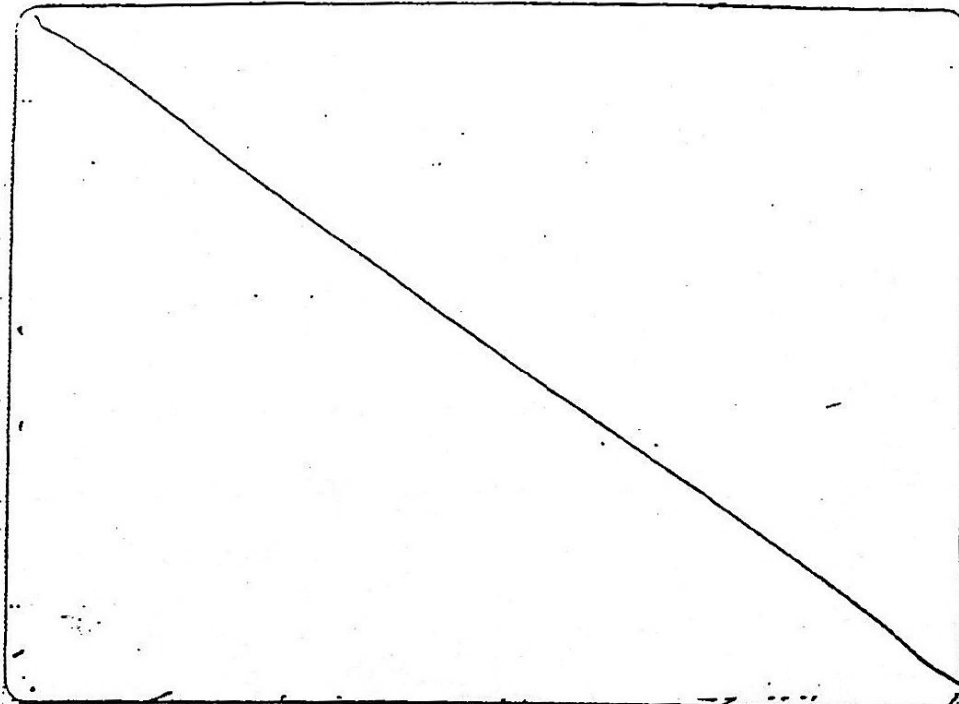
CAMERA

SC

SC. 6-15

SEQ. 5 Page 70

SC-6-74 OUT



ACTION

DIAL

MUSIC/SFX

ACTION

C.U. THE BARREL OF BLITZWING'S TANK AS HE TAKES AIM, IT CATCHES A SPARKLE OF SUNLIGHT.

DIAL

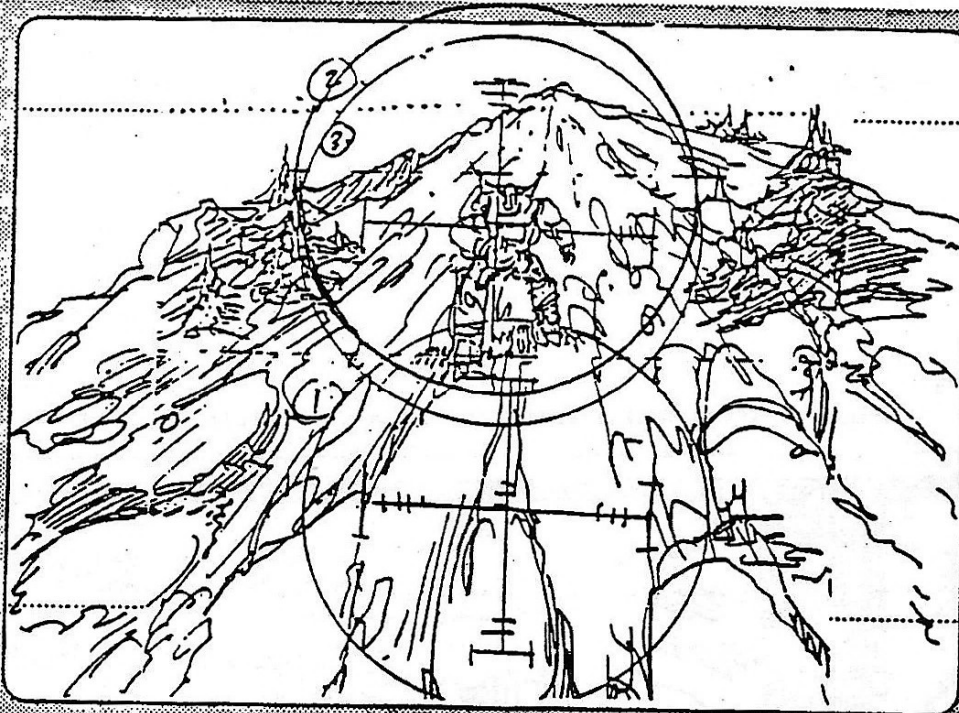
MUSIC/SFX

TFRAW

From CAMERA 1 to Page Hunters and Beyond!!!

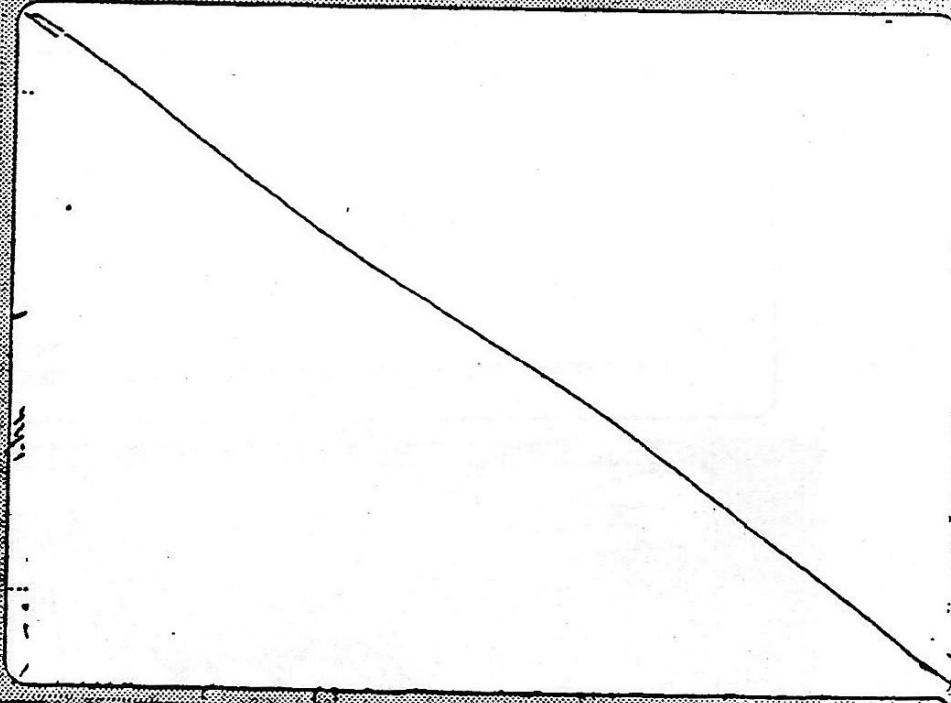
CAMERA

SC. 6-76



SC.

SEQ. 6 Page 77



ACTION

P.O.V. THROUGH BLITZWING'S CROSS HAIRS. BLITZWING TAKES AIM AT HOT ROD, CENTERING HIM IN HIS SIGHTS.

DIAL

MUSIC/SFX

CAMERA

ACTION

DIAL

MUSIC/SFX

CAMERA

IFRAW

From November 1964 to December 1964

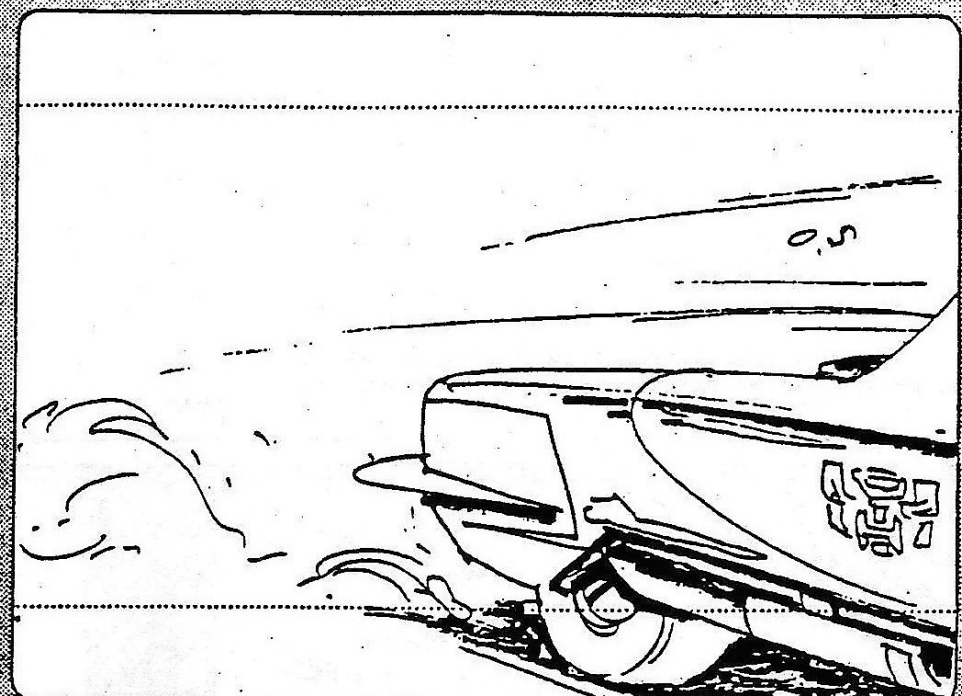
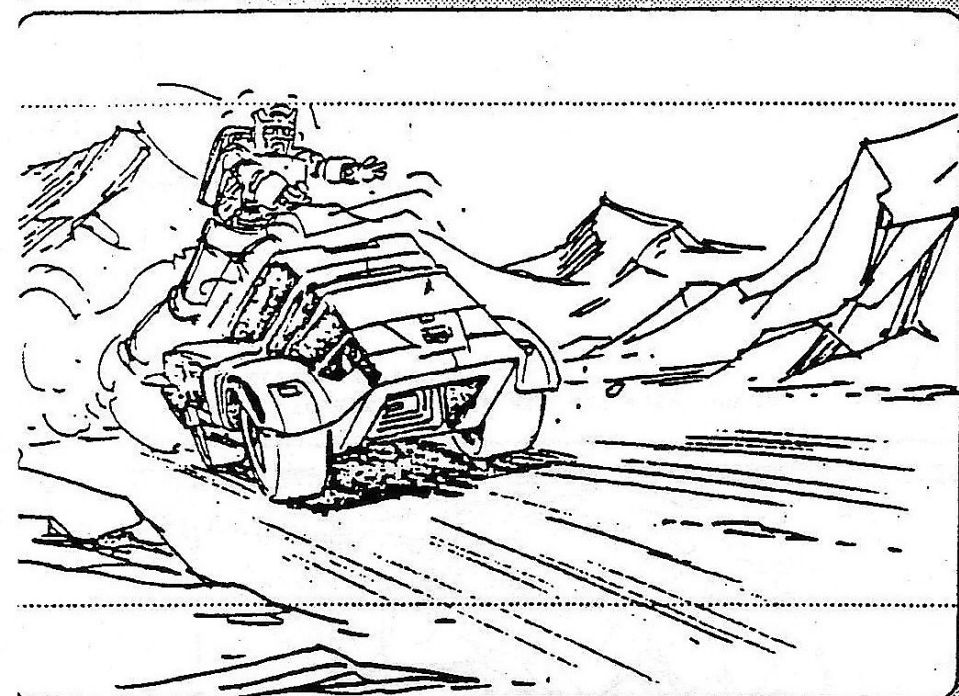


SC. 6-78

SC. 78 CONT

SEQ. 6

Page 78



ON L.S. KUP SEEING HIS PREINDS IN DANGER. HE TRANSFORMS  
INTO AUTO MODE AND MOVES OUT...

ACTION

...AT TOP SPEED TOWARD LOOKOUT MOUNTAIN.

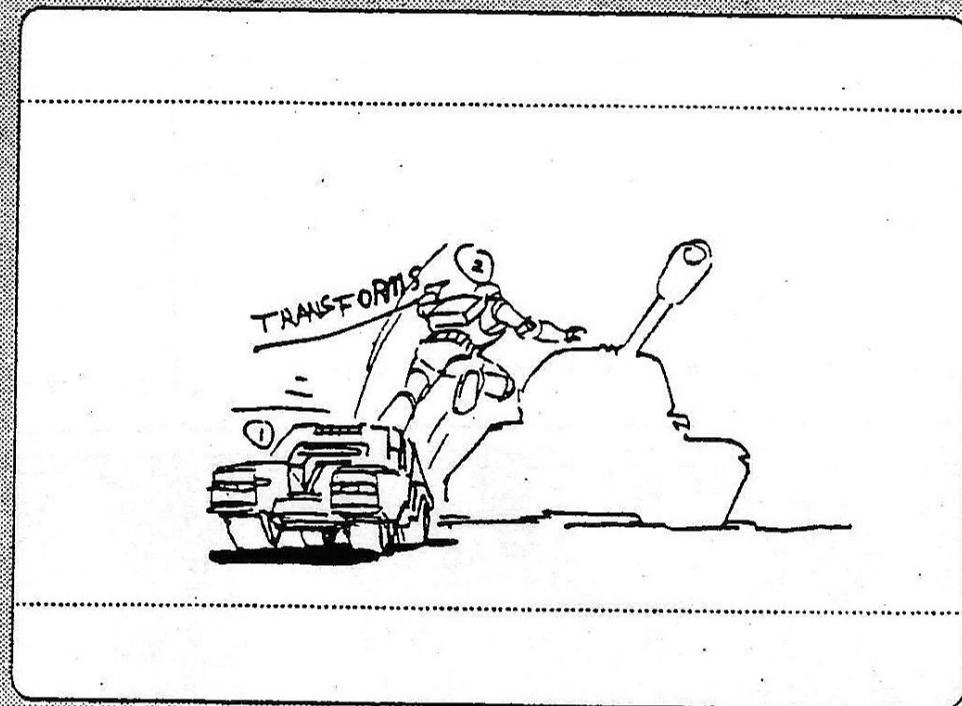
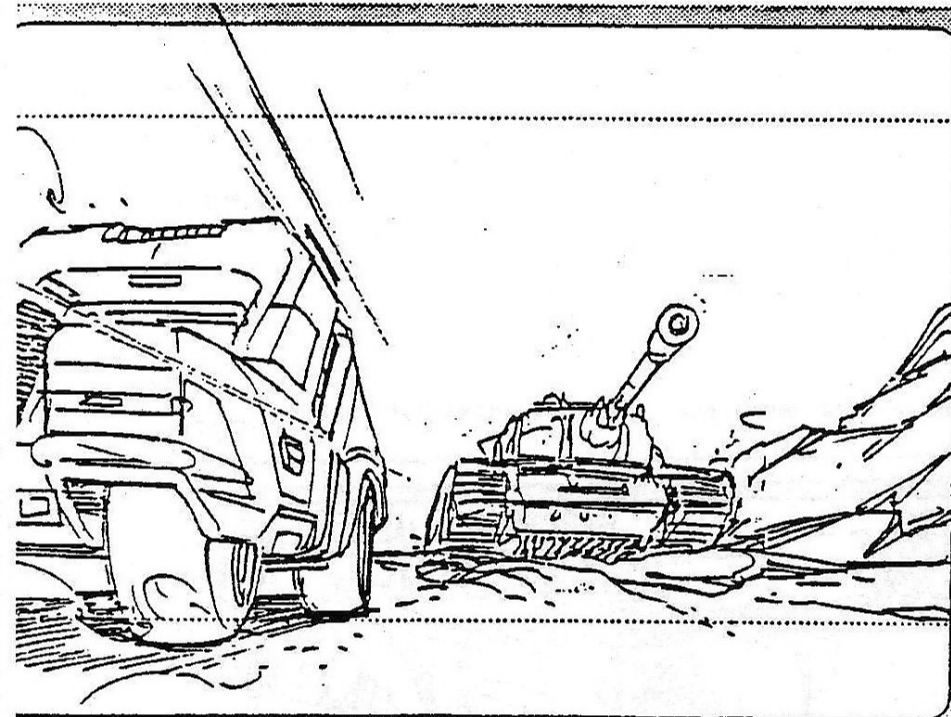
DIAL

MUSIC/SFX

SC. 6-79.

SC. CONT

SEQ 6 Page 79



NO SCENE 80

ON L.S. BLITZWING AND KUP. KUP RUNS WITH ALL HIS POWER TOWARD BLITZWING...

ACTION ...NEARING HIM HE TRANSFORMS INTO ROBOT MODE AND LEAPS TOWARD HIM!

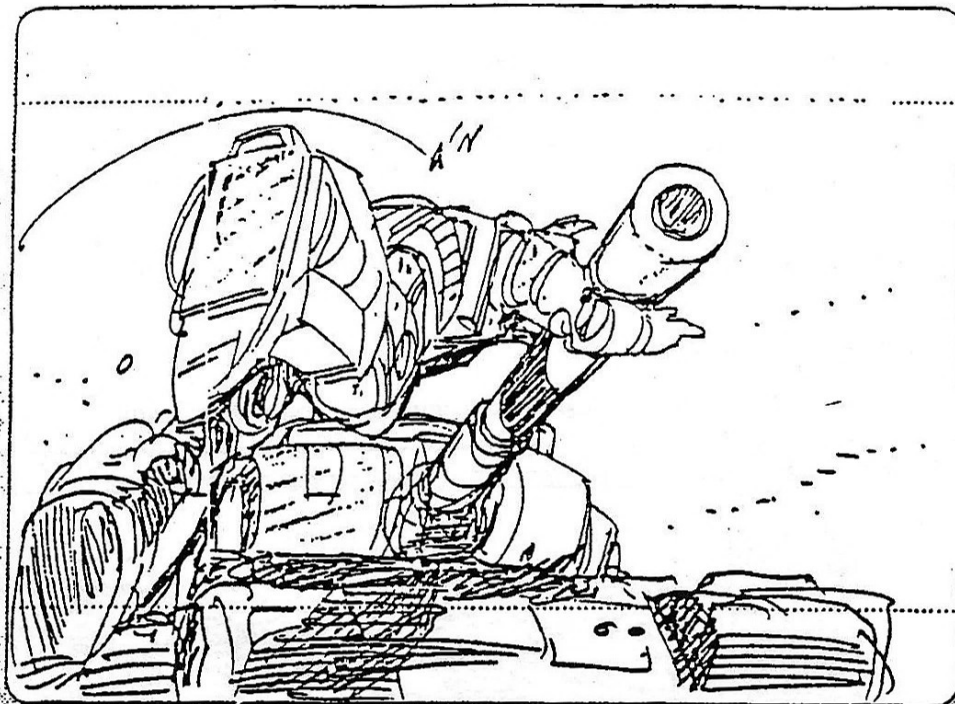
DIAL

MUSIC/SFX

CAMERA

SFX

SC. 0-01



ACTION

M.S. BLITZWING AND KUP. KUP COMES FLYING INTO THE SCENE.

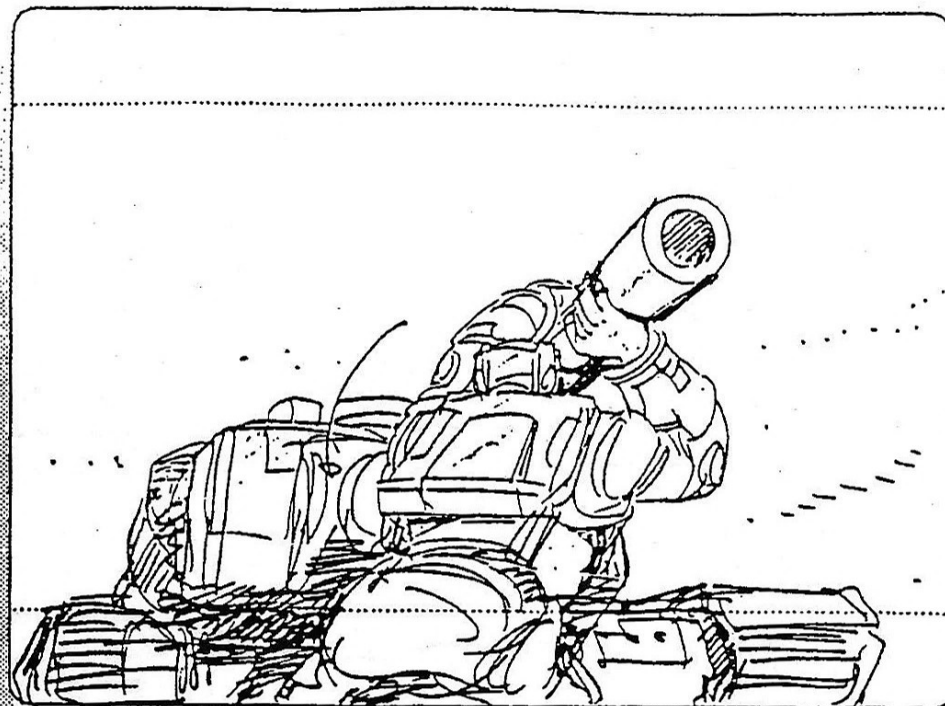
DIAL

MUSIC/SFX

**TFR**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

SEQ. 0 Page 00



ACTION

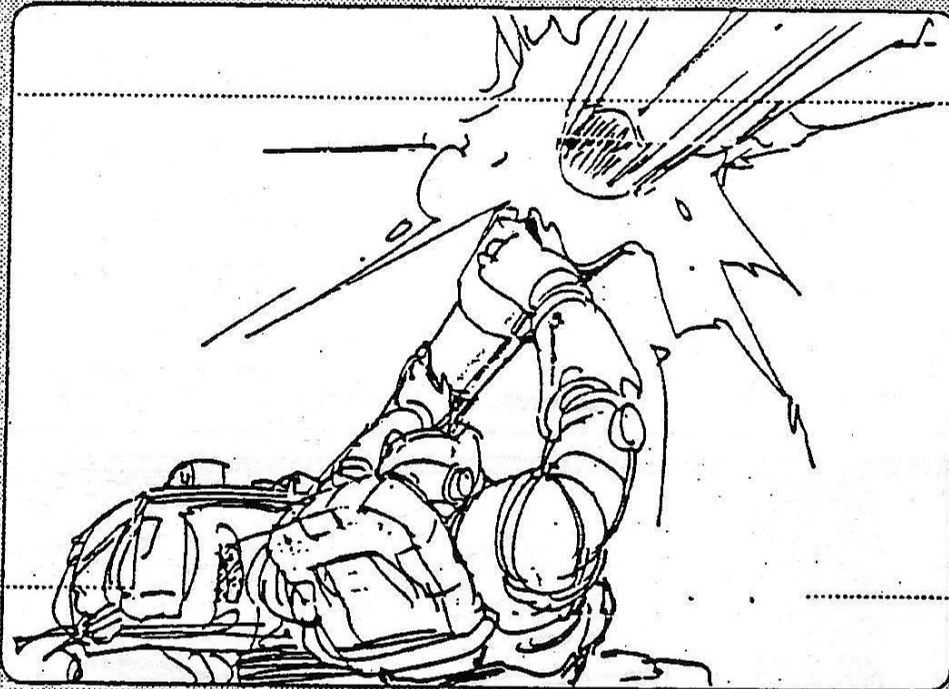
...GRABS A HOLD OF THE GUN BARREL...

DIAL

MUSIC/SFX

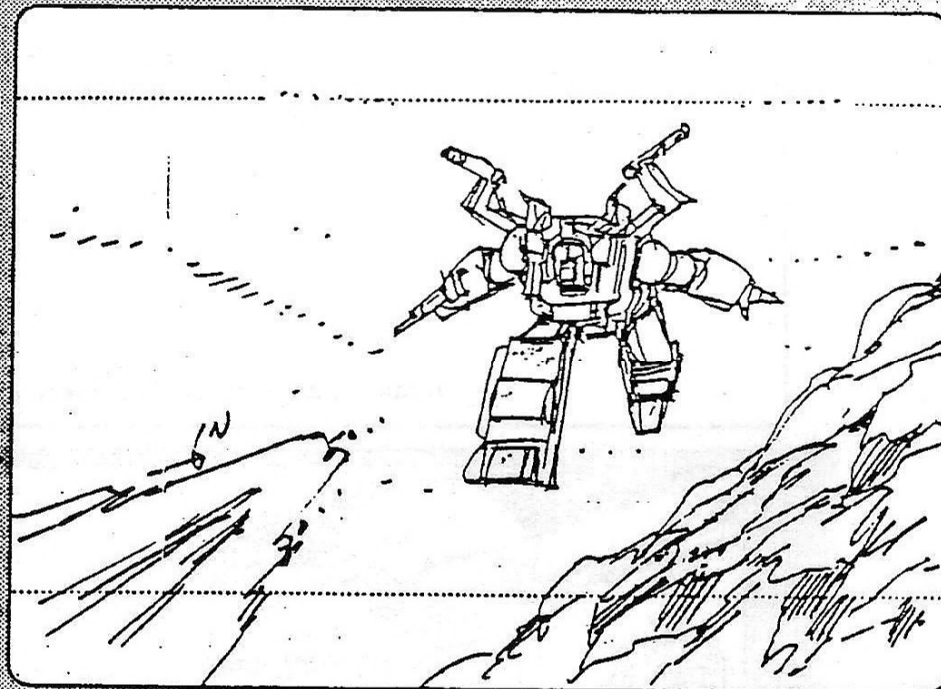


SC. 6-82.



SC. 6-83

SEQ. 6 Page 81



ACTION ...FORCES IT WITH ALL HIS MIGHT UP TOWARD THE SKY JUST AS BLITZWING FIRES!

DIAL

MUSIC/SFX

CAMERA

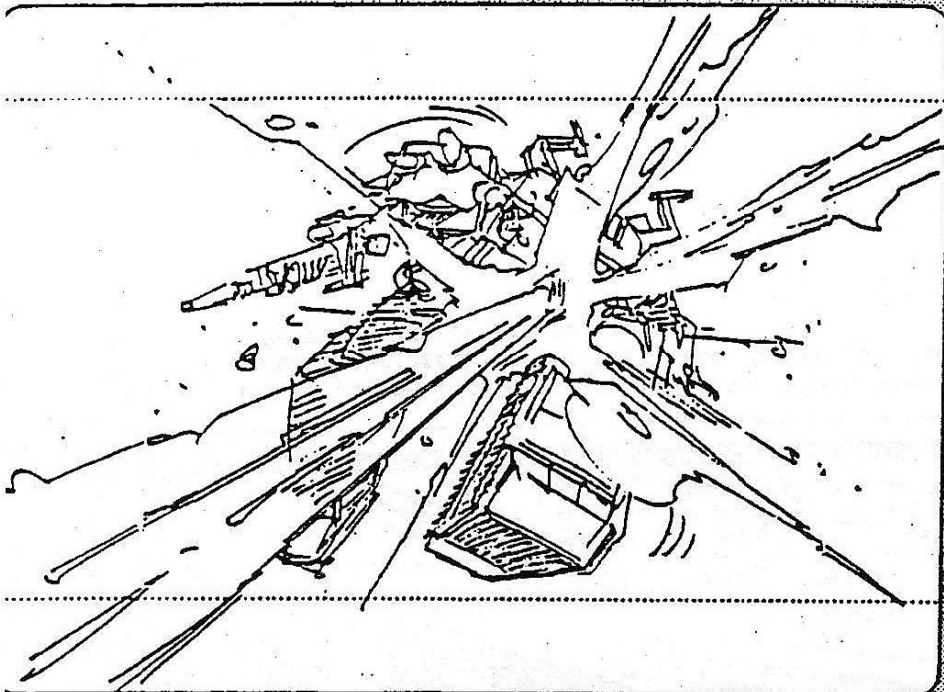
ACTION . L.S. SHRAPNEL. HE IS HOVERING IN THE SKY ABOVE BLITZWING. AS THE BLAST FROM BLITZWING ENTERS THE SCENE...

DIAL

MUSIC/SFX

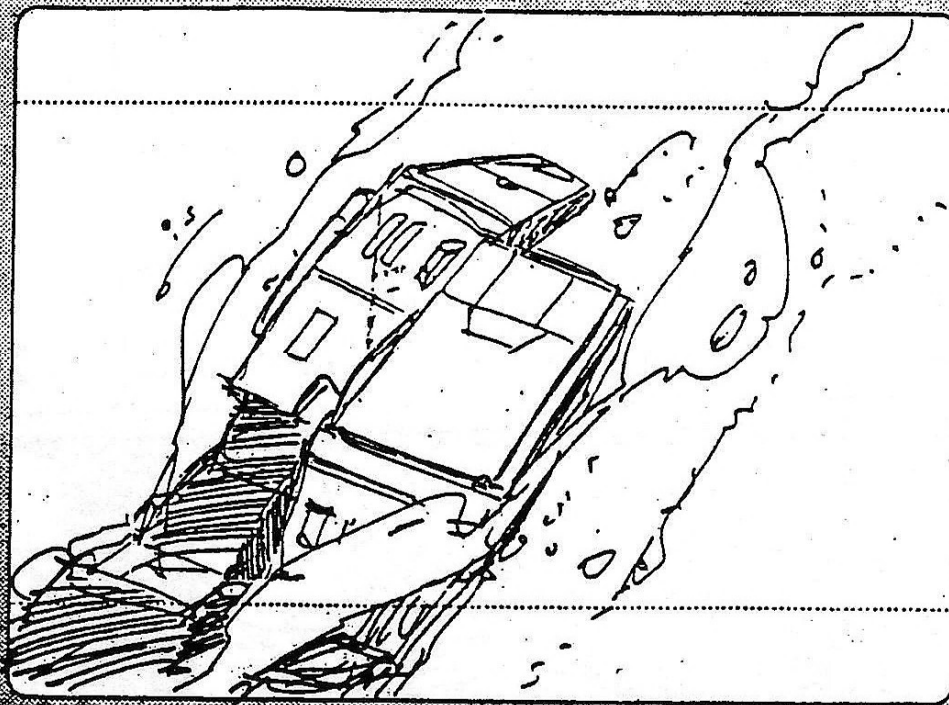
CAMERA

SC. CONT 6-83



SC. CONT.

SEQ. 6 Page 82



ON ...EXPLODING INTO HIS CHEST AND...

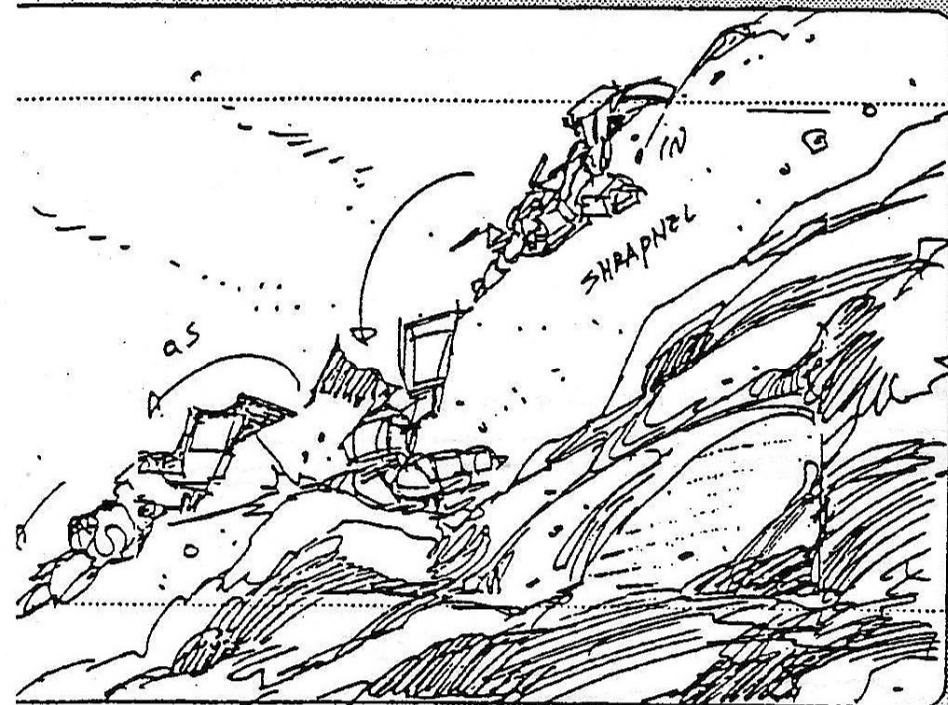
ACTION ...SENDING HIM PLUMMETING TOWARD THE GROUND.

DIAL

MUSIC/SFX

CAMERA

SC. 6-84

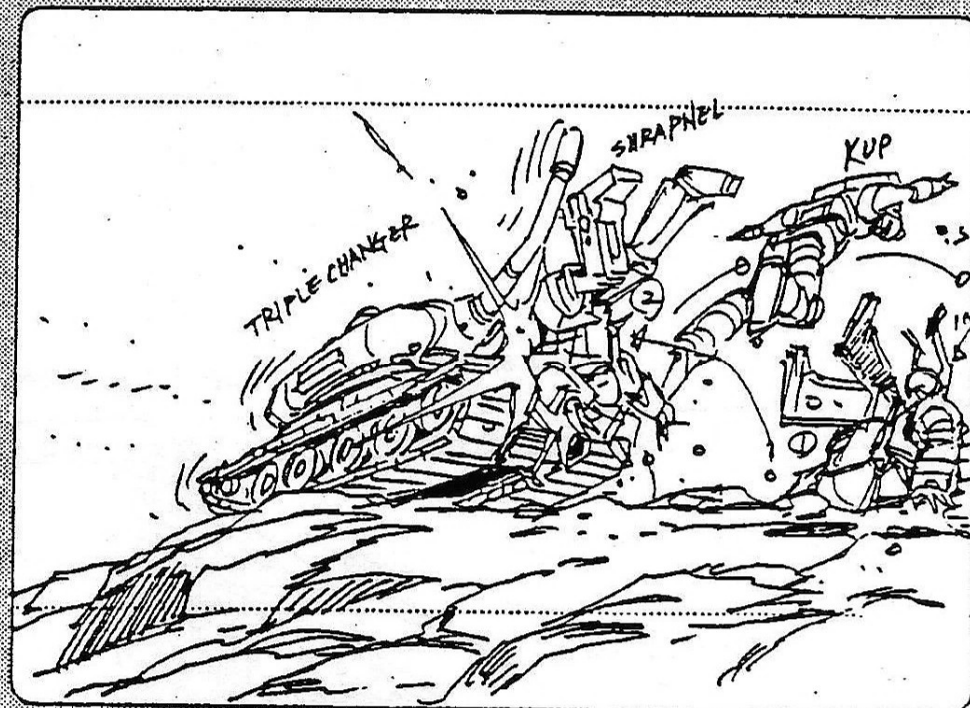


X.L.S. SHRAPNEL. HE DROPS INTO THE SCENE, BOUNCES OFF OF A HUGE ROCK PROTRUDING FROM THE FACE OF THE MOUNTAIN AND FLIES O.S.

SFX

SC. 6-85

SEQ. 6 Page 83



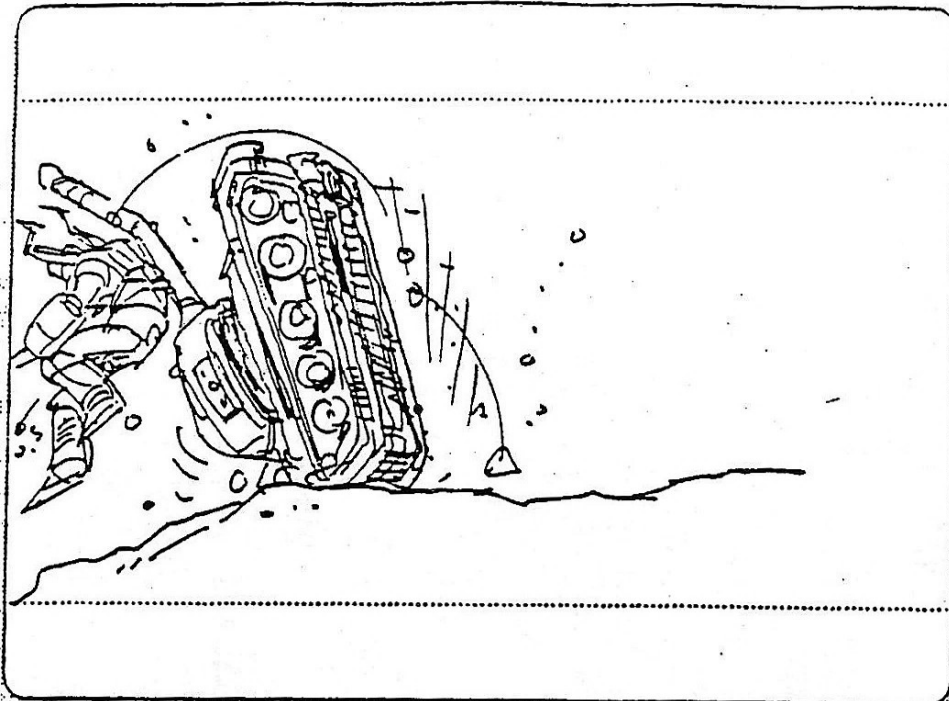
ACTION X.L.S. BLITZWING AND KUP. KUP LEAPS OUT OF THE WAY (O.S.) AS SHRAPNEL COMES SAILING IN, BOUNCES OFF THE GROUND, AND SLAMS INTO BLITZWING...

DIAL

MUSIC/SFX

CAMERA

SC. 0-07 CONT



ACTION ...SENDING BLITZWING AND HIMSELF TOPPLING OVER THE EDGE OF A CLIFF...

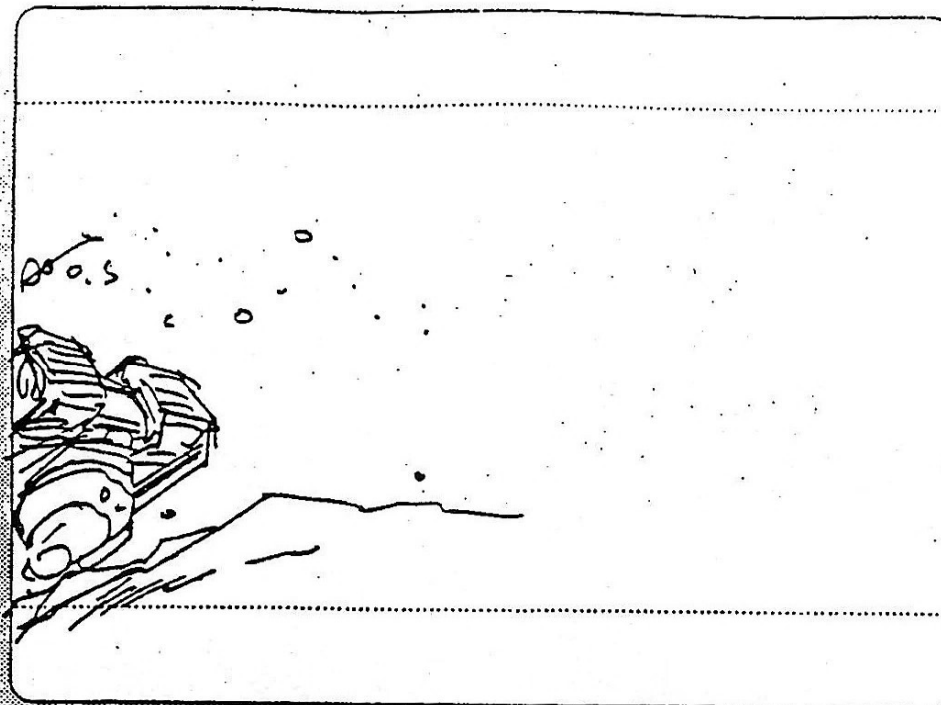
DIAL

MUSIC/SFX

TFRAW  
From CAMERA 1 to Beast Hunters and Beyond!!!!

SC. CONT

SEQ. 0-118 0-1



ACTION ...AND FALLING O.S.

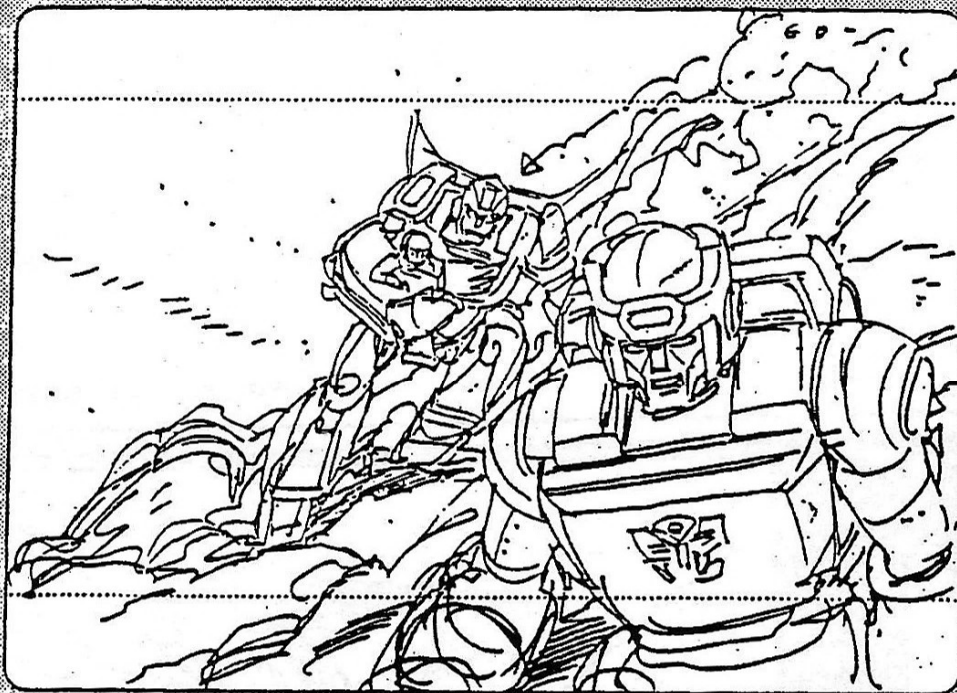
DIAL

MUSIC/SFX

CAMERA

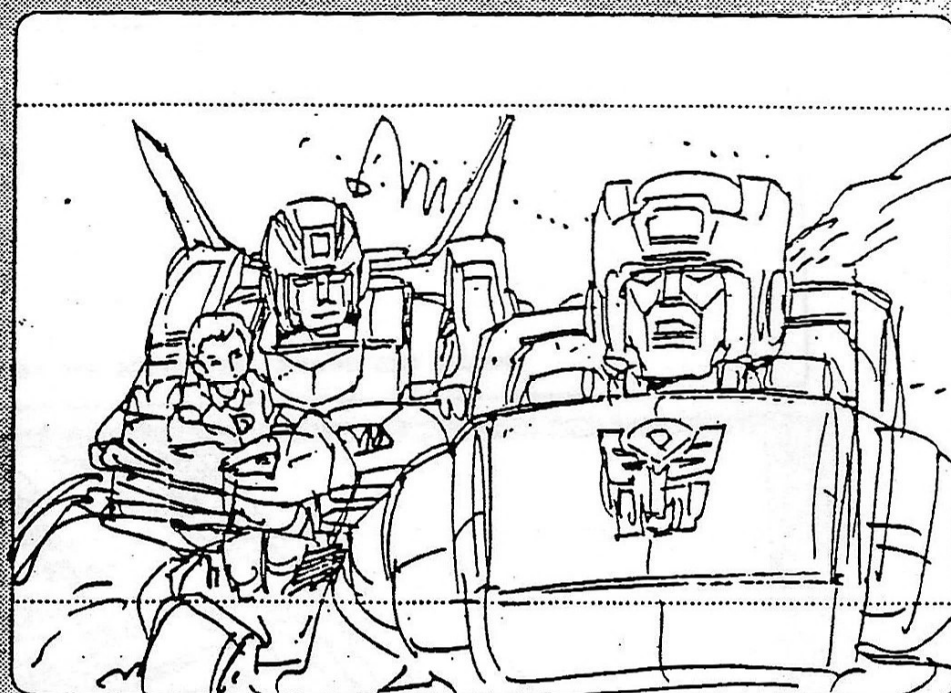


SC. 6-86 .



SC. CONT.

SEQ. 6 Page 85



ACTION M.L.S. HOT ROD, DANIEL, AND KUP. KUP LOOKS DOWN TO WHERE THE DECEPTICONS FELL, AS HOT ROD, HOLDING DANIEL, COMES SLIDING DOWN THE MOUNTAIN BEHIND HIM....

DIAL

MUSIC/SFX

CAMERA

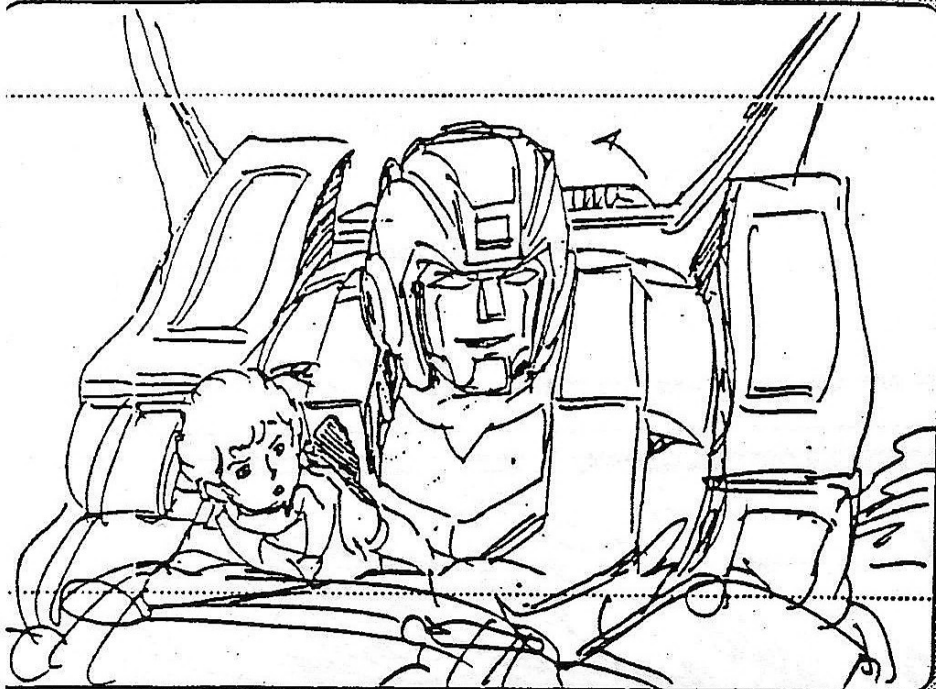
ACTION ...HOT ROD COMES TO A STOP AND WALKS OVER TO KUP.

DIAL

MUSIC/SFX

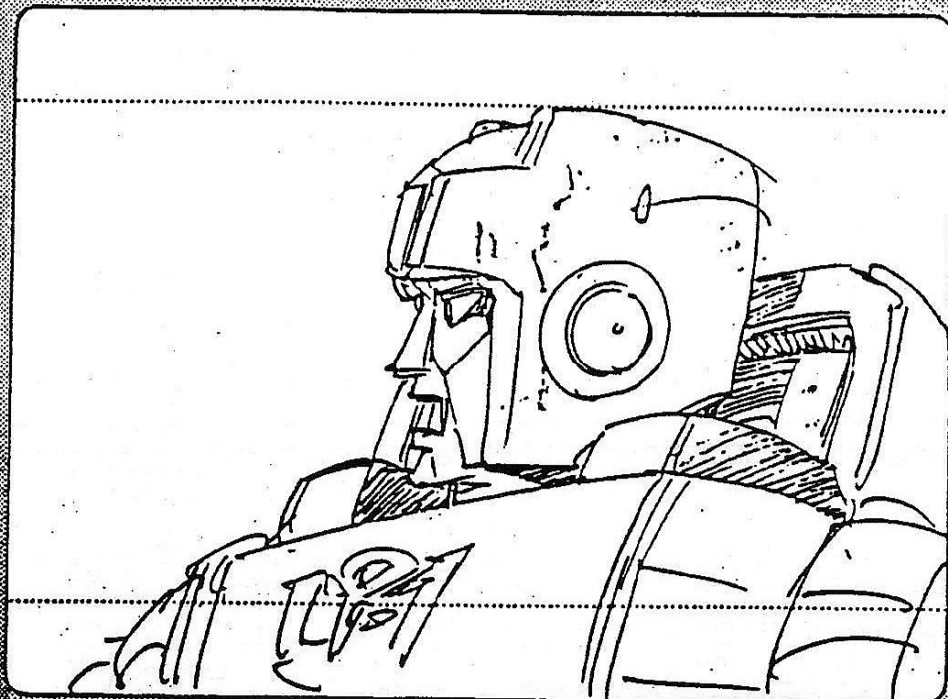
CAMERA

SC. 6-87



SC. 6-88

SEQ. 6 Page 86



ON M.S. HOT ROD AND DANIEL. HOT ROD SPEAKS TO KUP.

HOT ROD Not bad for an old timer!

ACTION C.U. KUP. HE TURNS TOWARD KUP AND RESPONDS.

DIAL KUP (GRUFFLY) Old timer?! That's something you'll never be if you don't get back to the city.

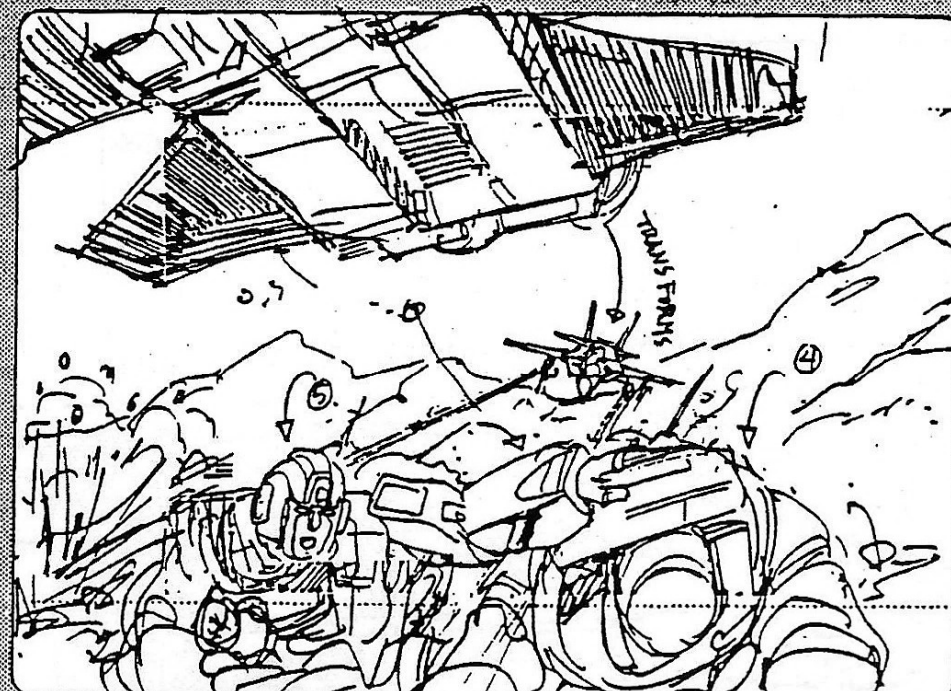
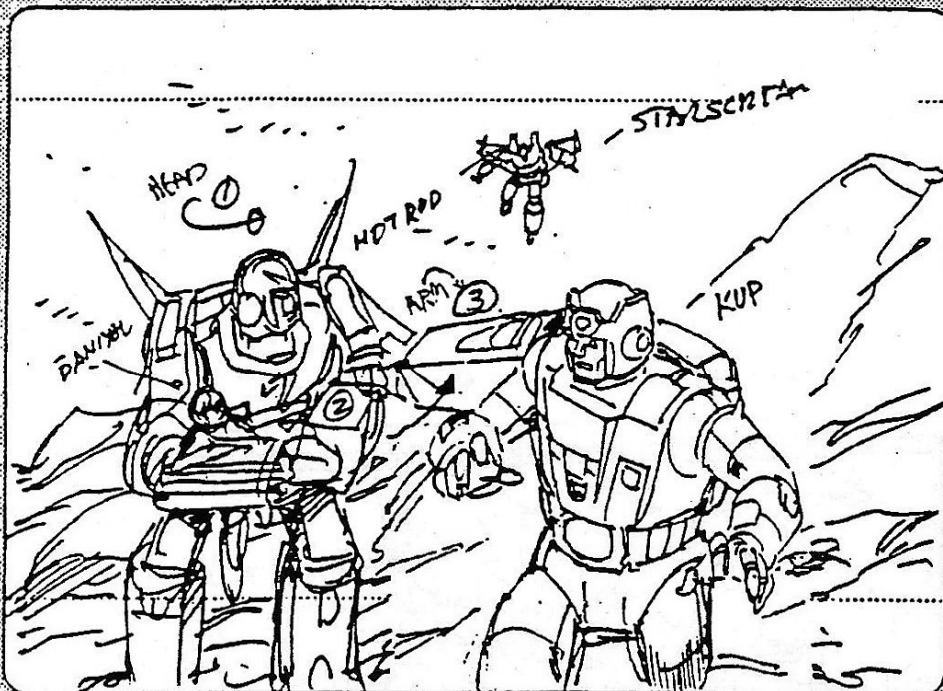
MUSIC/SFX

CAMERA

SC. 6-89

SC. CONT

SEQ. 6 Page 87



ACTION M.L.S. HOT ROD, DANIEL AND KUP. THEIR CONVERSATION IS INTERRUPTED BY THE SOUND BEHIND THEM. THEY TURN TO SEE STARScream TRANSFORM INTO JET MODE...

DIAL KUP (CONT), You know what we used to do with cocky, insubordinate upstarts?

MUSIC/SFX HOT ROD (INTERRUPTING) Save it, Kup.

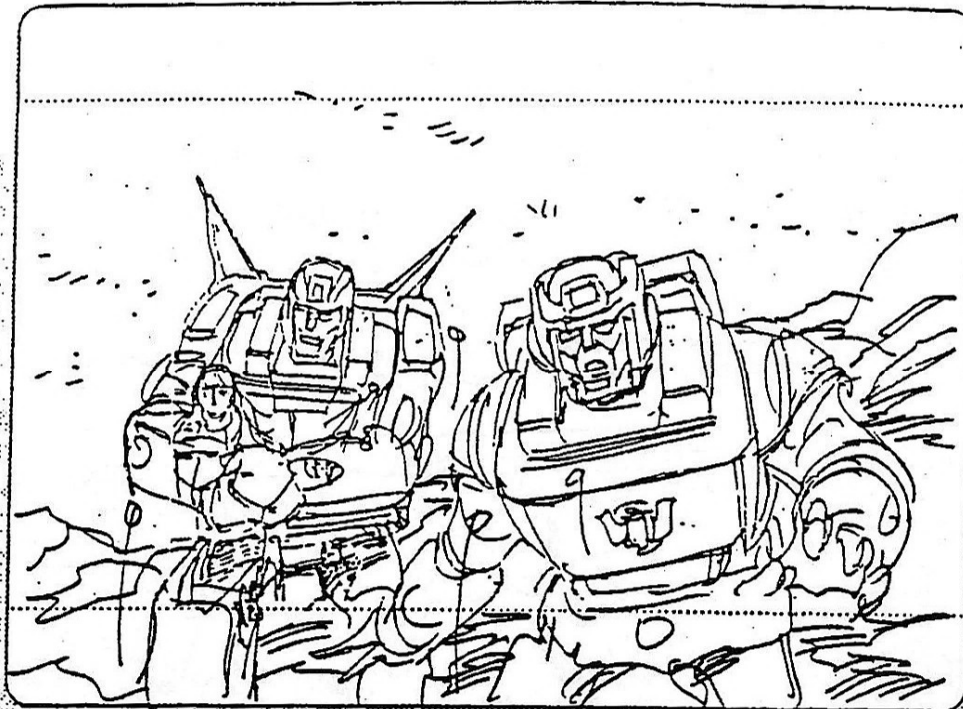
ACTION THE DECEPTICON JET ROARS THROUGH THE SCENE. HOT ROD PUSHES KUP DOWN TO AVOID BEING HIT. BLASTS EXPLODE AROUND THEM.

DIAL

MUSIC/SFX

CAMERA

SC. CONT. 5-87



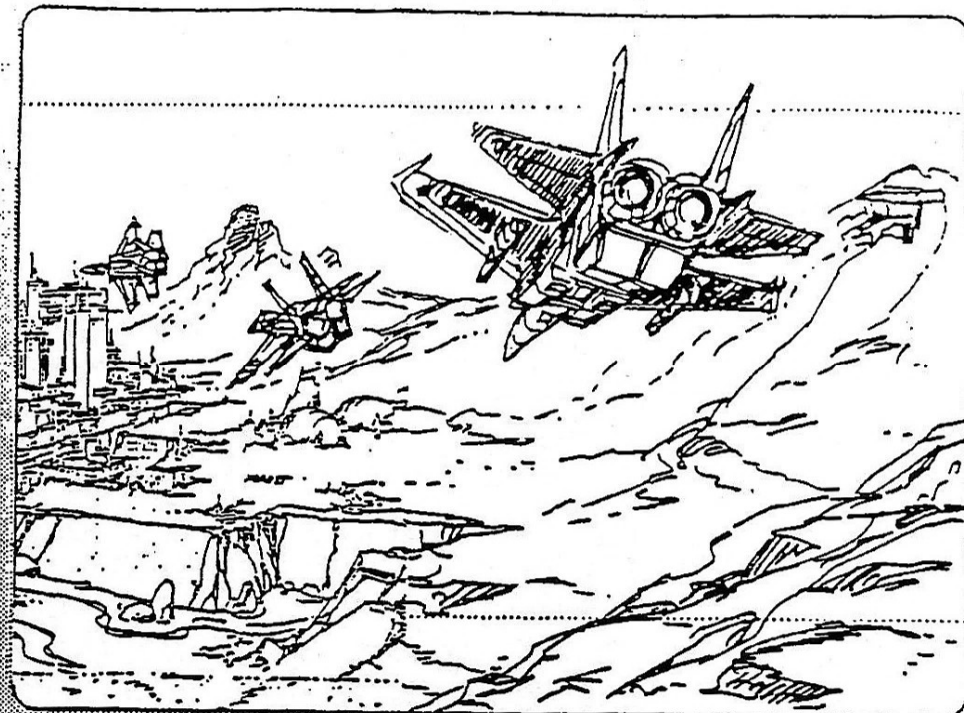
ACTION ...HOT ROD AND KUP STRAIGHTEN UP AND LOOK.

DIAL

MUSIC/SFX

SC. 6-90

Page 22



ACTION L.S. THE DECEPTICON JET ZOOMS AWAY TOWARD AUTOBOT CITY.

DIAL

MUSIC/SFX

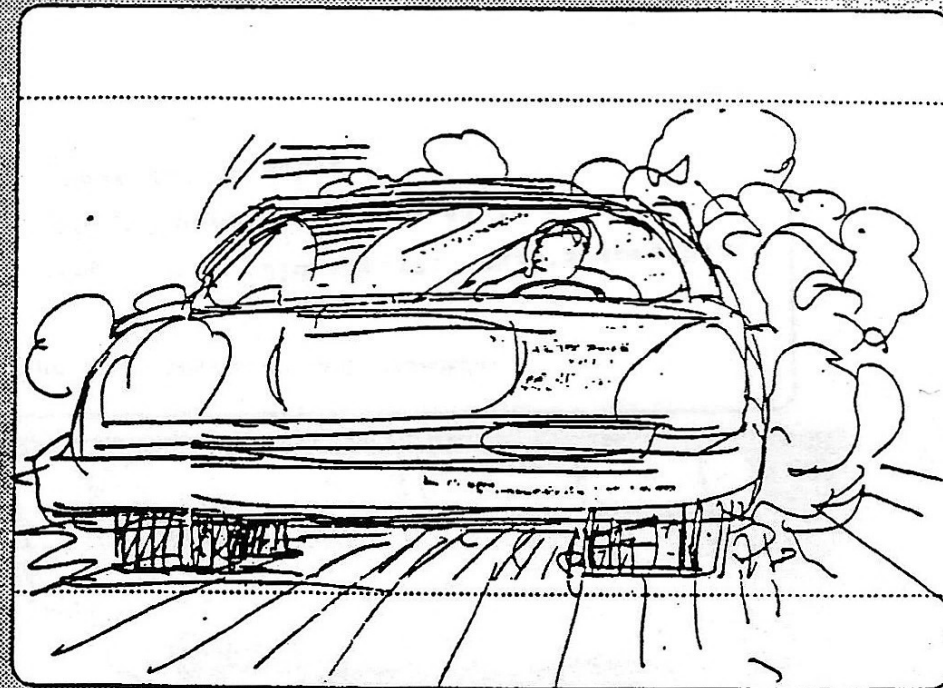
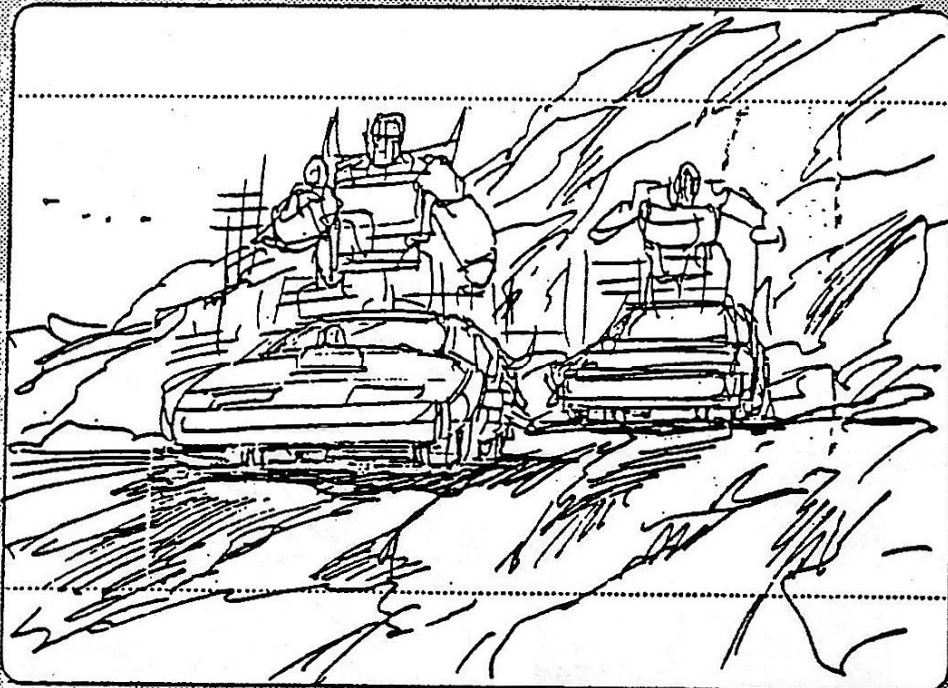


SC. 6-92.

NO SC. 6-91

SC. CONT.

SEQ. 6 Page 89



ACTION M.L.S. HOT ROD, DANIEL AND KUP. HOT ROD AND KUP TRANSFORM INTO CAR MODE...

DIAL  
HOT ROD Let's burn rubber.

MUSIC/SFX

CAMERA

ACTION ...AND SPEED AWAY!

DIAL

MUSIC/SFX

CAMERA

C. 6-93

STOP

PAN ←

START

SEQ. 6 Page

90



END OF SEQ. 6

L.S. HOT ROD AND KUP IN CAR MODE. THEY RACE ALONG A NARROW MOUNTAIN ROAD. WE PAN WITH THEM TO SEE IN THE VALLEY FAR BELOW, AUTOBOT CITY, UNDER DECEPTICON ATTACK. EXPLOSIONS AND FIRE RIDDLE THE CITY. HOT ROD AND KUP SKID AROUND CURVES AND BOUNCE OVER HILLS AS THEY SPEED OFF INTO THE DISTANCE.

SFX

ACTION

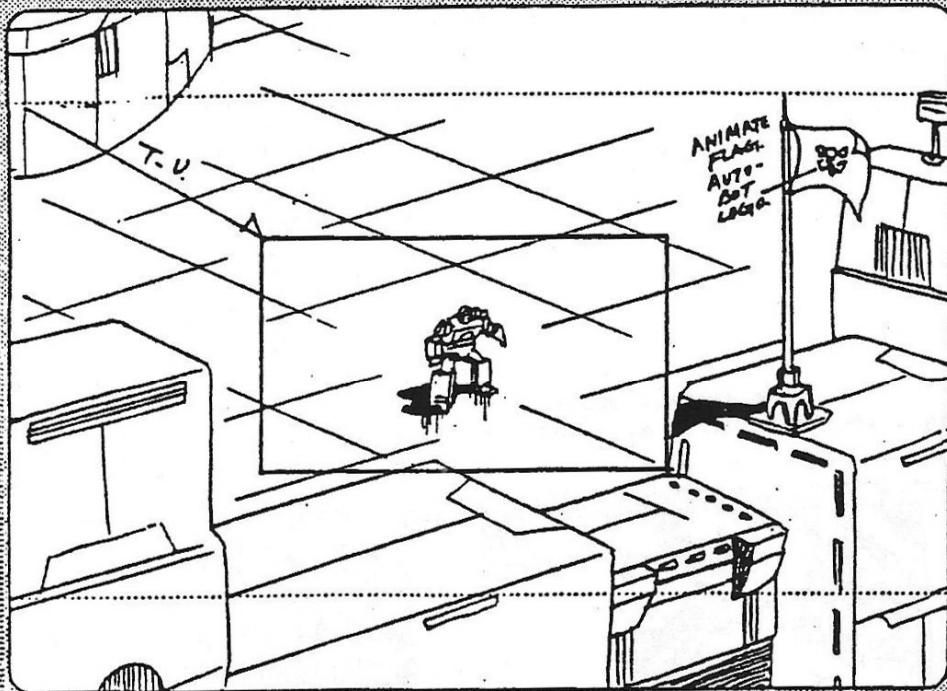
DIAL

MUSIC/SFX

CAMERA

SC. 7-1

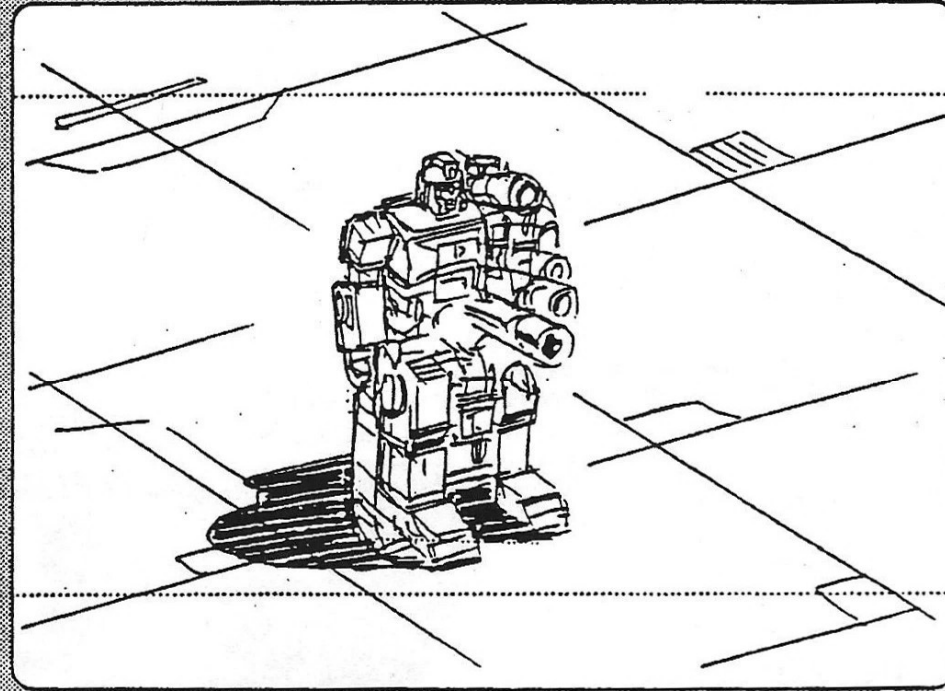
TRUCK IN.



SC. 7-2

SEQ. 7

Page 1



ACTION X.L.S. PERCEPTOR STANDS ON A PLATFORM OF AUTOBOT CITY.  
WE TRUCK IN AS...

DIAL

MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...HE TRANSFORMS INTO MICROSCOPE MODE.

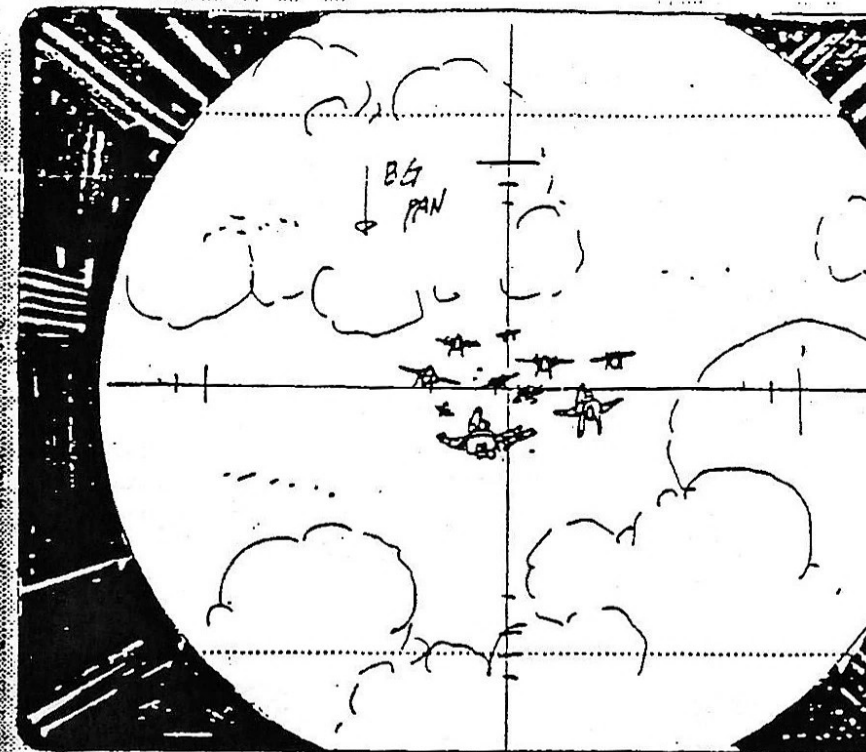
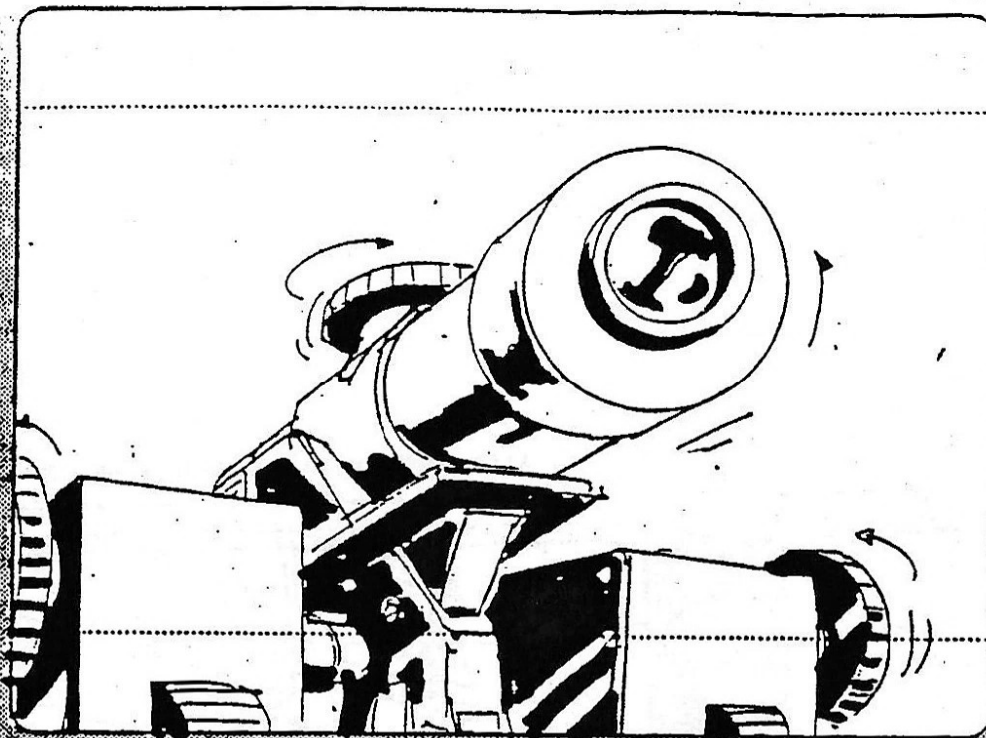
DIAL

MUSIC/SFX

CAMERA

SC. 1-7

Page 1



ACTION C.U. PERCEPTOR IN MICROSCOPE MODE. HE AIMS AND FOCUSES ON THE DECEPTICONS O.S.

DIAL

MUSIC/SFX

CAMERA

ACTION P.O.V. THROUGH PERCEPTOR'S SCOPE OF MEGATRON AND OTHER DECEPTICONS APPROACHING.

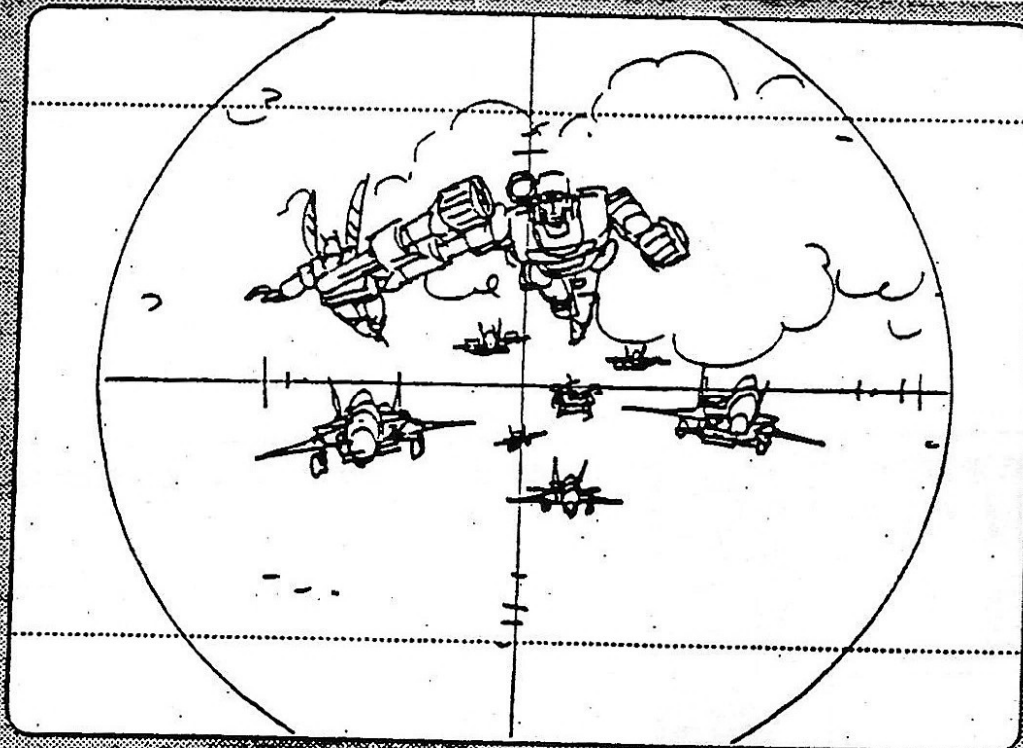
DIAL

MUSIC/SFX

CAMERA



SC. CONT 7-4



ACTION ...AS THEY GET NEARER WE CAN SEE MORE CLEARLY WHO THEY ARE...

DIAL

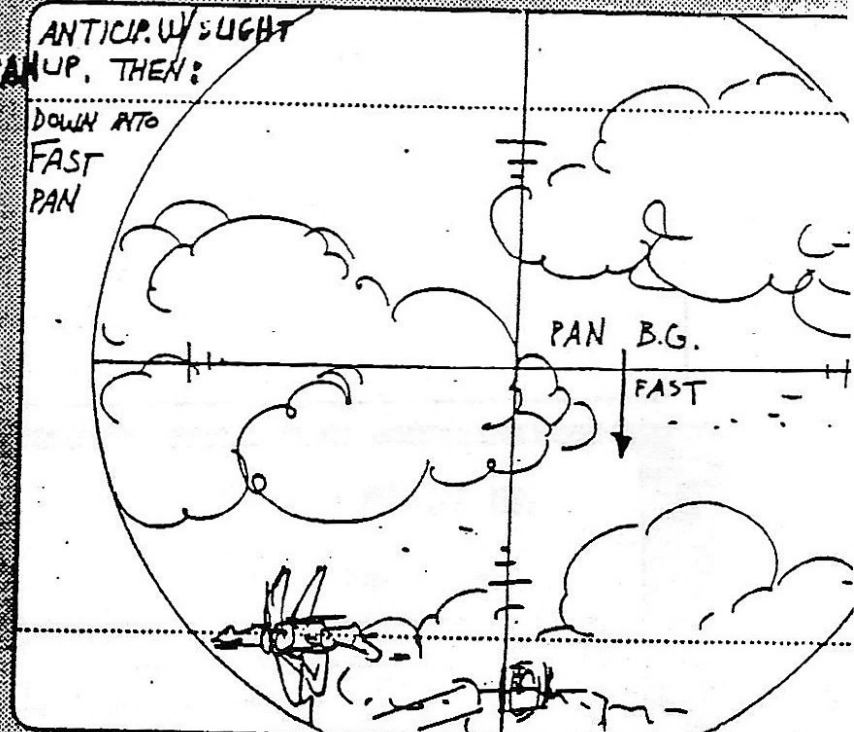
MUSIC/SFX

CAMERA

SC. CONT.

SEQ. 7 Page

ANTICIP. W/ SLIGHT  
PAN UP, THEN:  
DOWN ATO  
FAST  
PAN



PAN B.G.

FAST

ACTION

...PERCEPTOR'S VIEW SWIFTLY CHANGES AS HE PANS A  
HIS TRANSFORMATION.

DIAL

MUSIC/SFX

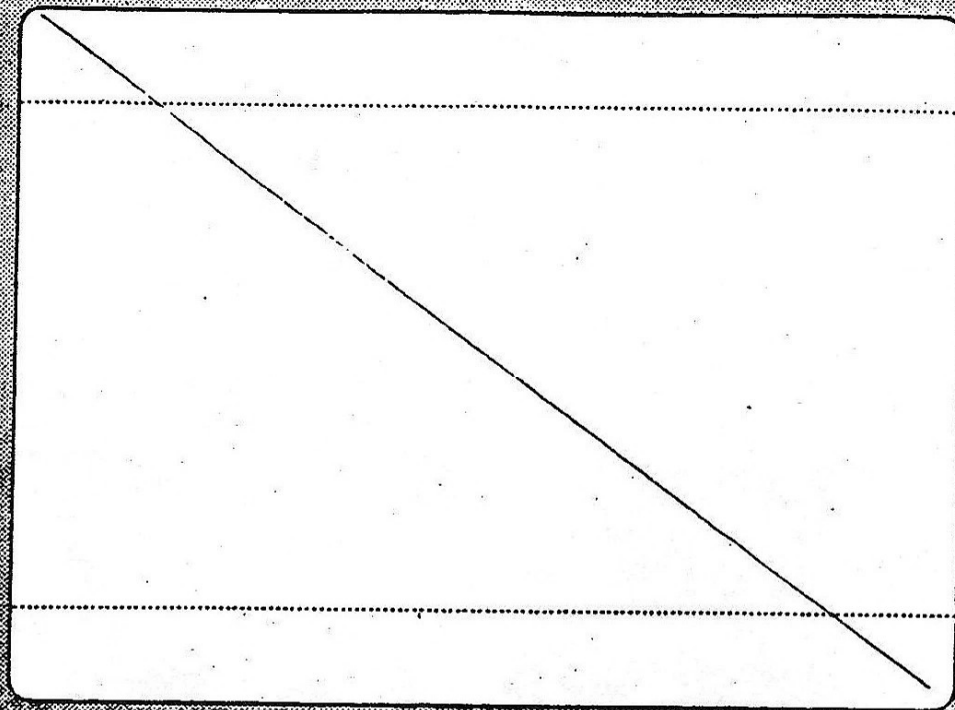
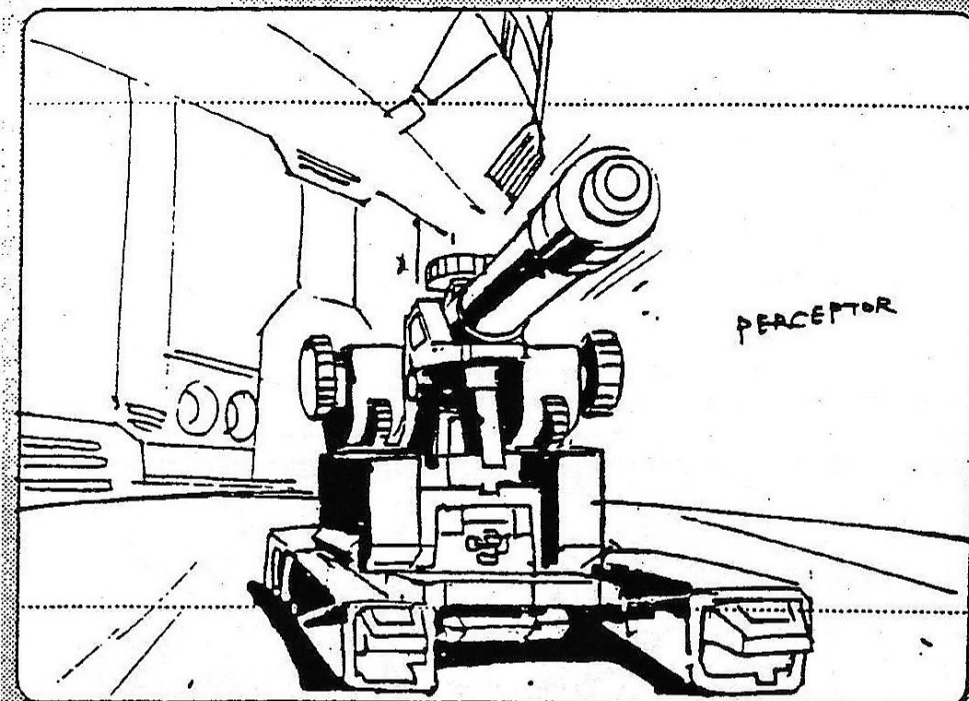
CAMERA

SC. 7-5

SC.

SEQ. 7

Page 4



ACTION M.L.S. PERCEPTOR. HE TRANSFORMS FROM MICROSCOPE MODE TO...

ACTION

DIAL

MUSIC/SFX

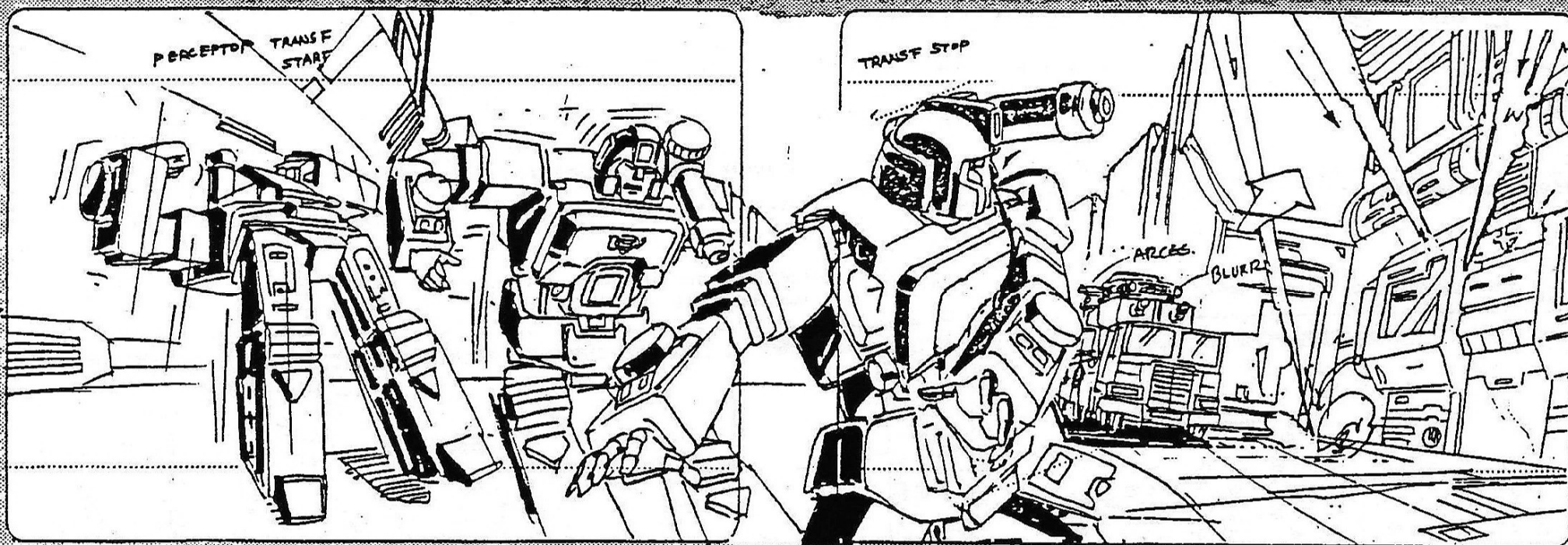
MUSIC/SFX

SC. 7-5 CONT

FOLLOW PAN →

SEQ. 7

Page 5



NEXT PAGE 5A

ACTION ...ROBOT MODE. AS HE DOES SO HE FLIPS BACK AND...

DIAL

MUSIC/SFX

CAMERA

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

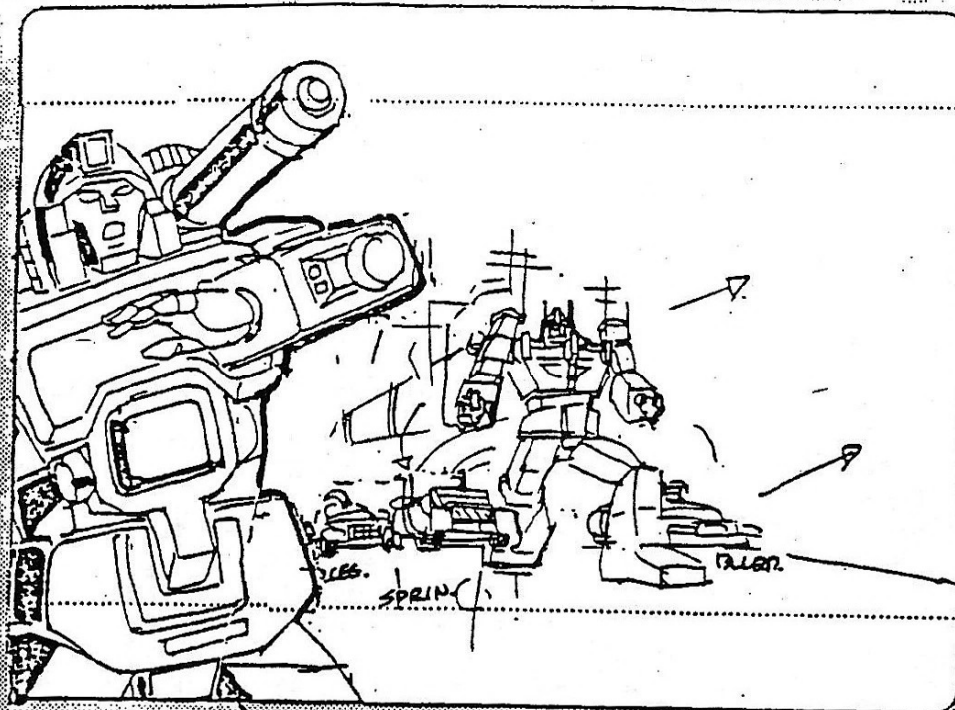
ACTION M.S. PERCEPTOR. LOOKING UP AT THE INCOMING DECEPTICON BLASTS AS ULTRA MAGNUS, SPRINGER AND ARCEE, IN AUTO MODE, MOVE FORWARD. ULTRA MAGNUS CARRIES THE OTHERS ON HIS CARRIER.

DIAL PERCEPTOR Ultra Magnus...

MUSIC/SFX

CAMERA

SC. 7-5 CONT



ACTION ...PERCEPTOR TURNS TO ULTRA MAGNUS AS HE, SPRINGER AND ARCEE COME RUNNING UP RACING IN. ULTRA MAGNUS TRANSFORMS INTO ROBOT MODE.

DIAL PERCEPTOR (CONT) ...a cursory evaluation of Decepticon capability...

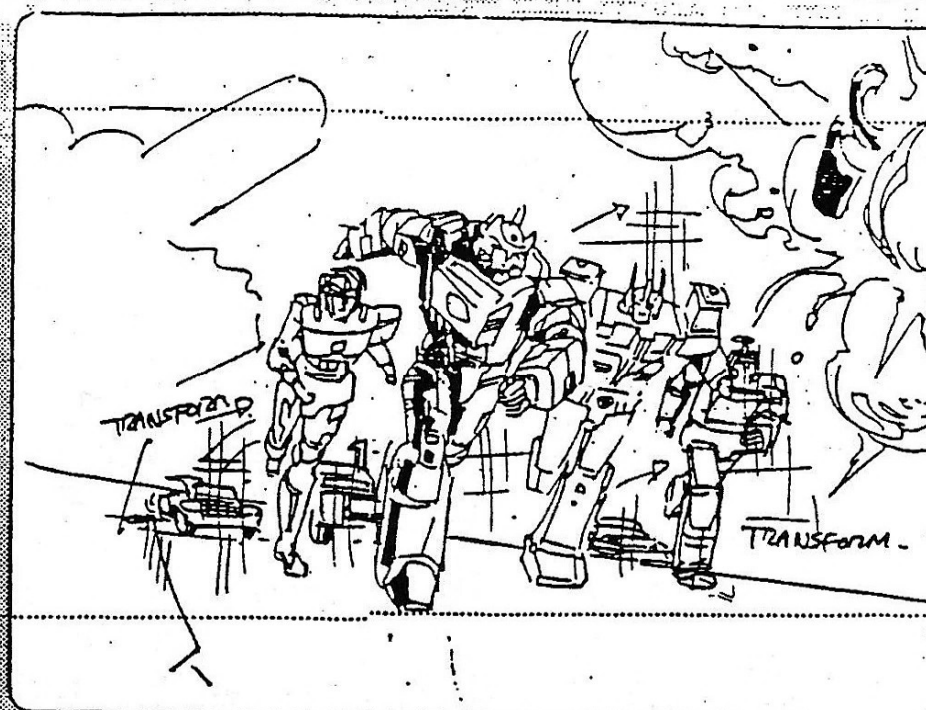
MUSIC/SFX

SC. CONT

SEQ. 7

Page

54



ACTION THE OTHERS TRANSFORM AND RUN ALONG BEHIND HIM.

DIAL PERCEPTOR (CONT) ...of Decepticon capability...

MUSIC/SFX

MUSIC/SFX



SC. 7-7

START

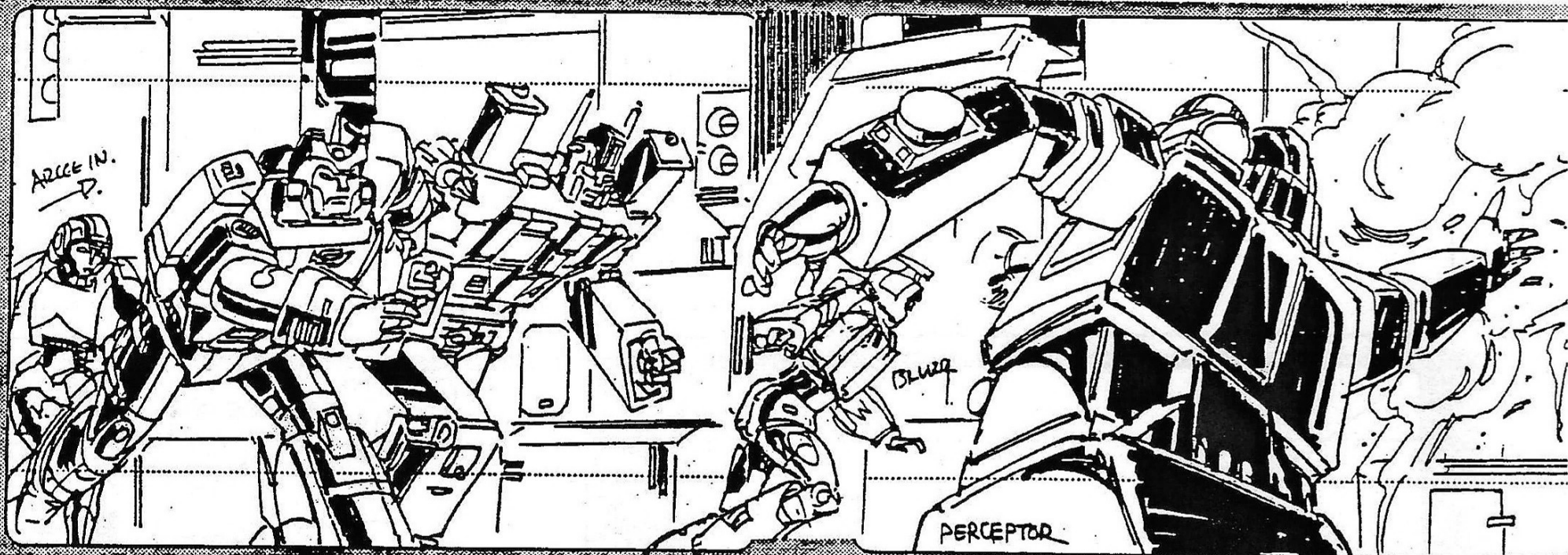
PAN



STOP SEQ. 7

Page

6



ACTION M.S. SPRINGER AND ULTRA MAGNUS. WE PAN WITH THEM AS THEY RUN, PAST ARCEE, AND OVER TO PERCEPTOR.

DIAL PERCEPTOR (CONT) : ... indicates ...

MUSIC/SFX

CAMERA

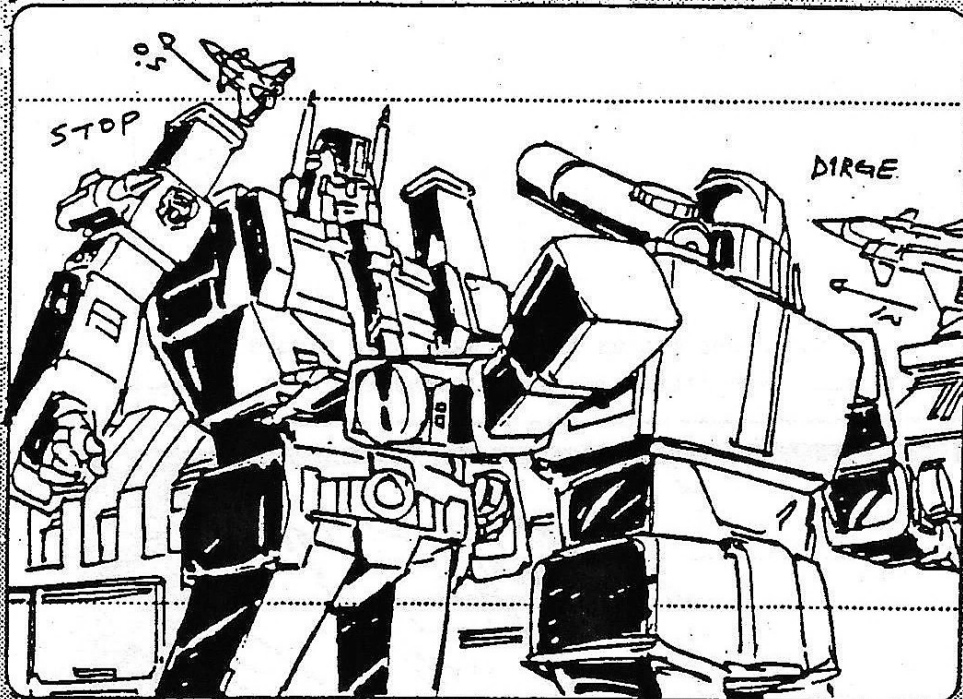
ACTION

DIAL PERCEPTOR (CONT) ... a distinct tactical ...

MUSIC/SFX

CAMERA

SC. CONT. 7-7



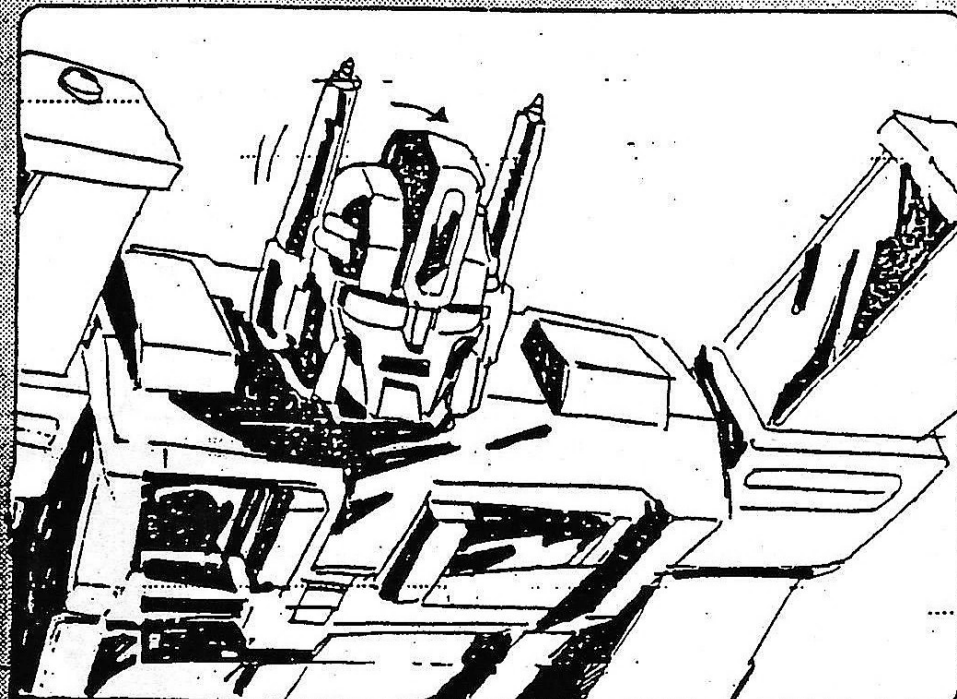
ACTION ...THEY STOP IN FRONT OF PERCEPTOR, WHO FINISHES HIS REPORT. DIRGE ZOOMS THROUGH THE BACKGROUND.

DIAL PERCEPTOR (CONT) ... deficiency!

MUSIC/SFX  
**IFRAW**  
 From Generation 1 to Beast Hunters and Beyond!!!!  
 CAMERA

SC. 7-8

SEQ. 7 Page 7



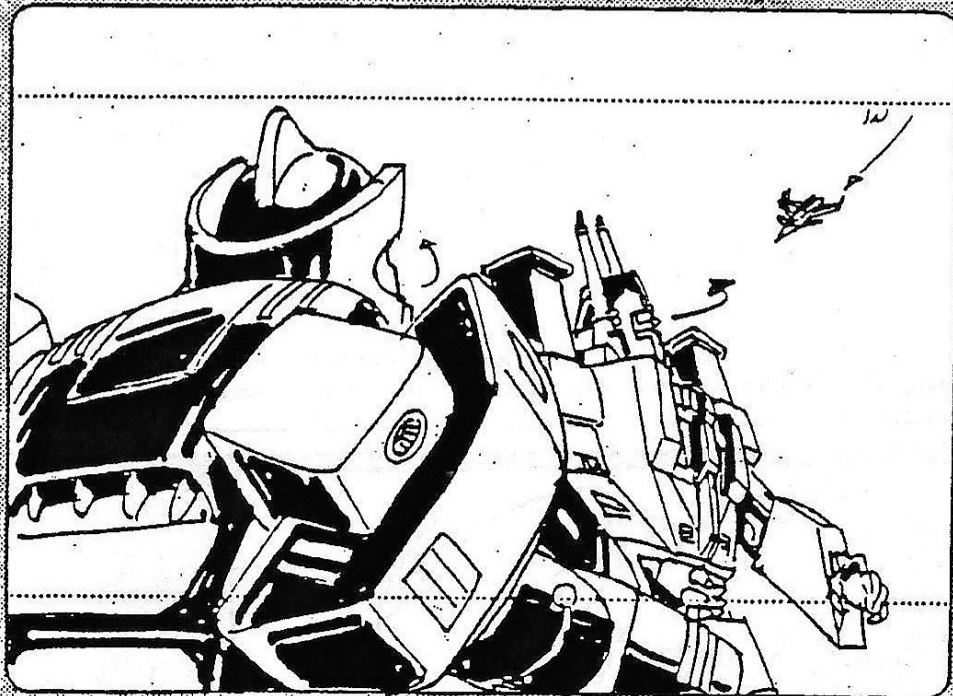
ACTION M.C.U. ULTRA MAGNUS. QUESTIONNING PERCEPTOR, HE LEANS FORWARD.

DIAL ULTRA MAGNUS In other words, Perceptor...

MUSIC/SFX

CAMERA

SC. 7-9



ACTION M.S. SPRINGER AND ULTRA MAGNUS. THEY LOOK UP AS A DECEPTICON JET ENTERS THE SCENE.

DIAL

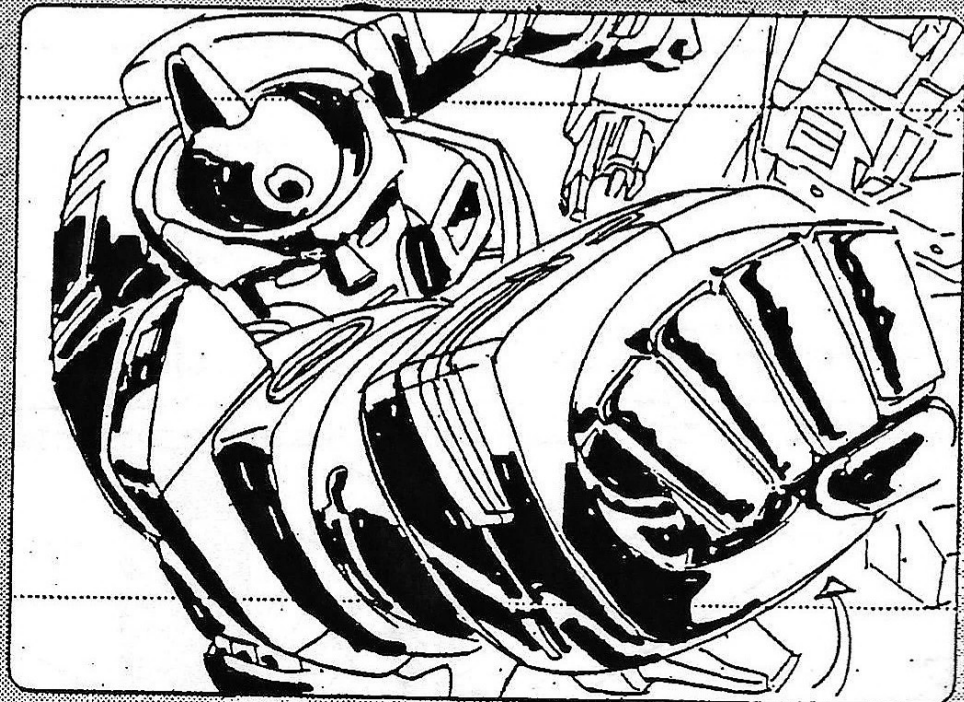
MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-10

SEQ. 7 Page 8



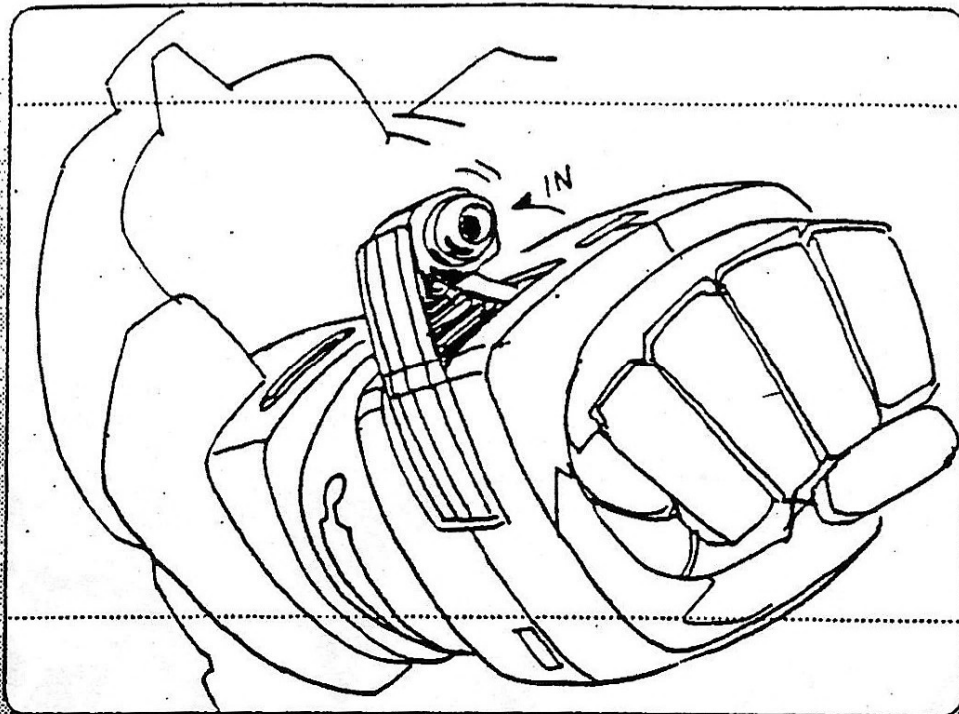
ACTION DOWN SHOT SPRINGER. HE TAKES AIM WITH HIS ARM AT THE O.S. DECEPTICON JET.

DIAL SPRINGER (TRANSLATING)  
We're outnumbered!

MUSIC/SFX

CAMERA

SC. CONT. 1-10



**ACTION** ...A DOOR OPENS IN HIS FOREARM AND A HIGH POWERED MINI BLASTER POPS UP INTO POSITION.

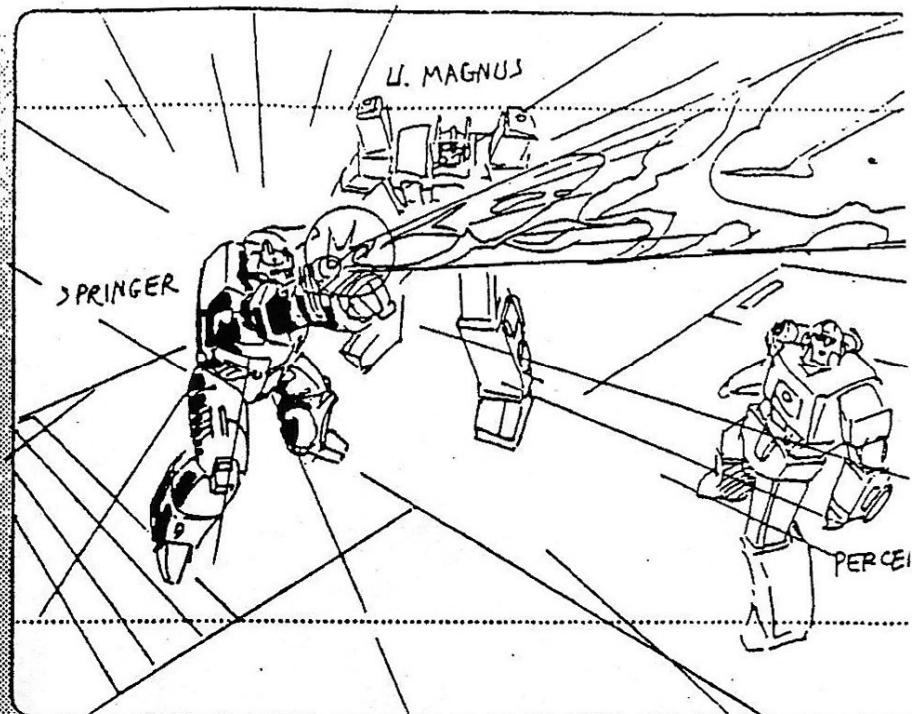
**DIAL**

**MUSIC/SFX**

**TFR**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT.

VERY FAST ANIMATED TRUCK-OUT PAGE



**ACTION** LONG DOWN SHOT. SPRINGER, ULTRA MAGNUS AND PERCEPTOR. THEY ARE ALL LOOKING UP AS SPRINGER FIRES HIS WEAPON.

**DIAL**

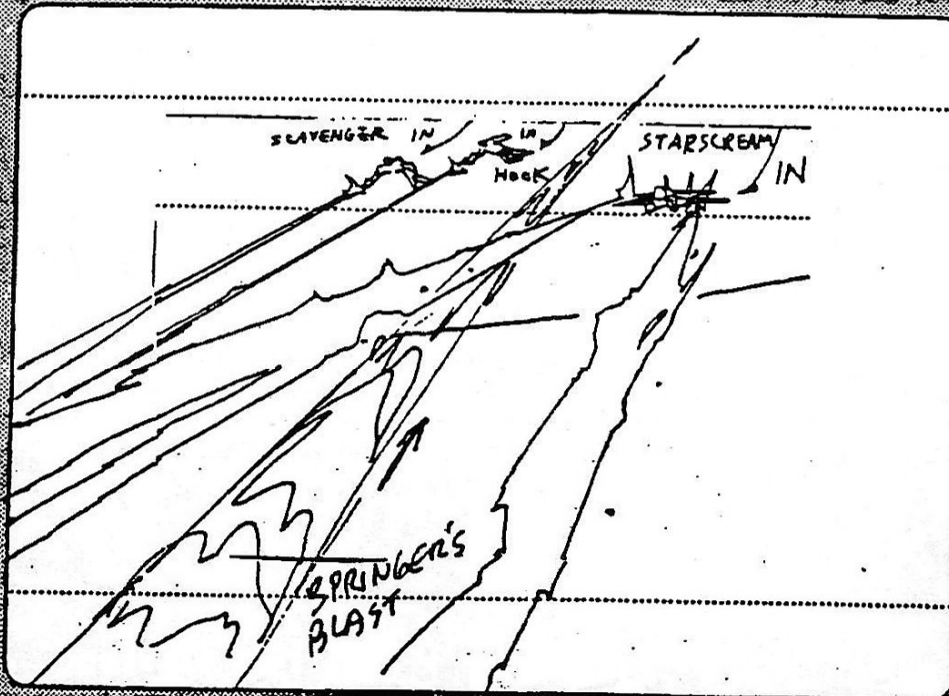
**MUSIC/SFX**



SC. 7-11

SC

SEQ. 7 Page 10



NO SC. 7-12.

ACTION L.S. SCAVENGER, HOOK AND STARSCREAM. SPRINGER'S ENERGY BLASTS SHOOT PAST THEM. THEY RETURN THE FIRE.

DIAL

MUSIC/SFX

CAMERA

ACTION

DIAL

MUSIC/SFX

CAMERA

SC. 7-14



ON L.S. A STREET IN AUTOBOT CITY: DECEPTICON BOMBS AND LASER FIRE POUR INTO THE CITY...

SC. CONT

SEQ. 7 Page 11



ACTION: A CLOUD OF SMOKE FROM AN EXPLOSION FILLS THE SCENE.

DIAL

MUSIC/SFX

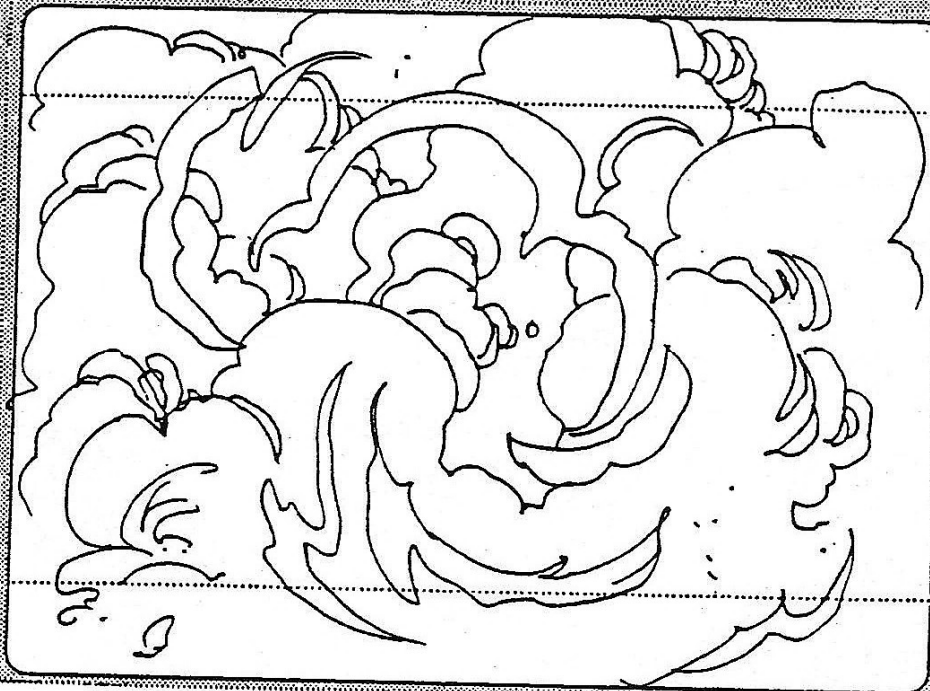
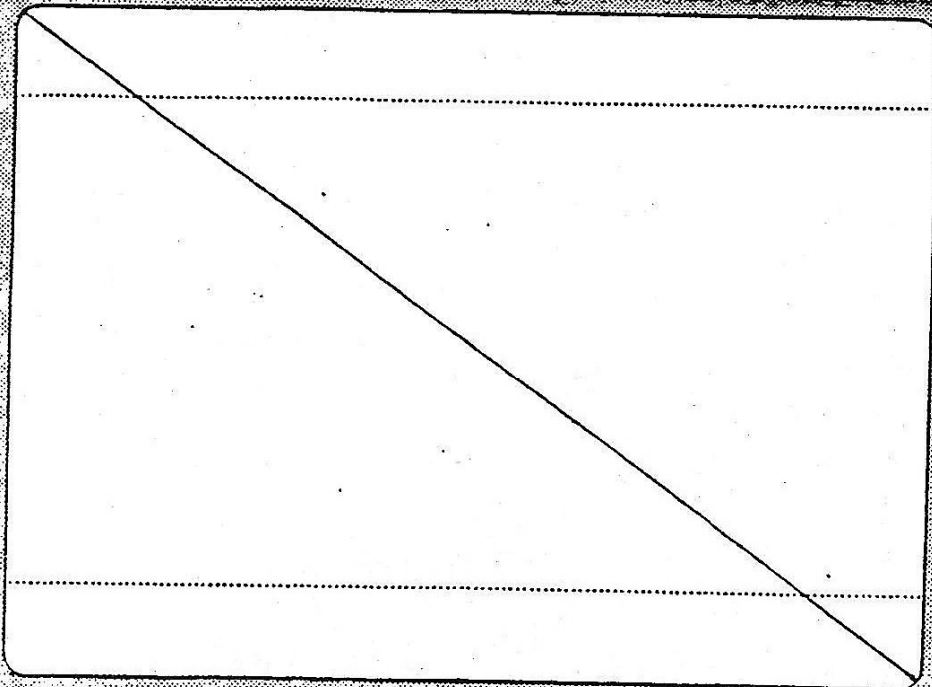
NO PAGES 12 & 13

SC.

SC. 7-15

SEQ. 7

Page 12



NO PAGE 13

ITION

AL

JSIC/SFX

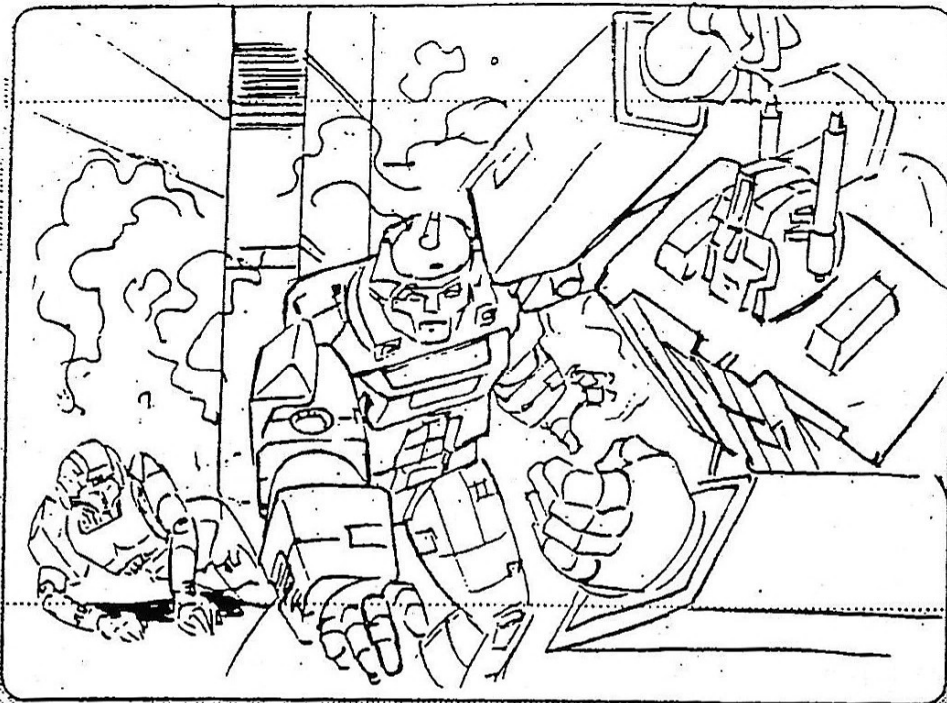
ACTION M.S. A CLOUD OF SMOKE FROM AN EXPLOSION FILLS THE SCENE.

DIAL

MUSIC/SFX

CAMERA

SC. 7-17 CONT



ACTION

IT CLEARS. WE SEE ARCEE SPRINGER, PERCEPTOR AND ULTRA MAGNUS. ULTRA MAGNUS TURNS TO ARCEE, BLURR AND SPRINGER WHO RUN UP BEHIND HIM AND STOP. DECEPTICON JETS STREAK THROUGH THE SKY IN THE DISTANCE.

DIAL

ULTRA MAGNUS

Springer...

MUSIC/SFX

SC. 7-16

SEQ. 7 Page 4



ACTION

M.S. ULTRA MAGNUS, SPRINGER AND ARCEE ARE IN THE FOREGROUND. ULTRA MAGNUS GIVES THEM ORDERS.

DIAL

ULTRA MAGNUS (CONT)

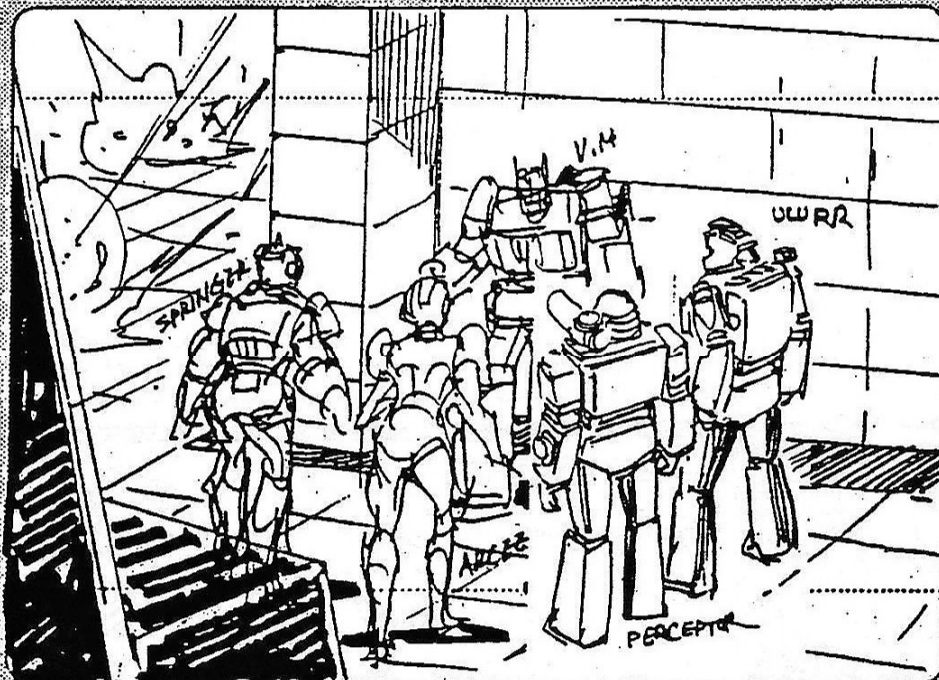
...You and Arcee,

transform Autobot City!

MUSIC/SFX



SC. 7-17



ACTION L.S. SPRINGER, ARCEE, ULTRA MAGNUS, BLURR, PERCEPTOR.  
ULTRA MAGNUS TURNS AND ADDRESSES PERCEPTOR.

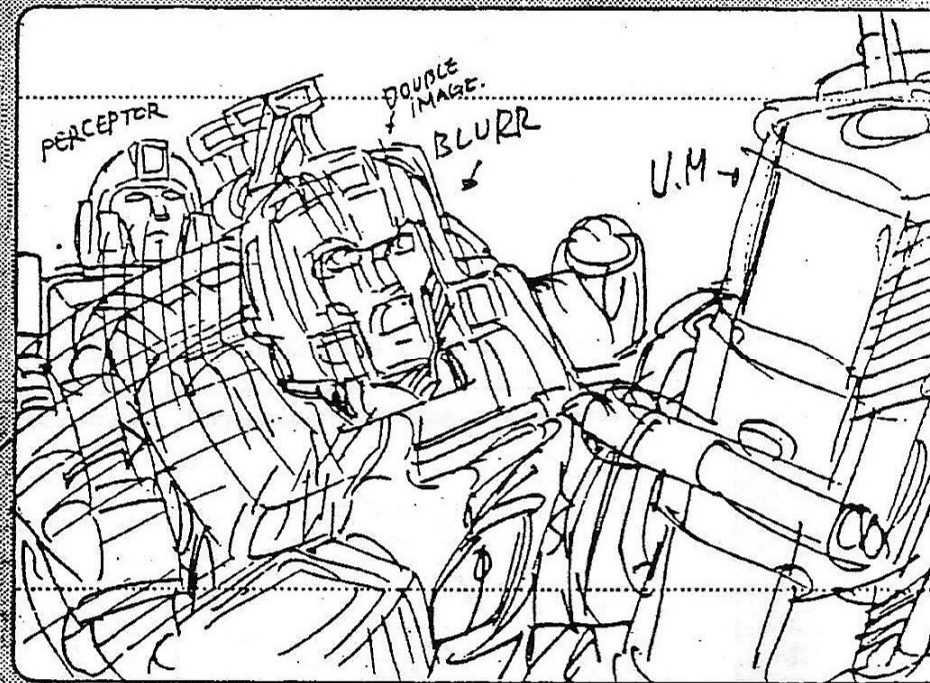
DIAL ULTRA MAGNUS (CONT) Perceptor... tell Blaster  
to radio Prime for  
reinforcements.

MUSIC/SFX

CAMERA

SC. 7-18

SEQ. 7 Page 15



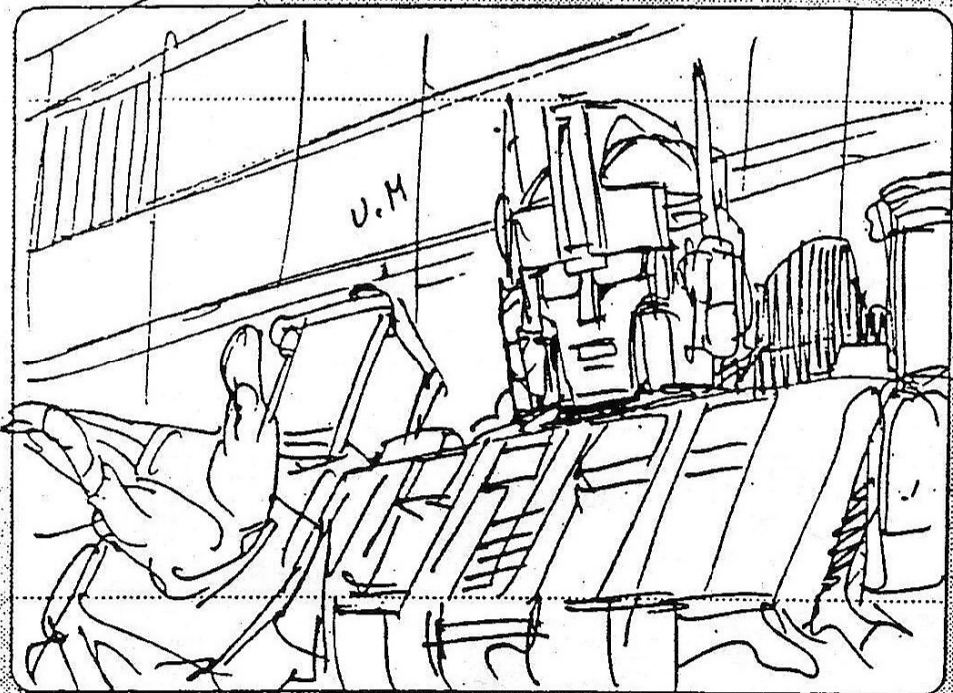
ACTION M.S. ULTRA MAGNUS AND PERCEPTOR. PERCEPTOR TURNS TO  
GO OUT AS BLURR PUSHES HIS WAY FORWARD TO SPEAK TO  
ULTRA MAGNUS.

DIAL BLURR What about me, Magnus? What about me?

MUSIC/SFX

CAMERA

SC. 7-19



ACTION M.C.U. ULTRA MAGNUS. HE TELLS BLURR WHAT HE CAN DO.

DIAL ULTRA MAGNUS Blurr, you can help me alert the others.

MUSIC/SFX

IFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-20

SEQ. 7 Page 16

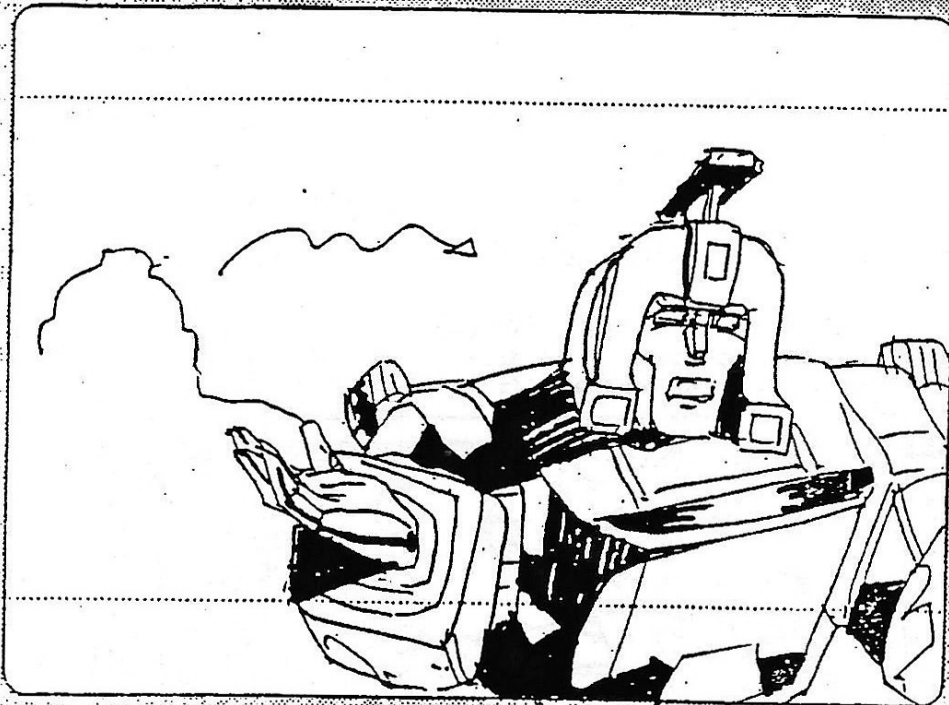


ACTION 2 SHOT BLURR AND ARCEE. BLURR IS HAPPY TO HAVE A JOB TO DO.

DIAL BLURR Absolutely, positively, definitely.

MUSIC/SFX

SC. CONT 7-20



ACTION

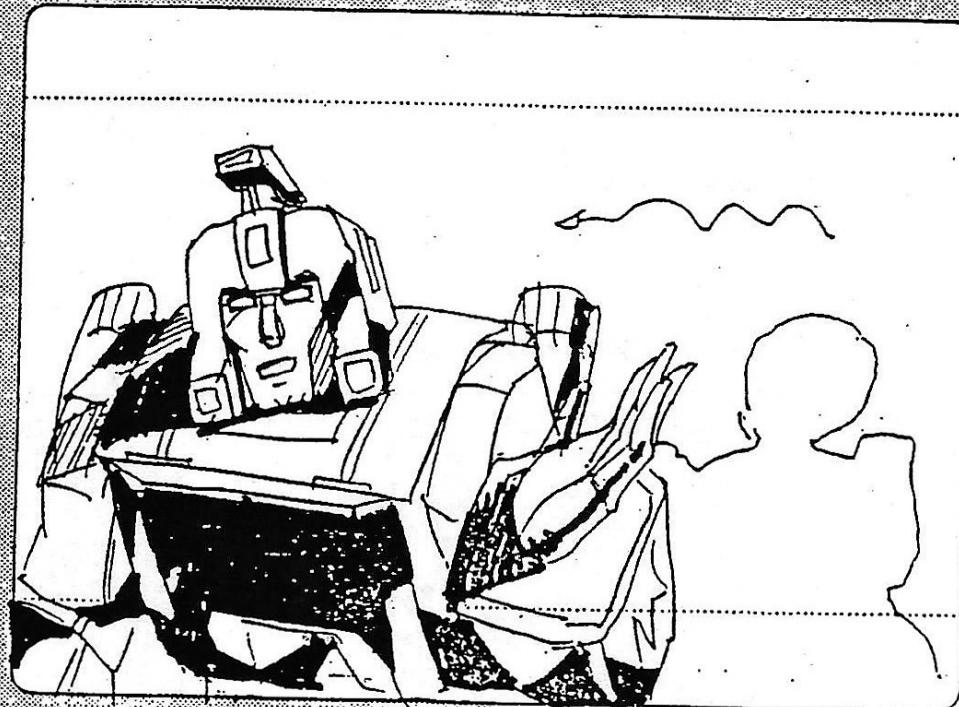
DIAL BLURR (CONT) '...Nobody can get the job done faster than I can....

MUSIC/SFX

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

Page 16A



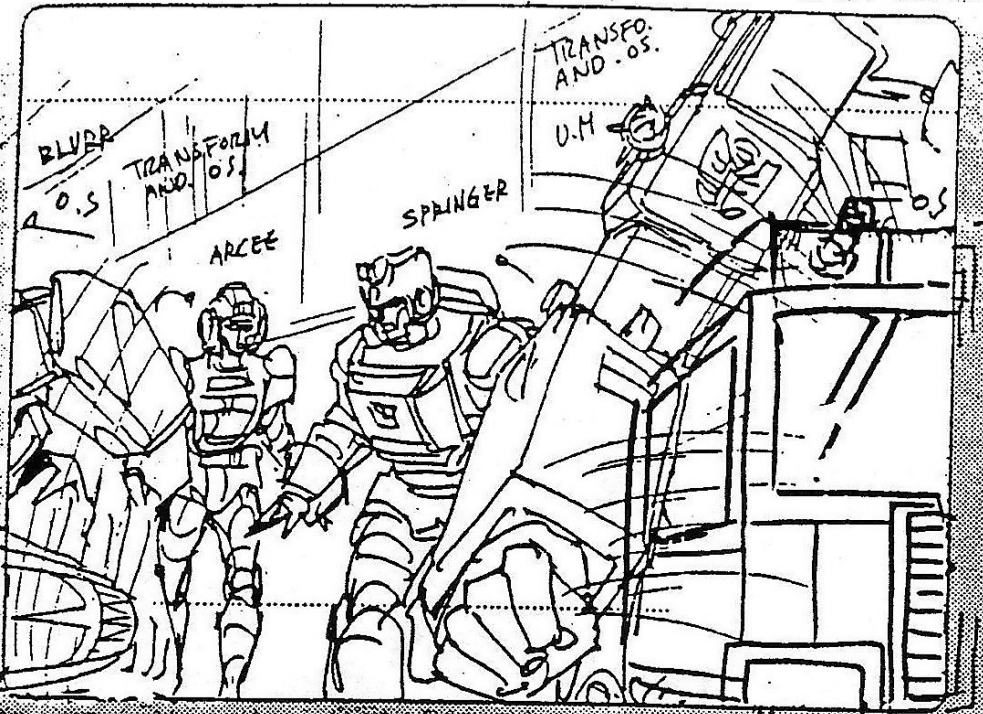
ACTION

DIAL BLURR (CONT) ....Nobody. Nobody. Nobody....

MUSIC/SFX

CAMERA

SC 7-21



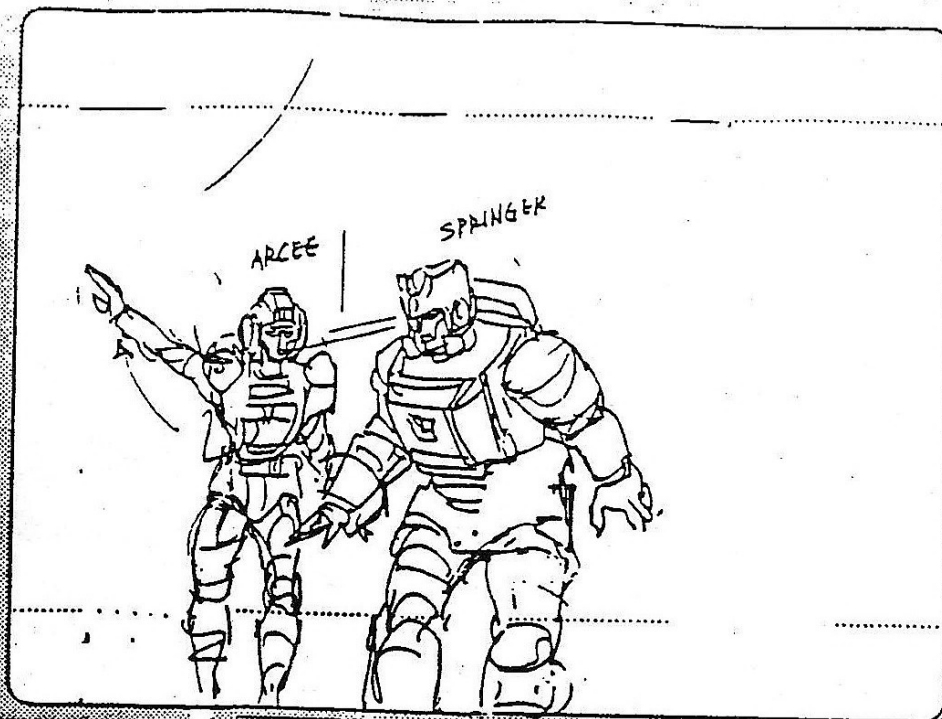
ACTION M.L.S. BLURR, ARCEE, SPRINGER AND ULTRA MAGNUS. BLURR AND ULTRA MAGNUS MOVE O.S. SPRINGER CALLS TO ARCEE. SHE IS AT FIRST RELUCTANT TO GO,

DIAL SPRINGER Come on, Arcee. Let's go.

MUSIC/SFX

SC. CONT.

SEQ. 7 Page 7



ACTION SHE POINTS UP TO SOMETHING SHE HAS SEEN O.S.

DIAL

ARCEE But, Hot Rod and ...

MUSIC/SFX

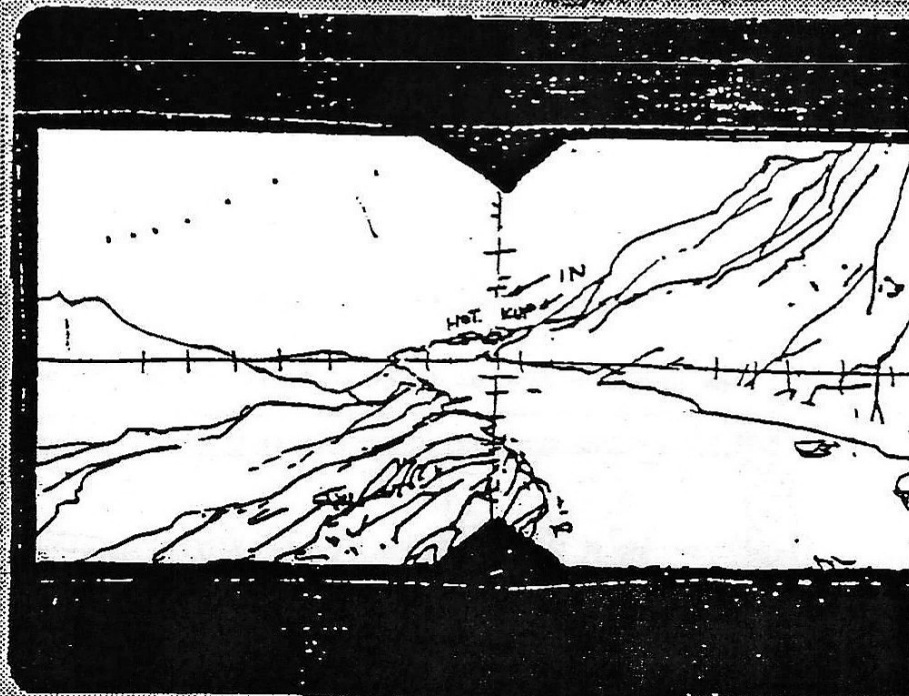
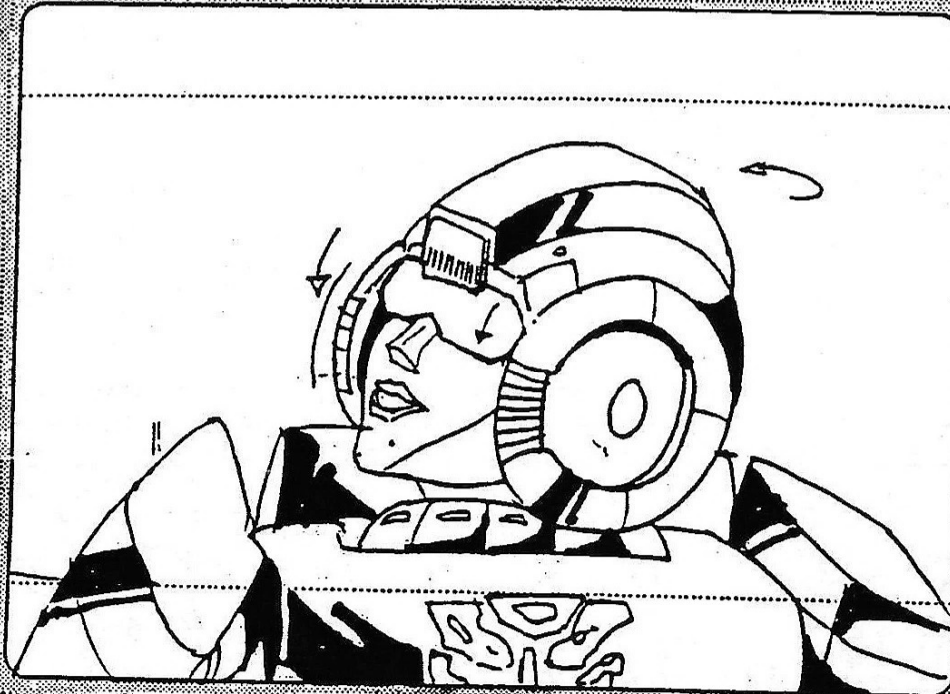
MUSIC/SFX



SC. 7-22

SC. 7-22A

Page 17A



ACTION M.C.U. ARCEE. SHE SPEAKS TO SPRINGER, THEN LOWERS HER BINOCULAR GOGGLES AND LOOKS UP.

DIAL ARCEE (CONT) ... Kup are still outside the city.

MUSIC/SFX

CAMERA

ACTION ARCEE'S P.O.V. THROUGH HER BINOCULARS. SHE SEES AN X.L.S. O HOT ROD AND KUP IN AUTO MODE SPEEDING ALONG A MOUNTAIN ROAD.

DIAL

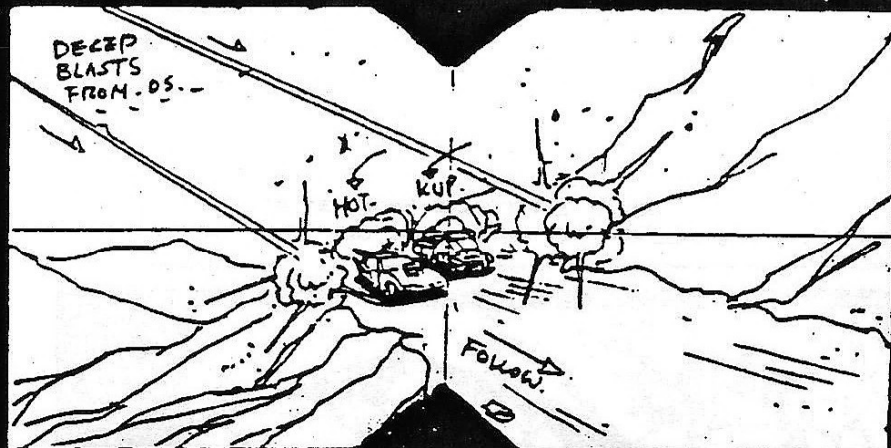
MUSIC/SFX

CAMERA

SC. 7-22B

SC. 7-22C

Page 17B



NEXT PAGE 17C

ACTION THE VIEW CLICKS TO A CLOSER SCENE OF THE TWO AUTOBOTS AS DECEPTICON BLASTS EXPLODE AROUND THEM.

DIAL

MUSIC/SFX



ACTION THE VIEW CLICKS CLOSER AGAIN AS HOT ROD AND KUP SPEED ON OUT MANEUVERING THE DECEPTICON FIRE.

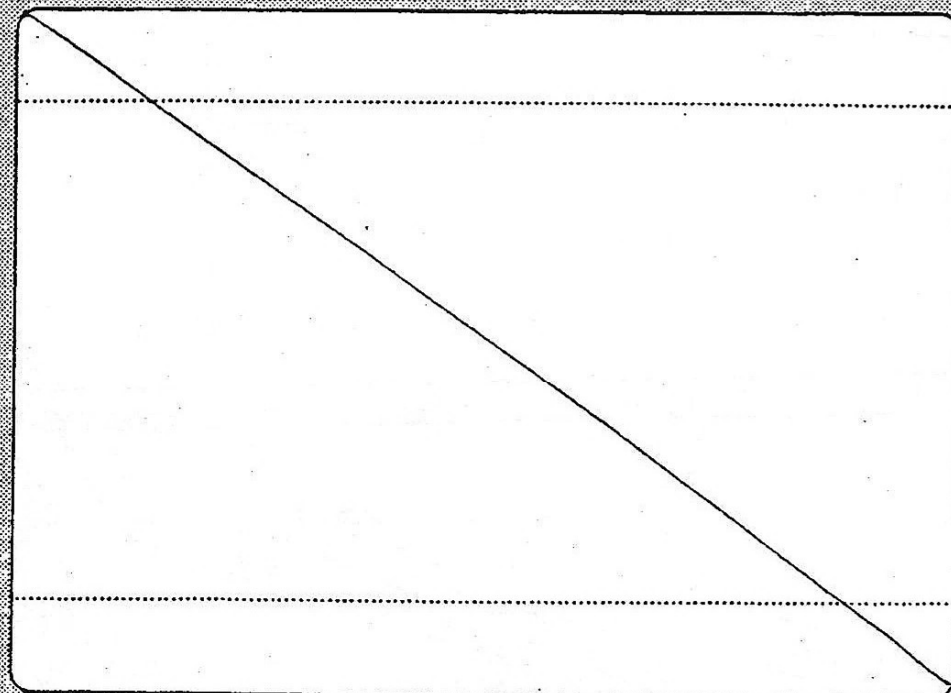
DIAL

MUSIC/SFX

SC. 7-22D

SC.

Page 17C



NEXT PAGE 18

ACTION M.S. ARCEE AND SPRINGER. THEY BOTH TURN AND RUN O.S.

DIAL SPRINGER We can't wait. They'll have to take care of themselves. Come on!

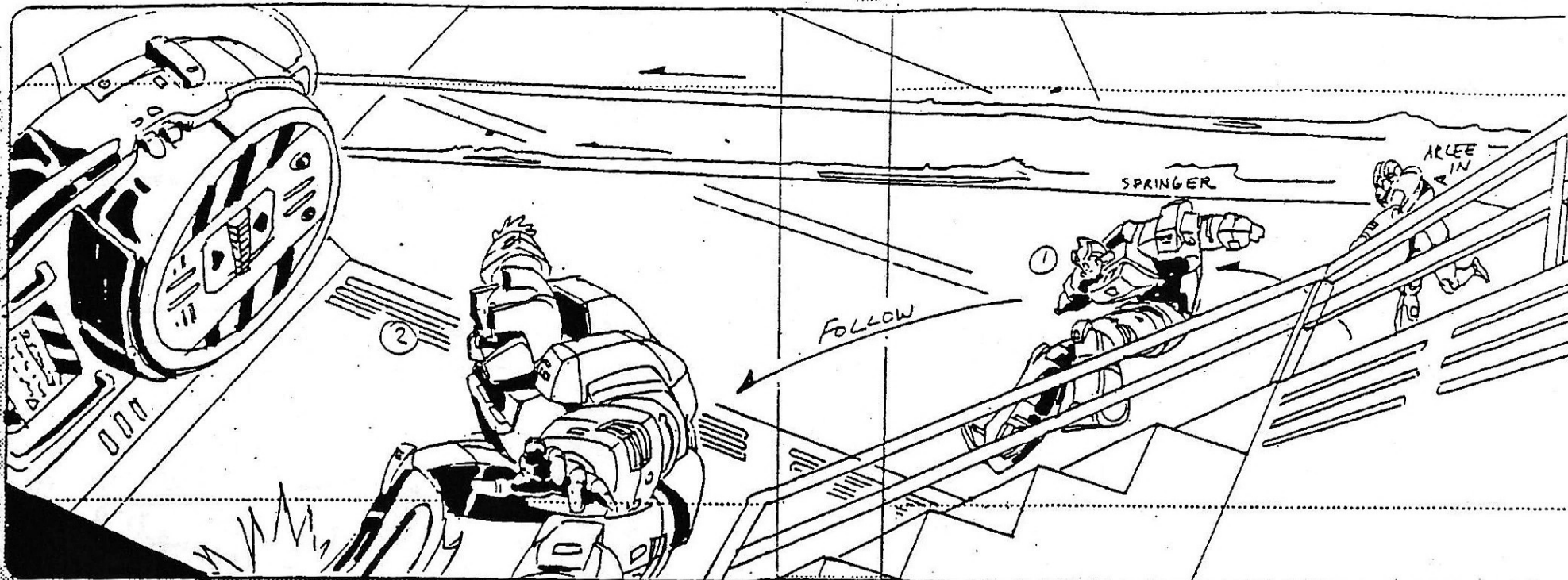
MUSIC/SFX

ACTION

DIAL

MUSIC/SFX

CAMERA



ACTION L.S. SPRINGER AND ARCEE. WE PAN WITH THEM AS THEY RUN, DODGING DECEPTICON LASER FIRE. THEY COME TO A FLIGHT OF STAIRS. SPRINGER LEAPS DOWN, AND LANDS ON THE FLOOR BELOW.

DIAL

MUSIC/SFX

ACTION

DIAL

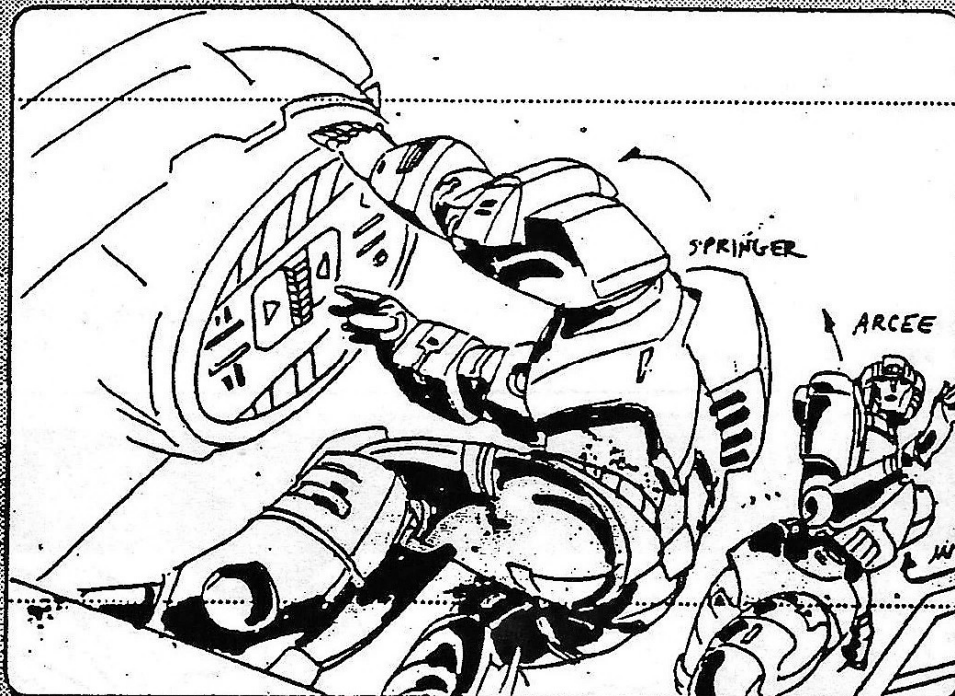
MUSIC/SFX



CONT. SC. 7-23

SC. 7-24

SEQ. 7 Page 19

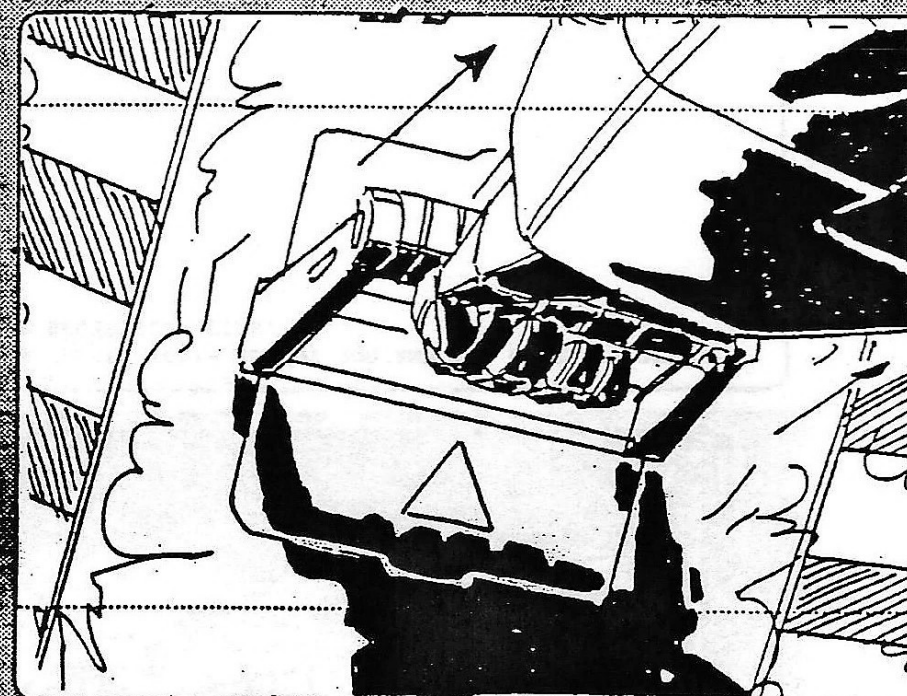


ACTION ...HE STRAIGHTENS UP AND REACHES FOR A DEVICE IN FRONT OF HIM AS ARCEE ENTERS THE SCENE.

DIAL

MUSIC/SFX

CAMERA



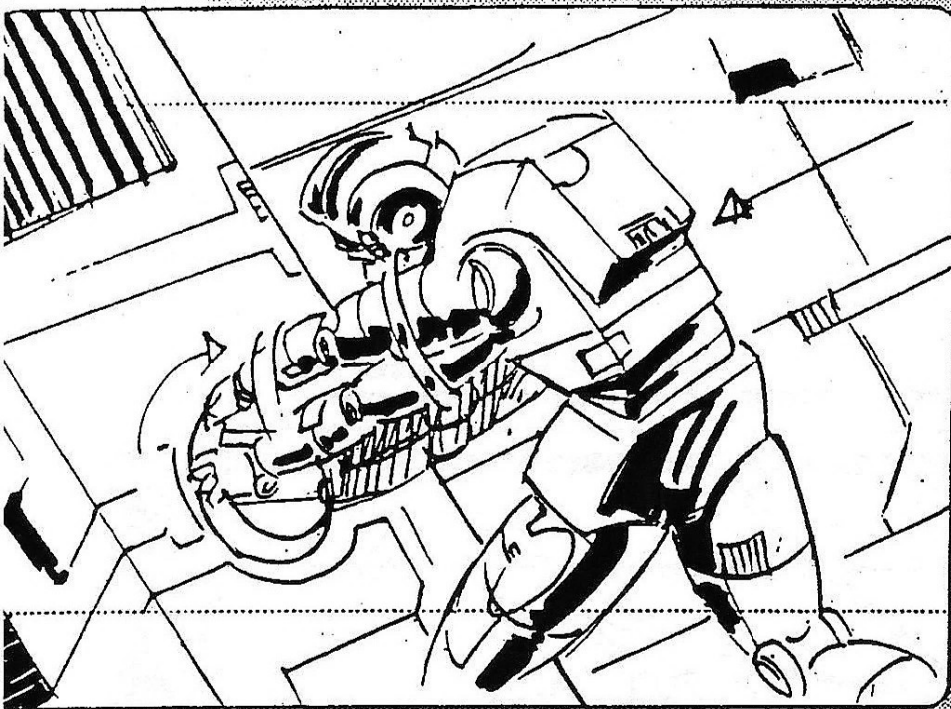
ACTION C.U. SPRINGER'S HAND. HE TAKES A HOLD OF THE HANDLE ON THE DEVICE AND PULLS IT SLOWLY OUT UNTIL IT LOCKS IN POSITION.

DIAL

MUSIC/SFX

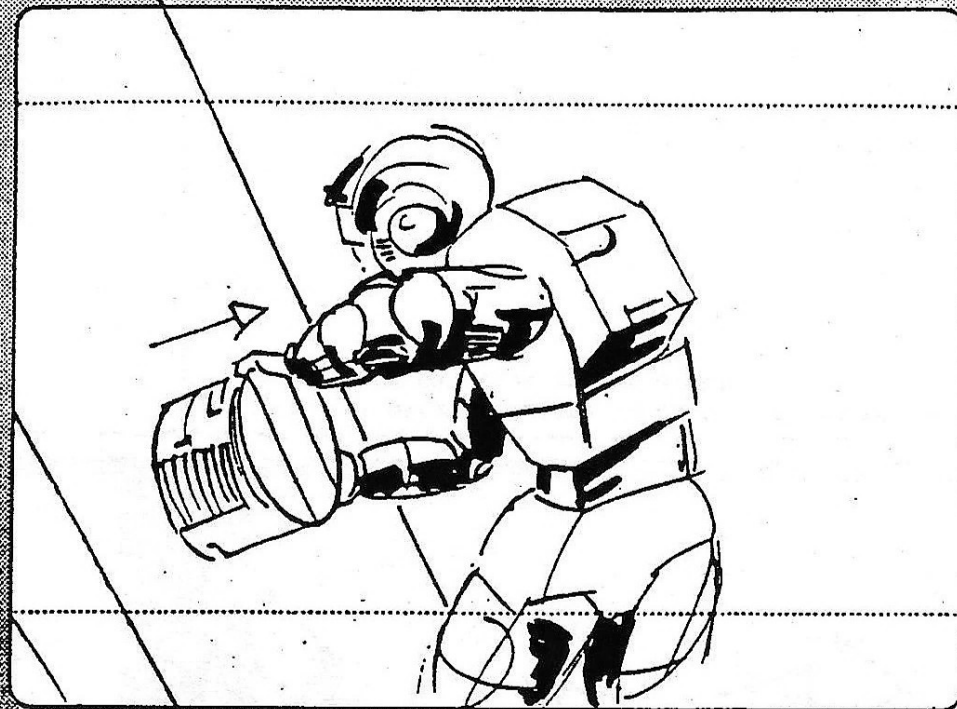
CAMERA

SC. 7-24A



SC. CONT

SEQ. 7 Page 19A



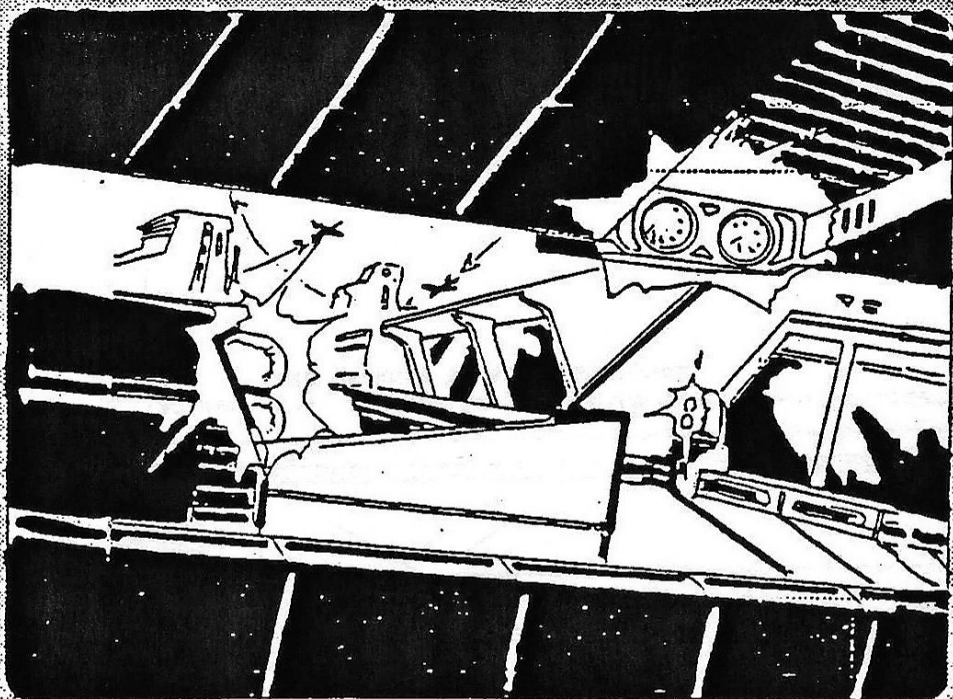
ON M.S. ARCEE. SHE RUNS IN AND TAKES A HOLD OF A RELEASE MECHANISM WHICH SHE UNSCREWS...

ACTION ...AND PULLS IT OUT.

DIAL

MUSIC/SFX

SC. 7-25.



ACTION

L.S. A VIEW OF A SECTION OF AUTOBOT CITY. DECEPTICON JETS DIVE AND BOMB IN THE DISTANCE AS WARNING LIGHTS FLASH AND SIRENS BLARE.

DIAL

MUSIC/SFX

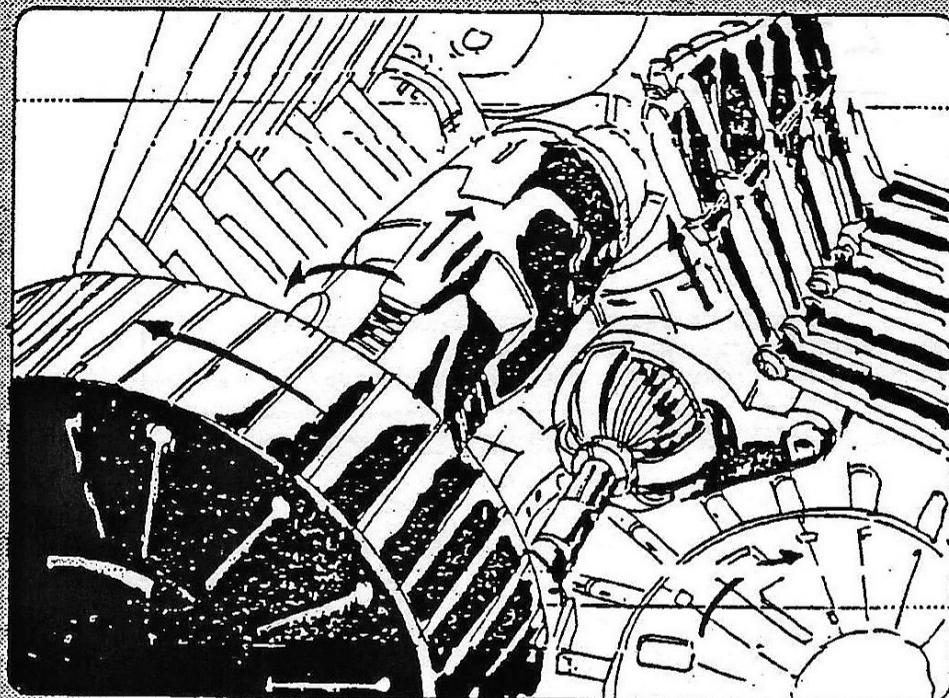
CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-26

SEQ. 7

Page 20



ACTION

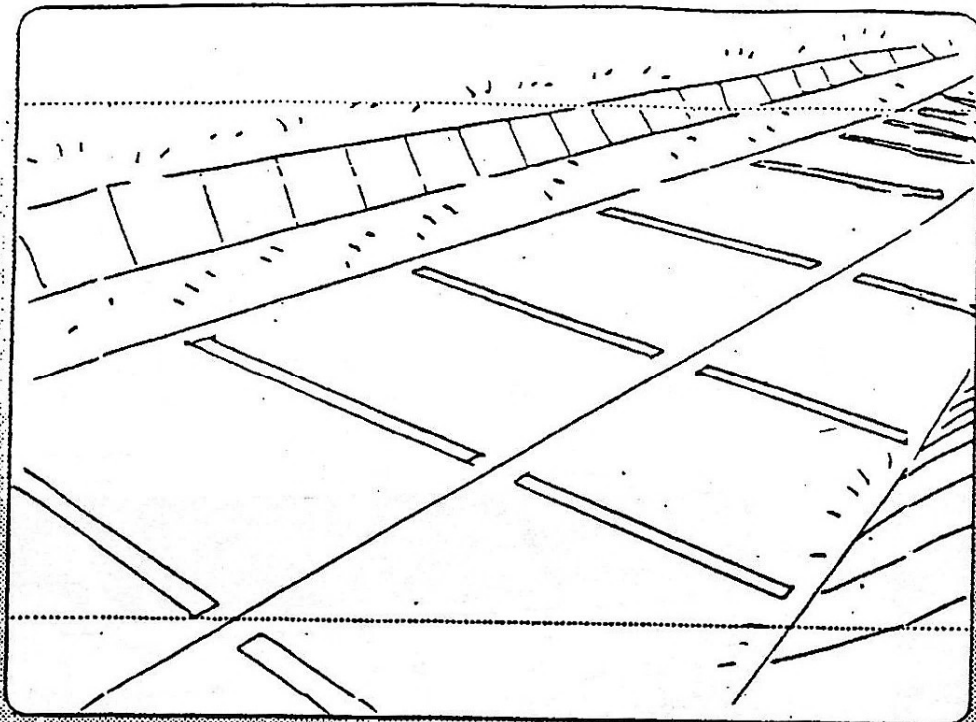
M.S. THE GIGANTIC TRANSFORMING MECHANISM OF AUTOBOT CITY. GEARS MESH AND TURN, SHAFTS SPIN, AND ARMS BEND AND PULL.

DIAL

MUSIC/SFX

CAMERA

SC. 7-1



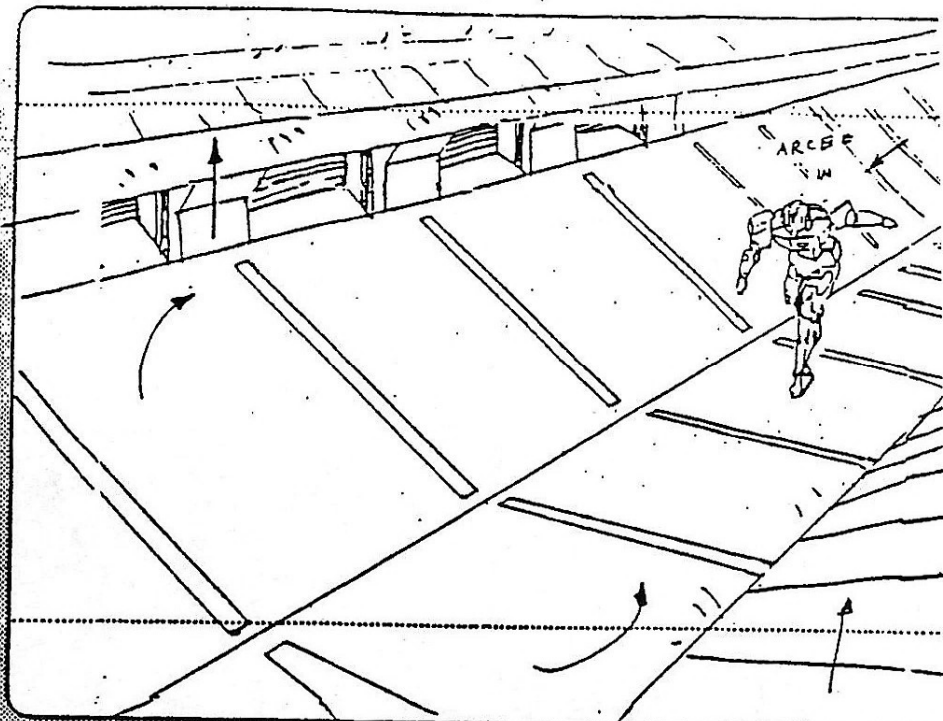
**ACTION** L.S. A SIDEWALK IN AUTOBOT CITY. WARNING LIGHTS THAT EDGE THE WALKWAY FLASH IN SEQUENCE.

**DIAL**

**MUSIC/SFX**

SC. CONT

SEQ. 7



**ACTION** AS ARCEE RUNS INTO THE SCENE ALONG THE SIDEWALK IT BEGINS TO TRANSFORM. THE SIDE WITH THE WARNING LIGHTS START TO RISE AS THE WALKWAY ITSELF STARTS TO FOLD IN.

**DIAL**

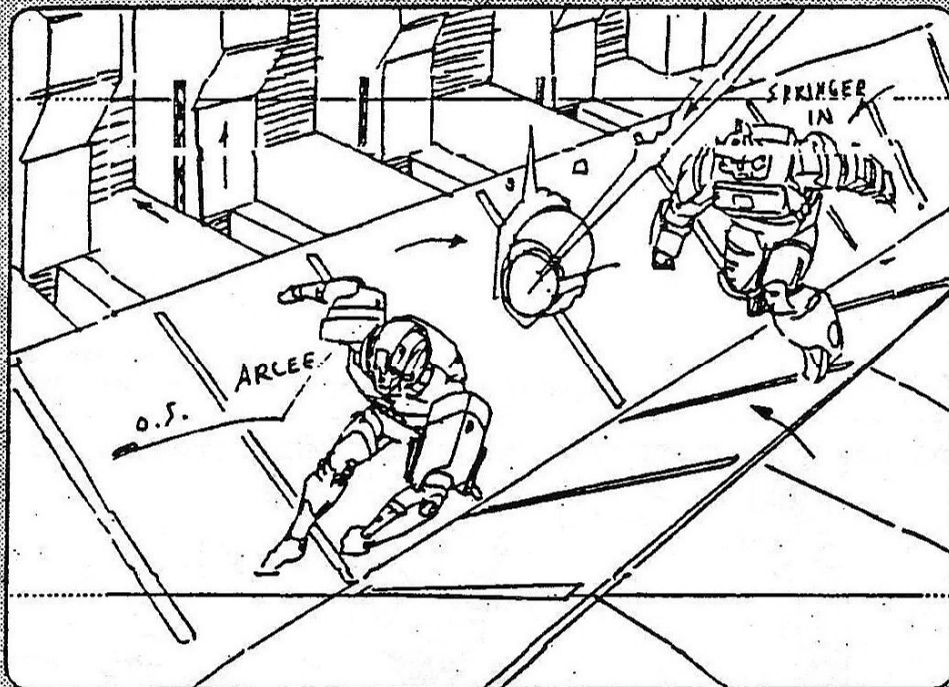
**MUSIC/SFX**

**TF RAW**

From Generation 1 to Beast Hunters and Beyond!!!!



SC. CONT 7-27



ACTION ...ARCEE RACES ON, FOLLOWED BY SPRINGER. BLASTS FROM (O.S.) STARScream EXPLODE AROUND THEM.

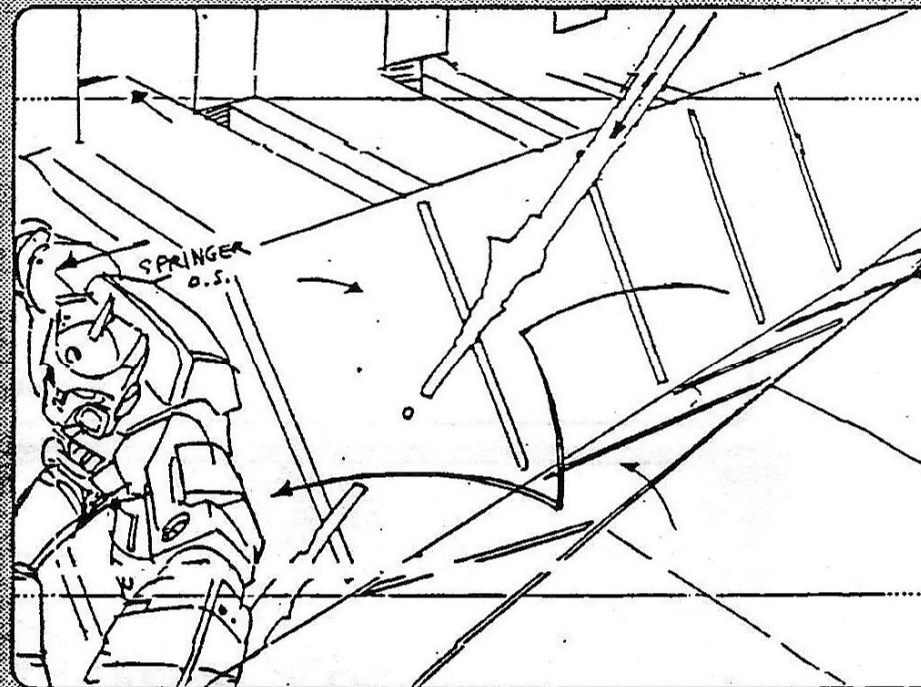
DIAL

MUSIC/SFX

CAMERA

SC. CONT

SEQ. 7 Page 22



ACTION ...THE WALKWAY CLOSES IN ON ITSELF CAUSING SPRINGER TO HAVE TO HOP FROM ONE SIDE TO THE OTHER.

DIAL

MUSIC/SFX

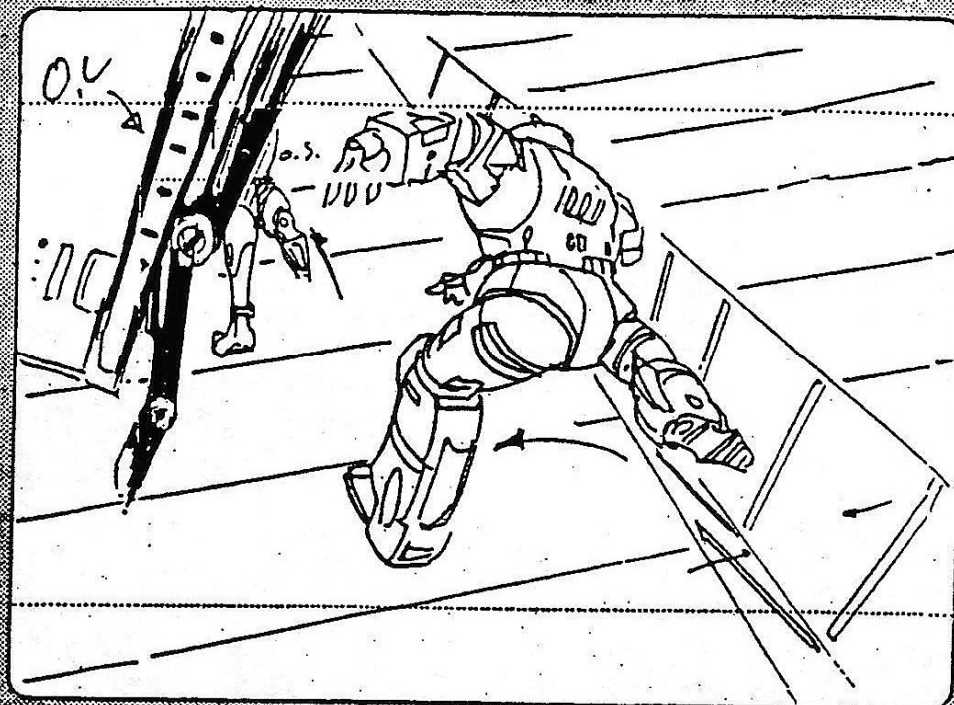
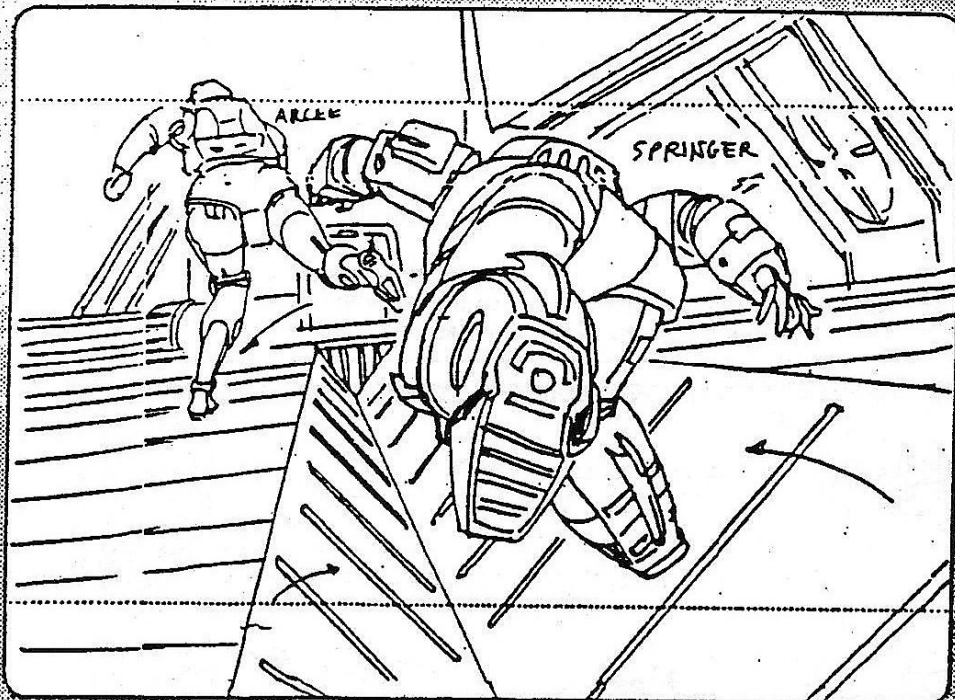
CAMERA

SC. 7-28

ANIMATE BG.

SC. CONT

SEQ 7 Page 23



ACTION

M.L.S. ARCEE AND SPRINGER. THE WALKWAY NARROWS CAUSING ARCEE TO JUMP TO A SAFE LEDGE AS SHE AND SPRINGER CONTINUE TO RUN FROM STARScream's FIRE.

DIAL

ACTION

SPRINGER FOLLOWS ARCEE AND JUMPS TO THE SAFETY OF THE LEDGE AS THE WALKWAY SHUTS IN UPON ITSELF.

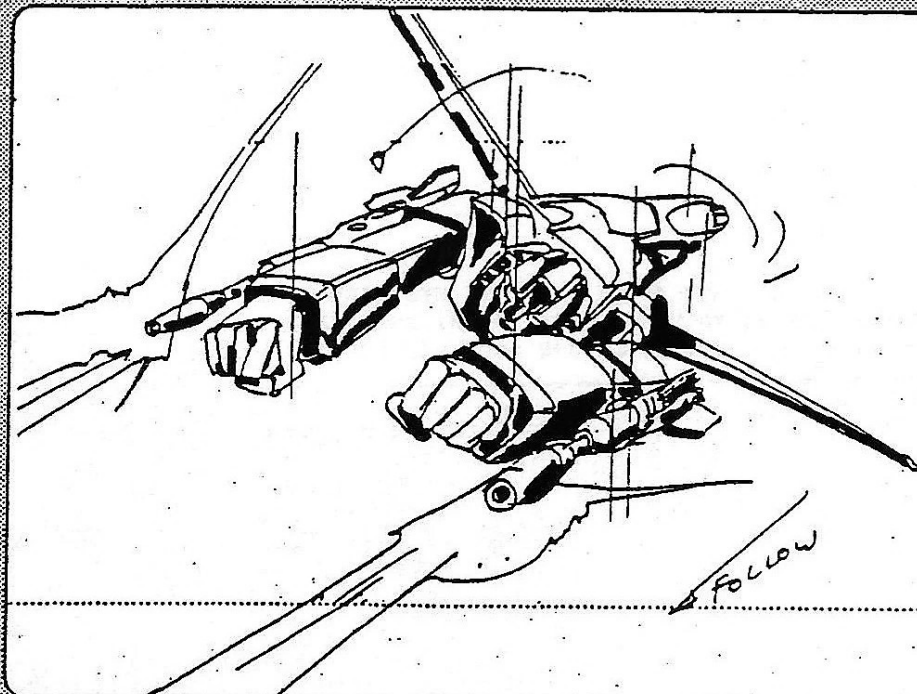
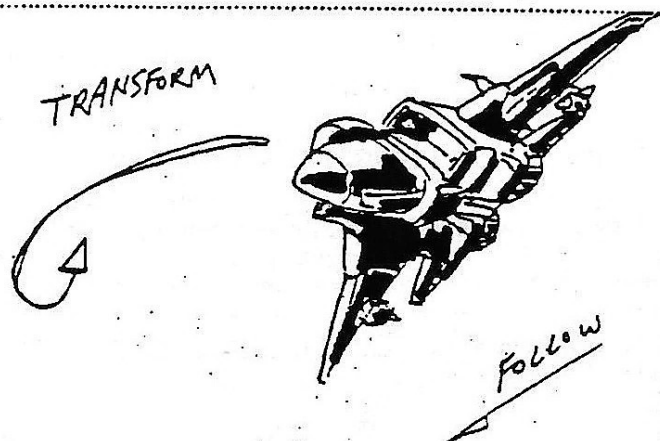
DIAL

MUSIC/SFX

SC. 7-29

SC. CONT

SEQ. 7 Page 24



ACTION

L.S. STARScream. WE FOLLOW ALONG WITH HIM AS HE TRANSFORMS.

ACTION

...FROM JET MODE TO ROBOT MODE. AFTER DIALOGUE  
HE FIRES AT THE O.S. AUTOBOTS.

DIAL

DIAL

STARScream

Pathetic fools.

MUSIC/SFX

MUSIC/SFX

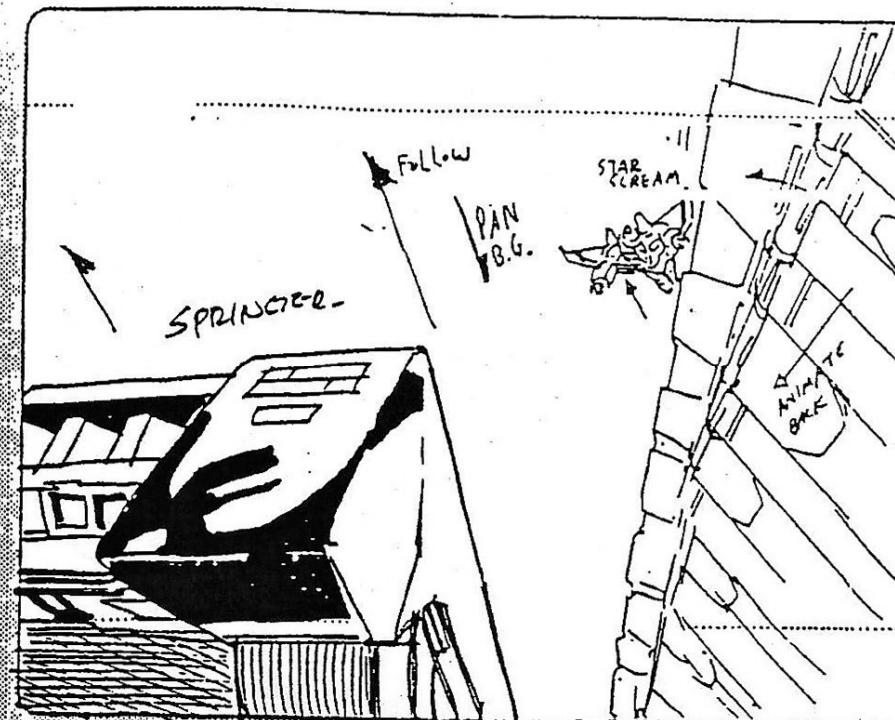
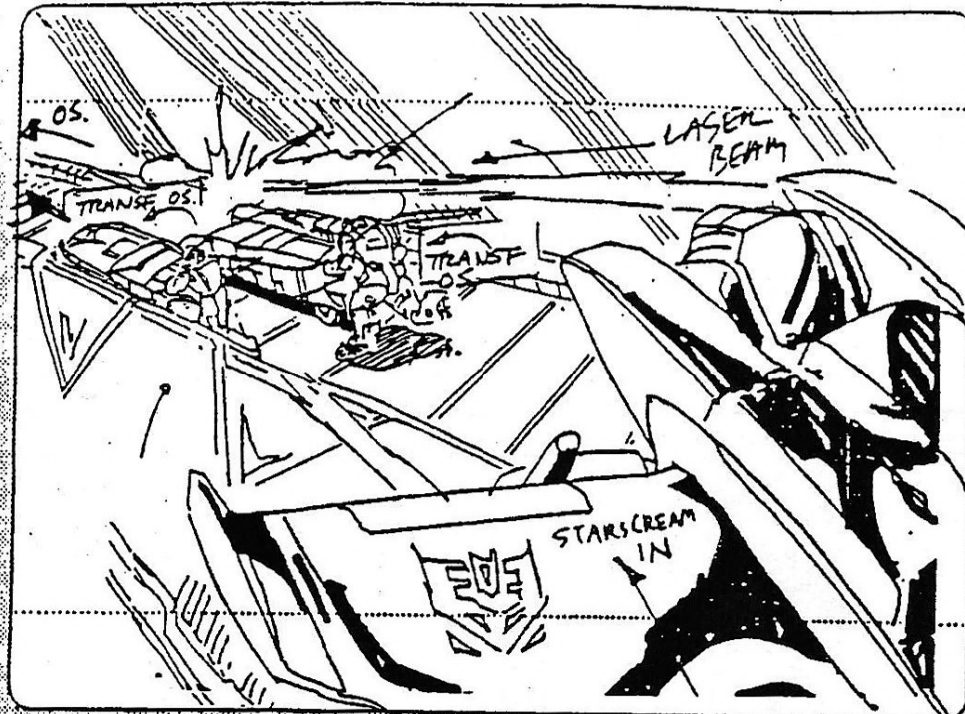
CAMERA

CAMERA

SC. 7-20

SC. 7-21

SEQ. 7 Page 2



ACTION X.L.S. ARCEE AND SPRINGER RUN ALONG A GANGWAY IN AUTOBOT CITY. AS IT IS TRANSFORMING (WALLS ARE MOVING UP TO ENCLOSE IT) STARSCREAM FLIES INTO SCENE. ARCEE AND SPRINGER BOTH TRANSFORM.

DIAL STARSCREAM (CONT) There's no escape.

MUSIC/SFX

ACTION UPSHOT SPRINGER AND STARSCREAM. WE FOLLOW ALONG WITH SPRINGER IN CAR MODE. THE WALLS MOVE HIGHER AND HIGHER. STARSCREAM FLIES IN AFTER HIM.

DIAL

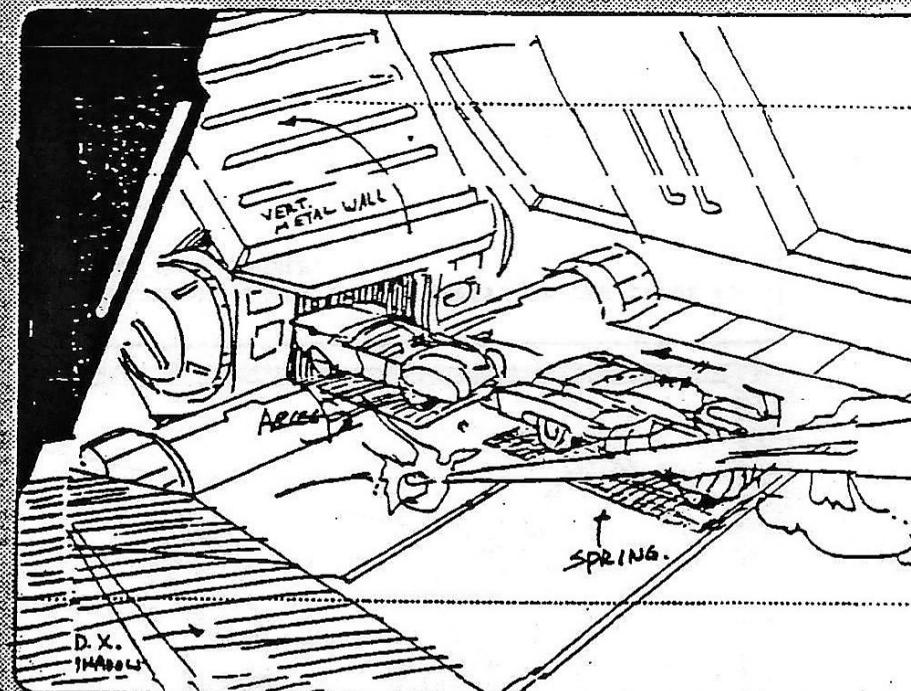
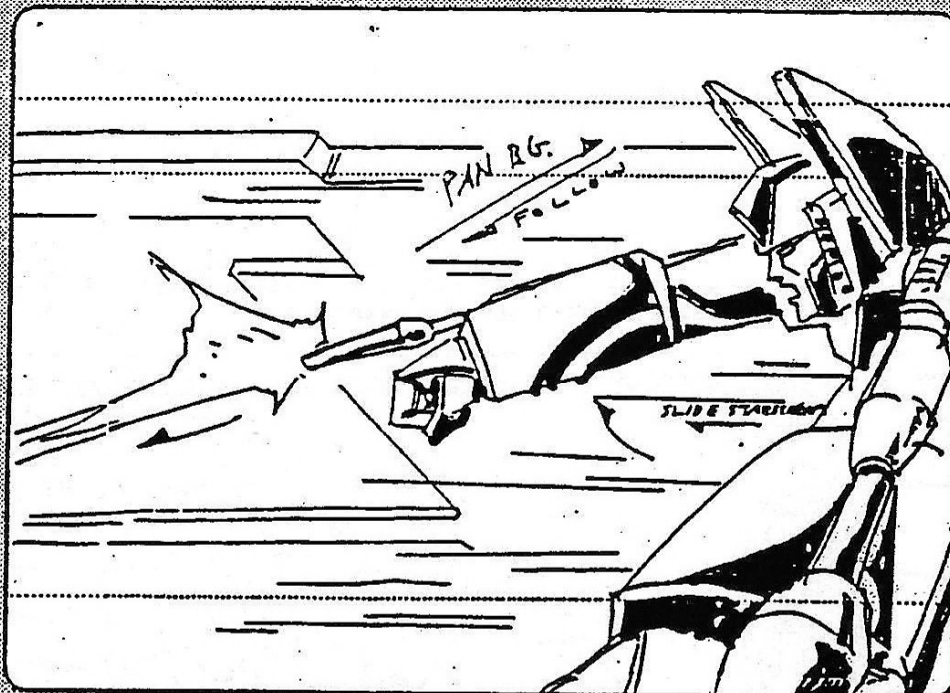
MUSIC/SFX



SC. 7-32

SC. 7-33

SEQ. 7 Page 26



ACTION M.S. STARScream. WE FOLLOW ALONG WITH HIM AS HE FLIES DOWN TOWARD SPRINGER AND ARCEE (O.S.). HE TAKES AIM AND FIRES HIS LASER WEAPON.

DIAL

MUSIC/SFX

CAMERA

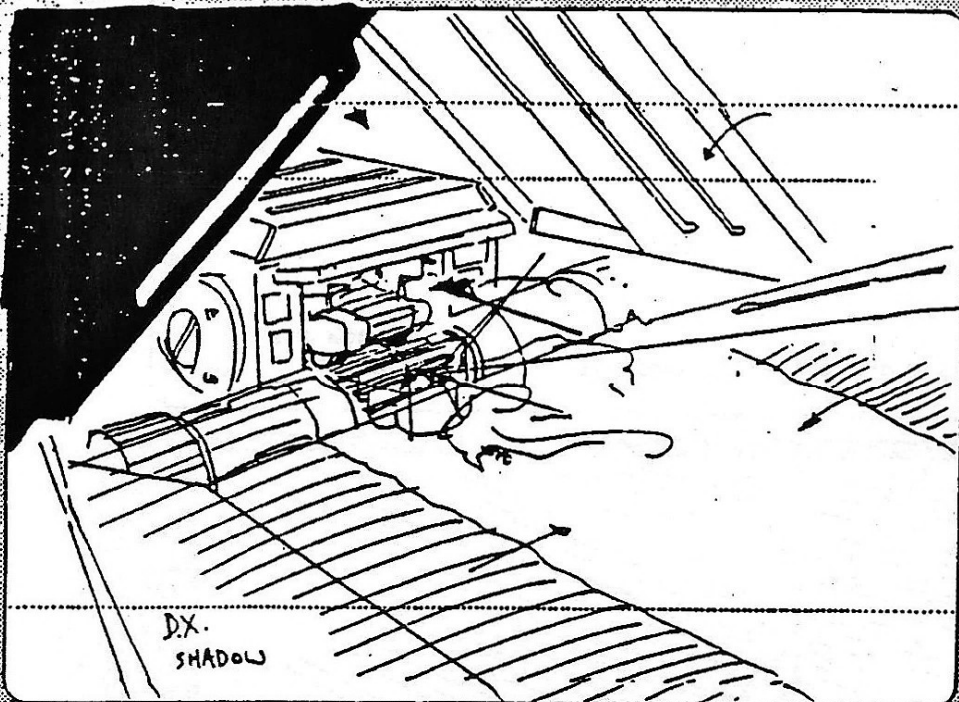
ACTION HIGH DOWN SHOT ARCEE AND SPRINGER. ARCEE SPEEDS INTO AN OPEN TRANSFORMING HATCH. SPRINGER IS RIGHT BEHIND HER, BLASTS BURST AROUND THEM.

DIAL

MUSIC/SFX

CAMERA

SC. CONT 7-33



ACTION SPRINGER JUMPS AND JUST MAKES IT INSIDE AS LASER BLAST HITS  
BEHIND HIM...

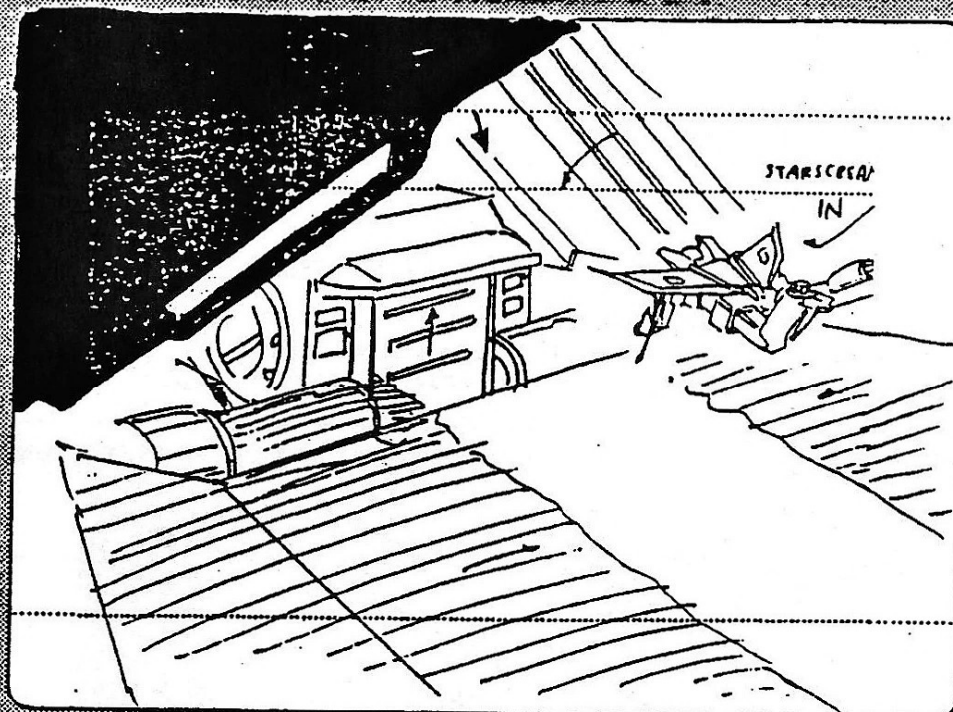
DIAL

MUSIC/SFX

IFRAW  
From Generation I to Beast Hunters and beyond

SC. CONT

SEQ. 7 Page 27



ACTION ...THE HATCHWAY CLOSES AS STARSCREAM ENTERS THE SCENE. HE  
FLIES DOWN TO THE CLOSED HATCHWAY.

DIAL

MUSIC/SFX

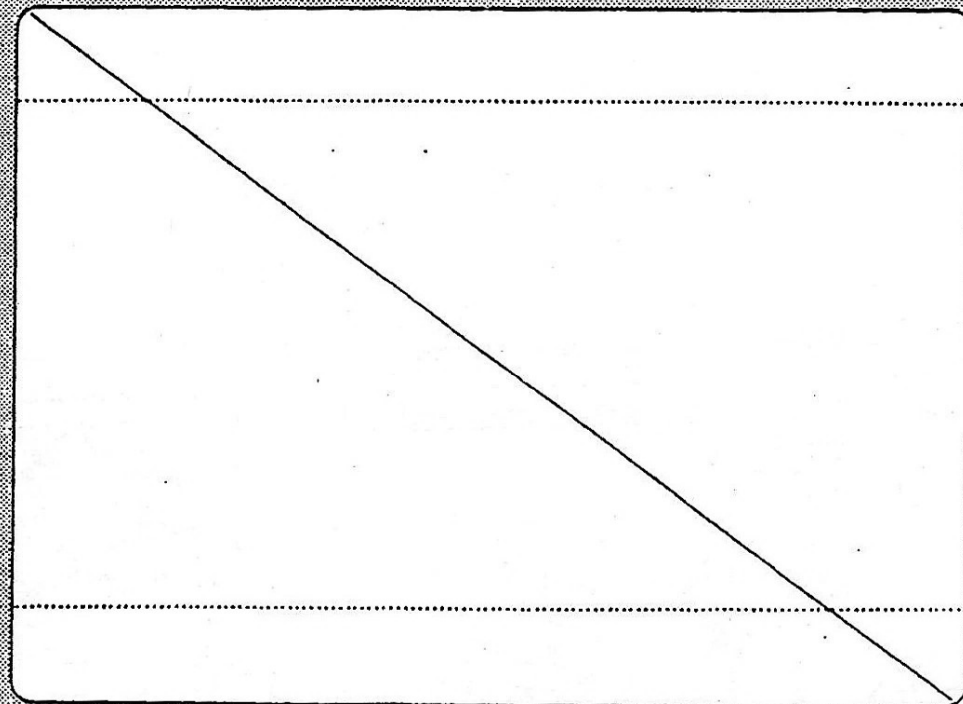
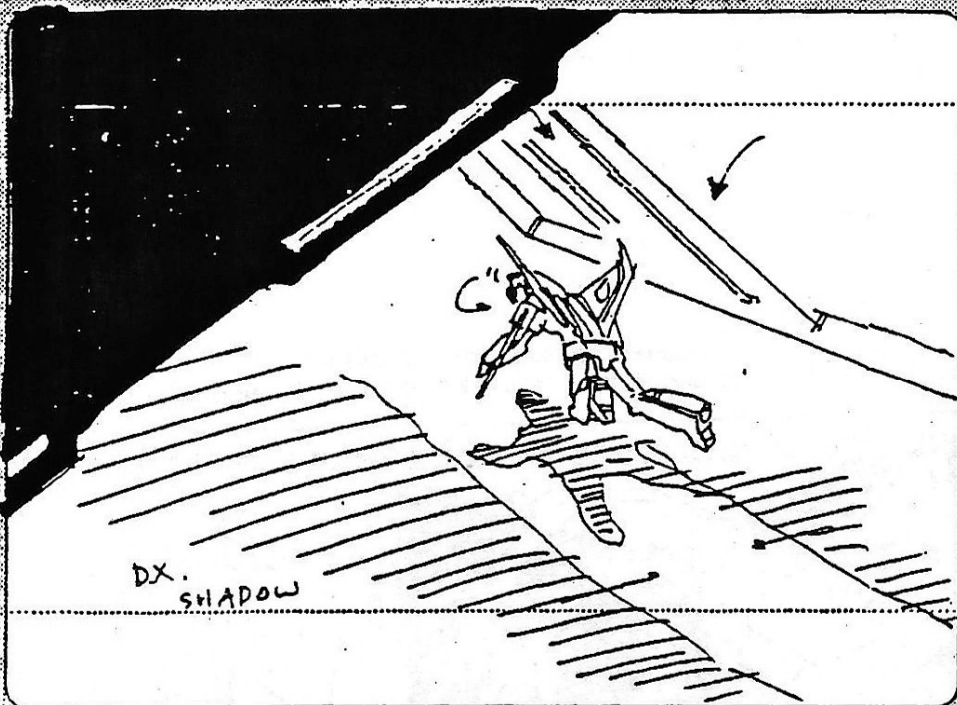
SC. CONT 7-33

SC.

SEQ. 7

Page

28



ACTION ...THEN LOOKS BACK TO SEE THE WALLS AND FLOOR CLOSING IN AROUND HIM.

AL

MUSIC/SFX

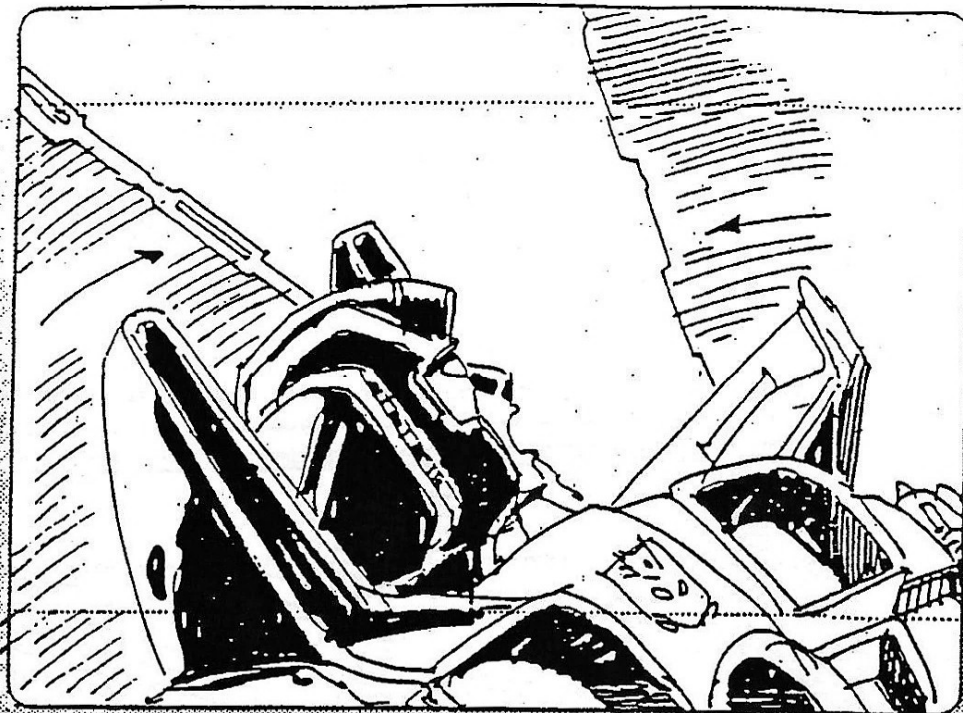
ACTION

DIAL

MUSIC/SFX

CAMERA

SC. 7-2T



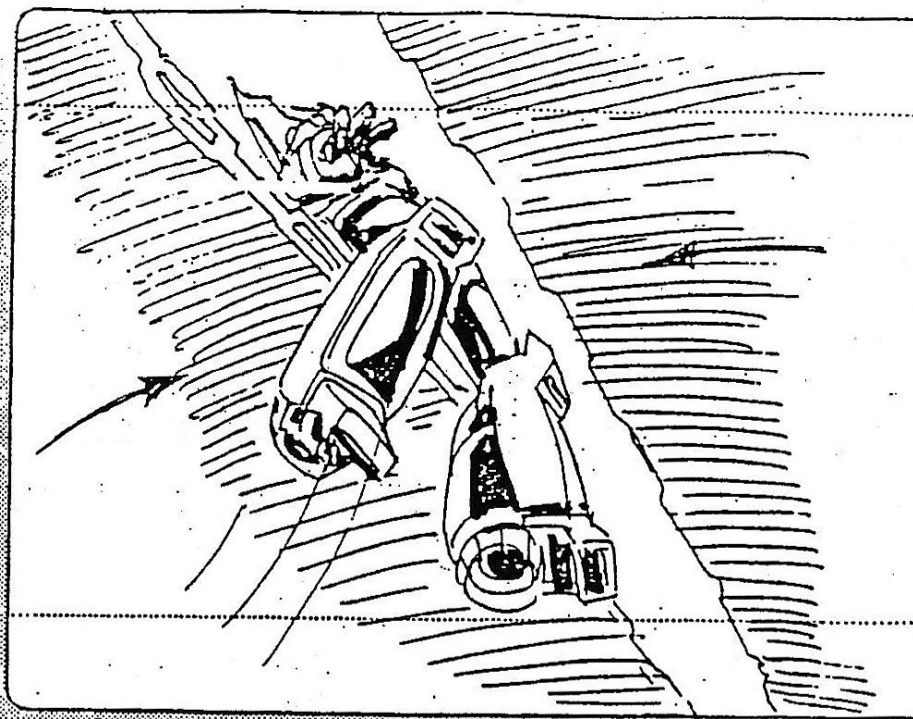
ACTION M.C.U. STARScream. HE LOOKS UP AND BACK TO SEE THE WALLS MOVING UP AND CLOSING OVERHEAD.

DIAL

MUSIC/SFX

SC. CONT

SEQ. 7 Page 1



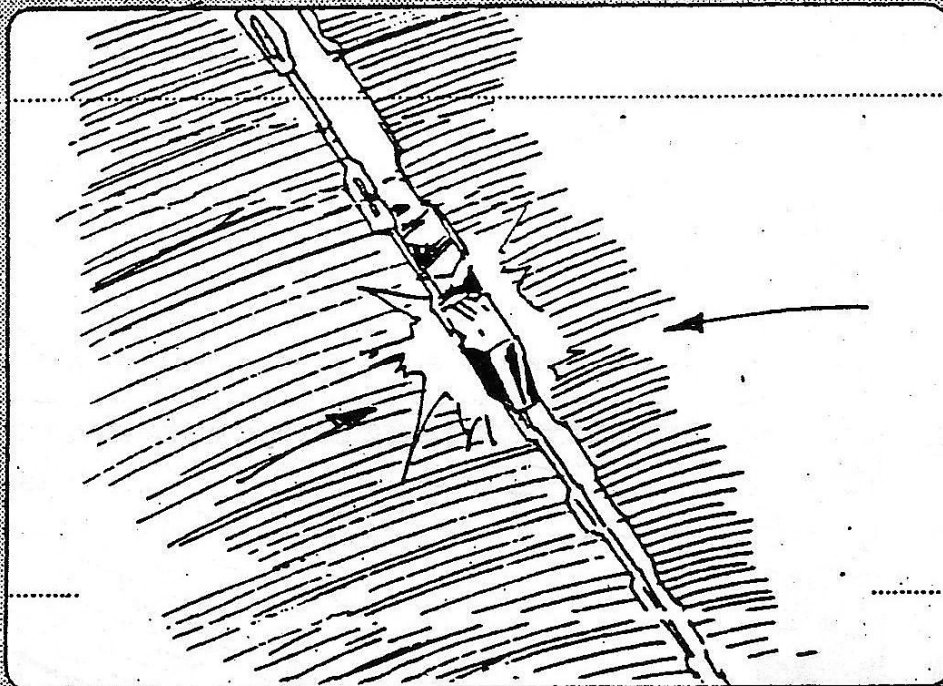
ACTION ...HE QUICKLY RESPONDS, FLIES UP AND THROUGH THE NARROWIN OPENING...

DIAL

MUSIC/SFX



SC. CONT 7-34



ACTION ...BUT BEFORE HE CAN GET COMPLETELY OUT THE SLIT CLOSES IN ON HIS FOOT.

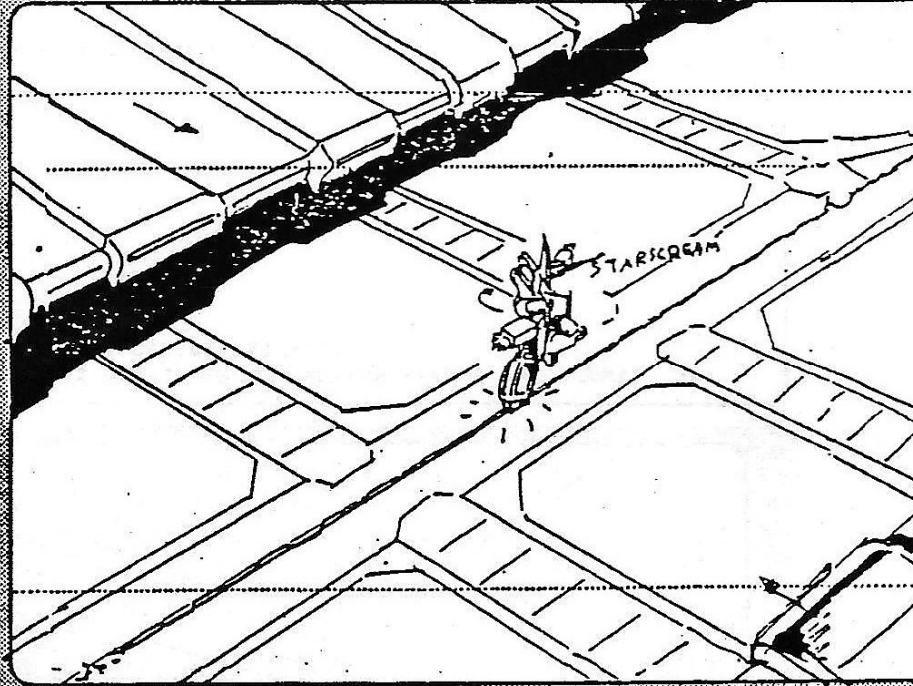
DIAL

MUSIC/SFX

CAMERA

SC. 7-35

SEQ. 7 Page 30



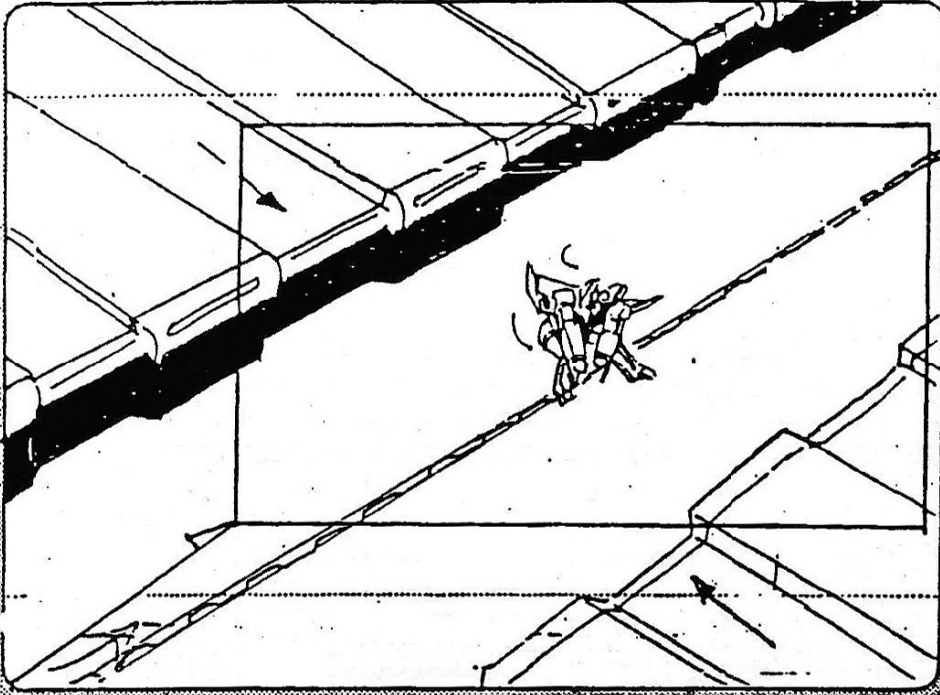
ACTION X.L.S. STARSCREAM. THE SLIT CLOSES CATCHING STARSCREAM'S FOOT IN ITS GRASP. HE YELLS!

DIAL STARSCREAM (CONT) Aaaaah!

MUSIC/SFX

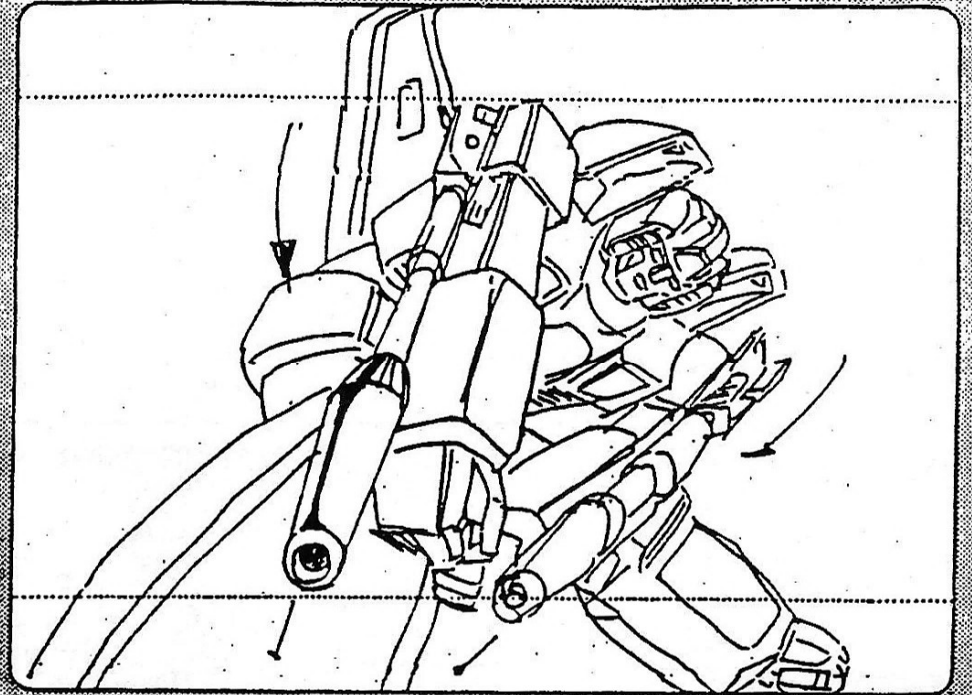
CAMERA

SC. CONT 7-35



SC. 7-36

SEQ. 7 Page 31



TION ...THEN PULLS ON HIS LEG TRYING TO PULL HIS FOOT FREE.

ACTION M.S. STARScream. HE TAKES AIM WITH BOTH OF HIS LASER WEAPONS. AND...

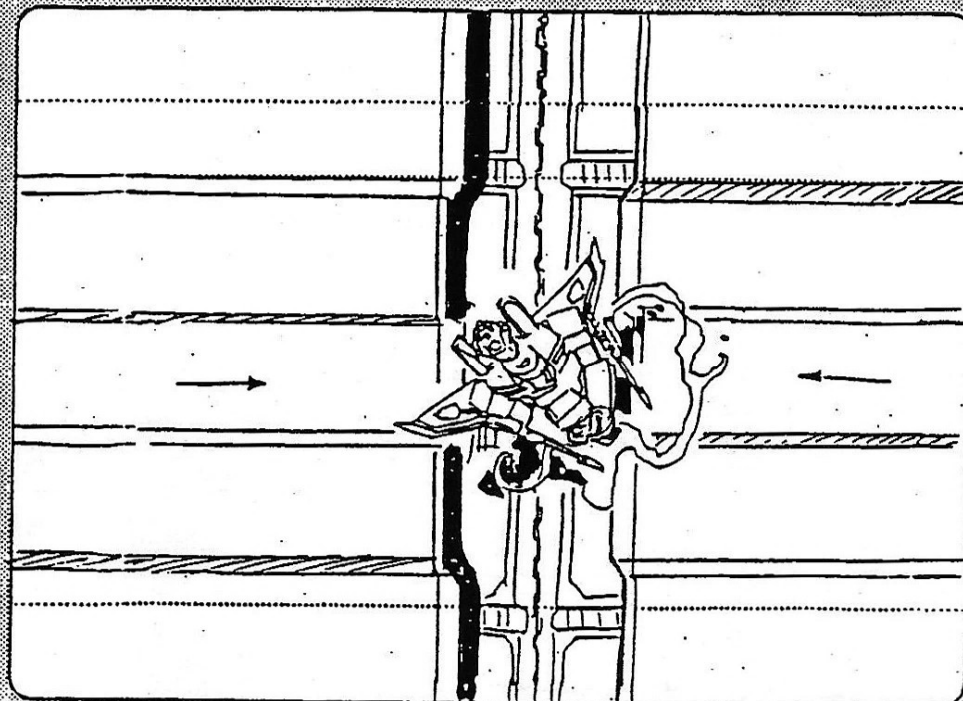
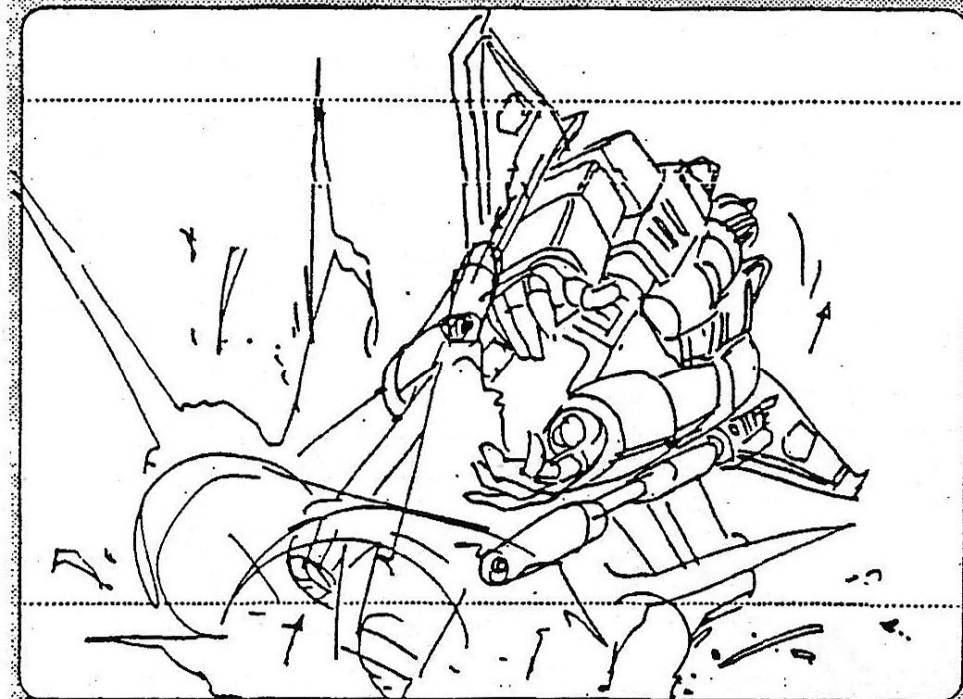
DIAL

MUSIC/SFX

SC. CONT 7-37

SC. 7-38

SEQ. 7 Page 32



TION ...BLASTS AT THE SECTION THAT ENTRAPS HIS FOOT.

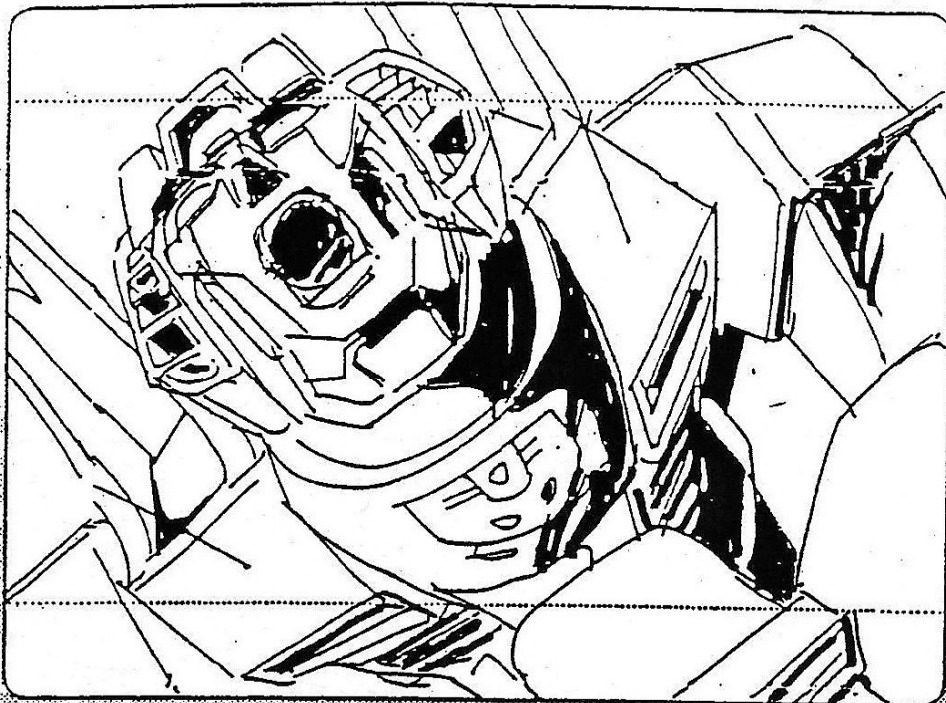
ACTION DOWN SHOT. STARScream. HE BREAKS FREE AND FLIES UP AS OTHER SECTIONS OF THE TRANSFORMING AUTOBOT CITY CLOSE IN.

DIAL

MUSIC/SFX

CAMERA

SC. CONT 1-50



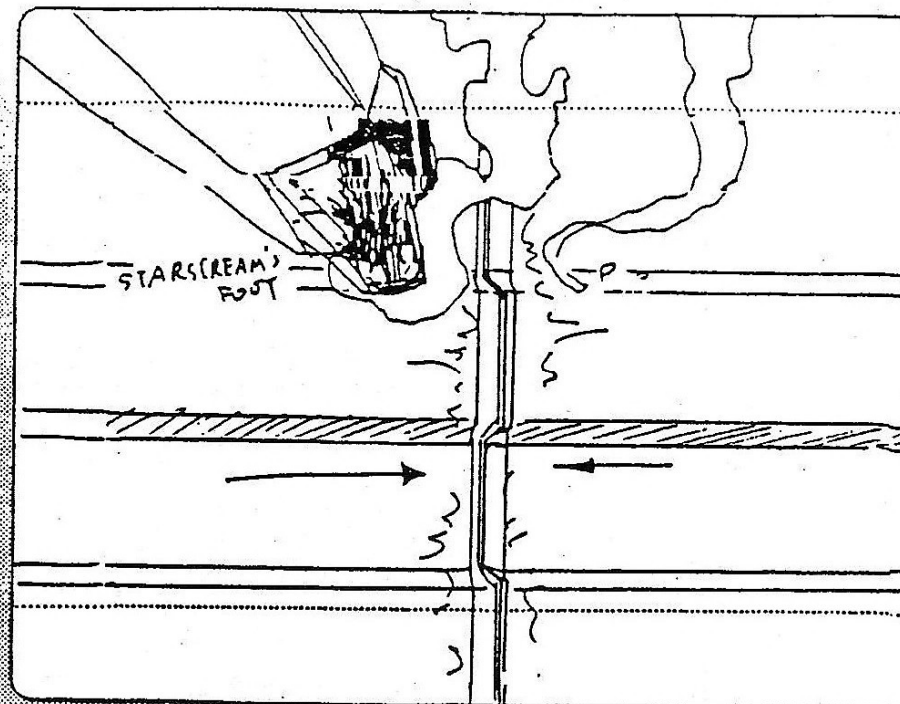
ACTION ...HE SCREAMS IN PAIN AS HE FLIES UP AND PASSES

DIAL  
STARSCREAM      Oh, my foot!

MUSIC/SFX

SC. CONT

SEQ. 7      Page 53



ACTION ...OUT OF SCENE. WE SEE HIS CHARRED FOOT. BELOW THE  
SECTIONS OF THE CITY CLANG SHUT.

DIAL

MUSIC/SFX

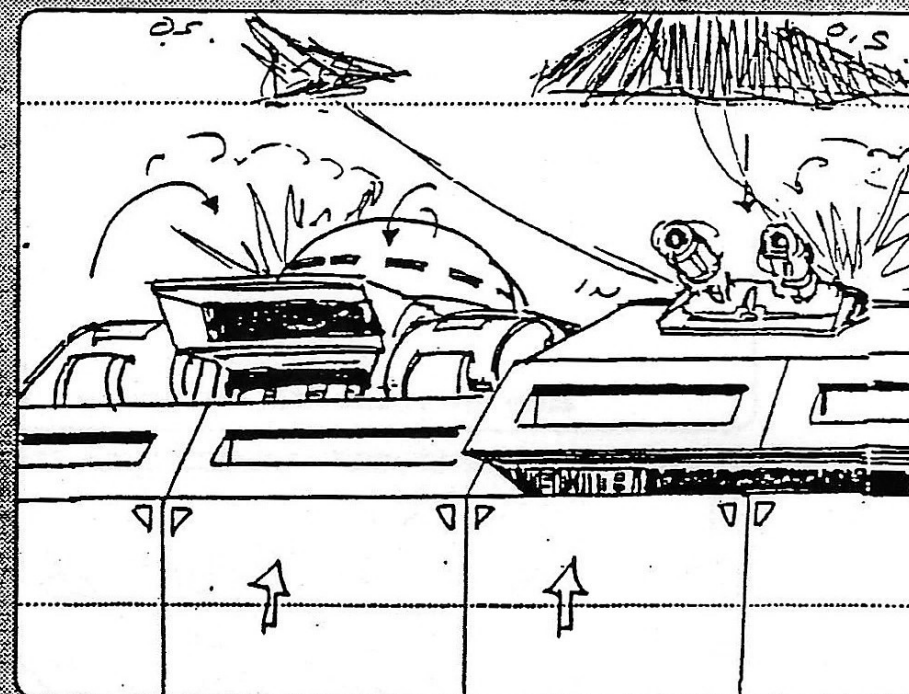
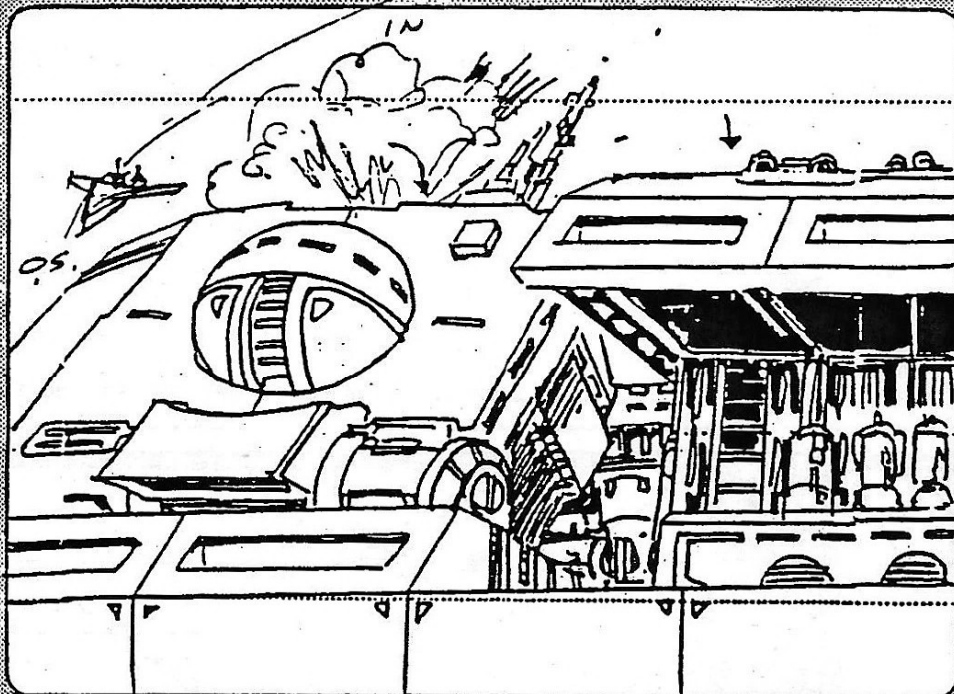


SC. 7-39

SC. CONT

SEQ. 7

Page 34



ACTION M.L.S. AUTOBOT CITY TRANSFORMING AS ONE AFTER ANOTHER  
DECEPTICON JETS ZOOM BY OVERHEAD.

DIAL

MUSIC/SFX

CAMERA

ACTION

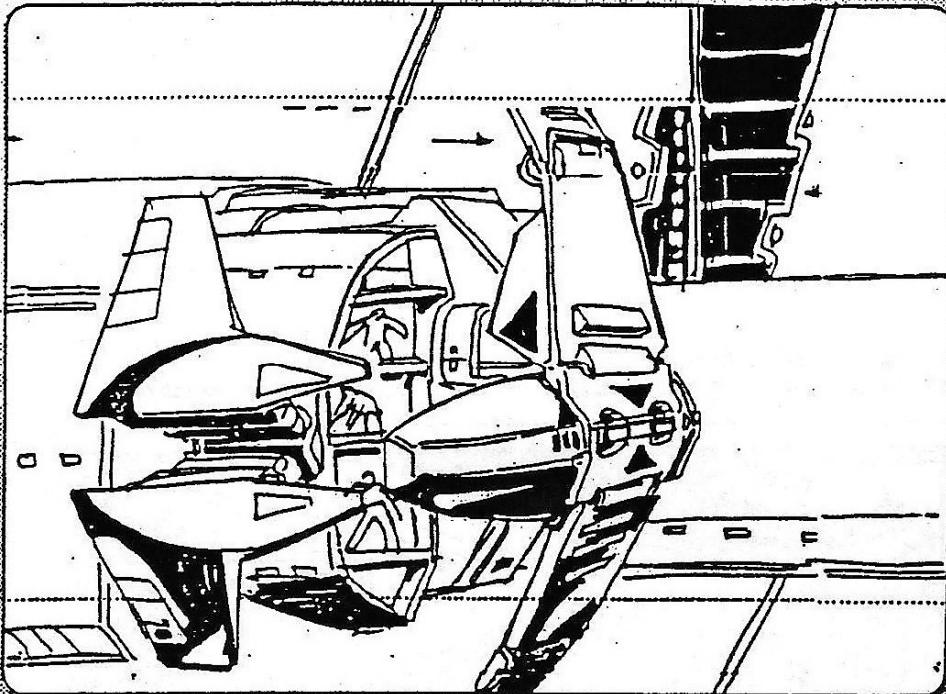
...BLASTING THE CITY WITH ONE ROUND OF FIRE AFTER ANOTHER.

DIAL

MUSIC/SFX

CAMERA

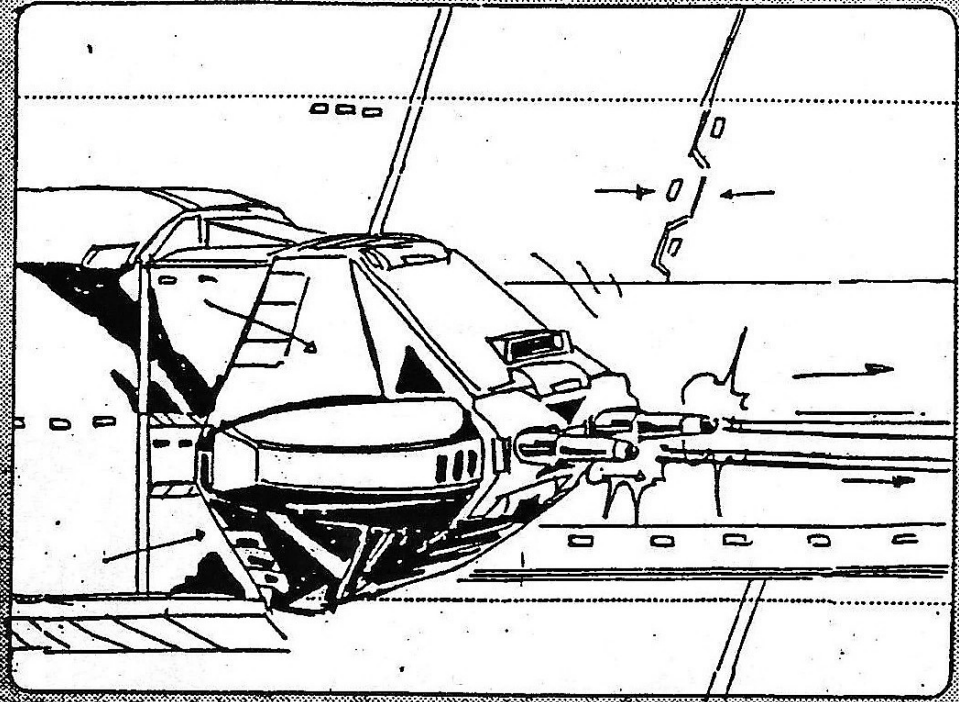
SC. 7-40



SC. CONT

SEQ. 7 Page

35



ACTION C.U. ANOTHER SECTION OF AUTOBOT CITY. VARIOUS AUTOBOTS MOVE LEVERS AND OPERATE CONTROLS AS PORTIONS OF THE CITY MOVE AROUND THEM.

DIAL

MUSIC/SFX



ACTION ...AND CLOSE IN FORMING A HUGE GUN TURRET.

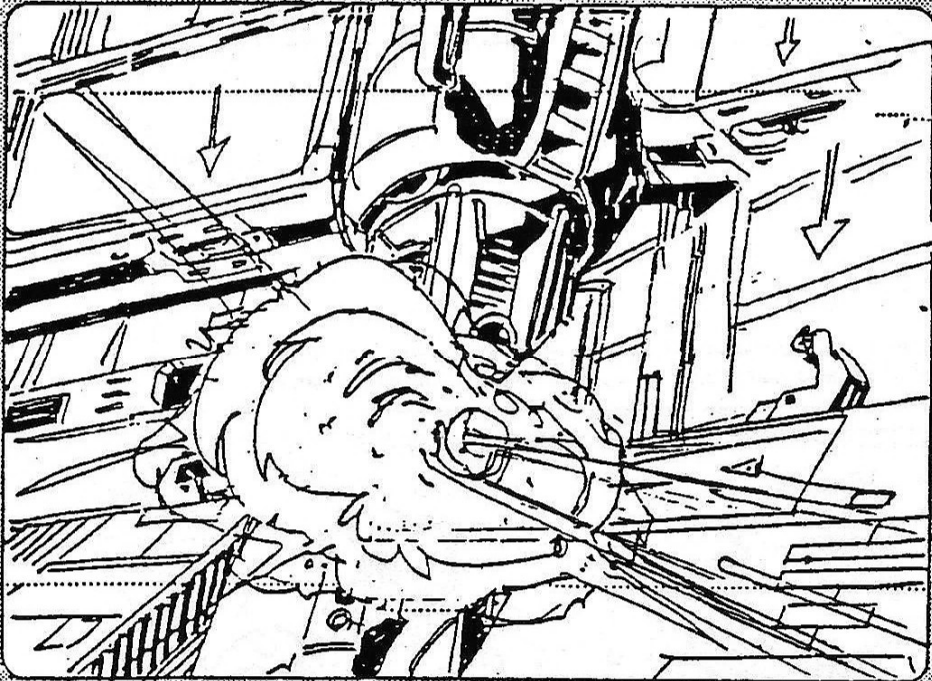
DIAL

MUSIC/SFX

SC. 7-41

SC. CONT

SEQ. 7 Page 36



ACTION A WALL OF AUTOBOT CITY AS IT IS TRANSFORMING. A DECEPTICON JET FLIES IN...

DIAL

MUSIC/SFX

CAMERA

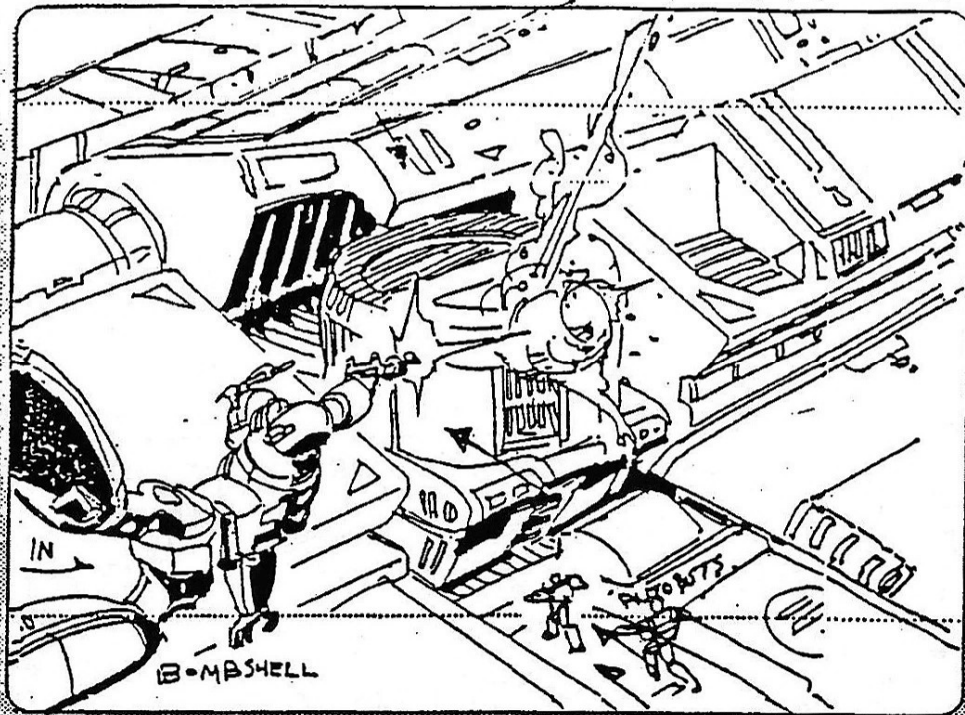
ACTION ...LAUNCHES A CHARGE AT THE WALL. THE CHARGE EXPLODES AS THE JET FLIES O.S.

DIAL

MUSIC/SFX

CAMERA

SC. 7-1 ✓



ACTION HIGH DOWNSHOT AUTOBOT CITY. THE AUTOBOTS RUN FOR PROTECTION. INTO THE TRANSFORMING CITY AS BOMBHELL ENTERS AND...

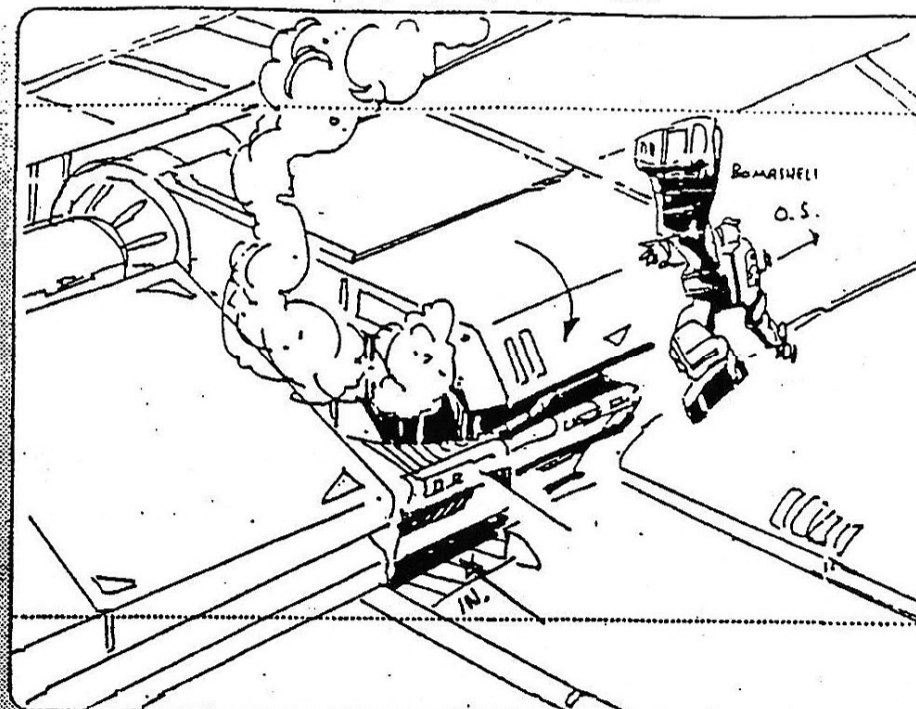
DIAL

MUSIC/SFX

SC. CONT

SEQ. 7

31



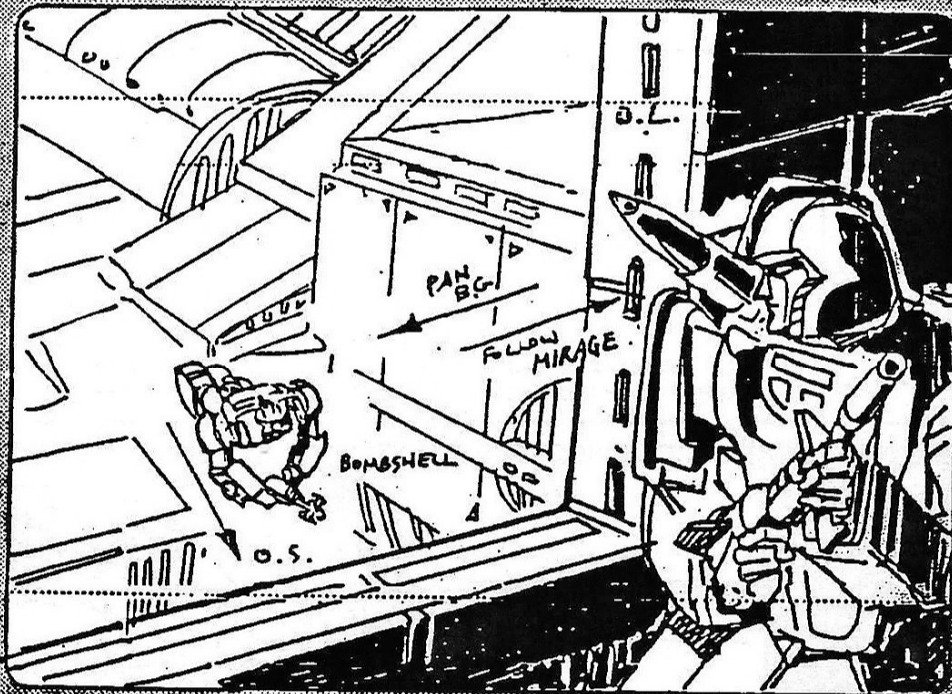
ACTION ...FLIES THROUGH THE SCENE.

DIAL

MUSIC/SFX



SC. 7-43



ACTION M.S. MIRAGE. HE IS INSIDE AUTOBOT CITY, STANDING BEHIND A WALL, OUT OF THE VIEW OF BOMBHELL WHO FLIES THROUGH BELOW.

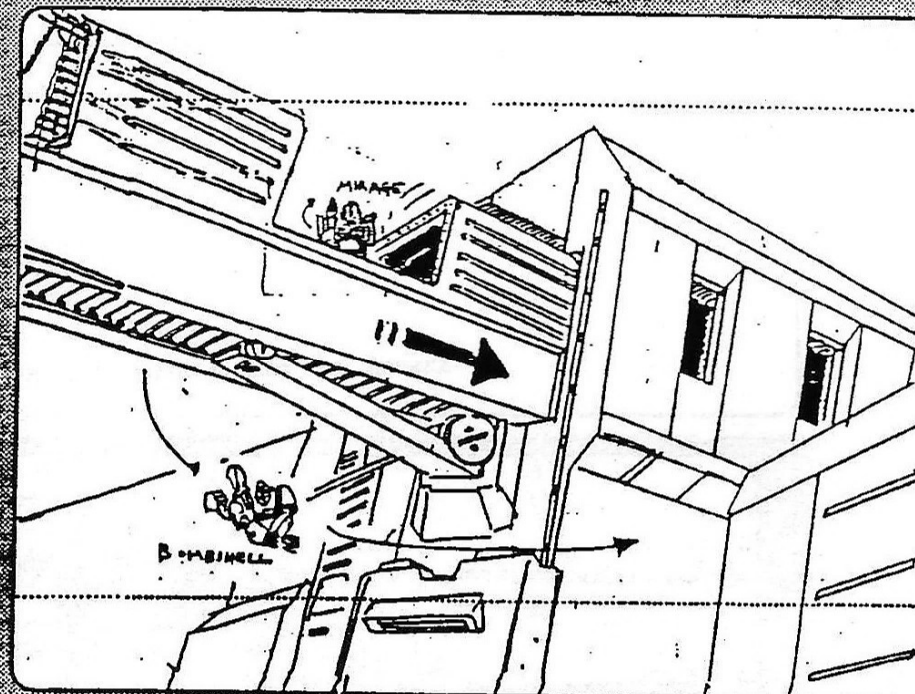
DIAL

MUSIC/SFX

CAMERA

SC. 7-44

SEQ. 7 Page 38



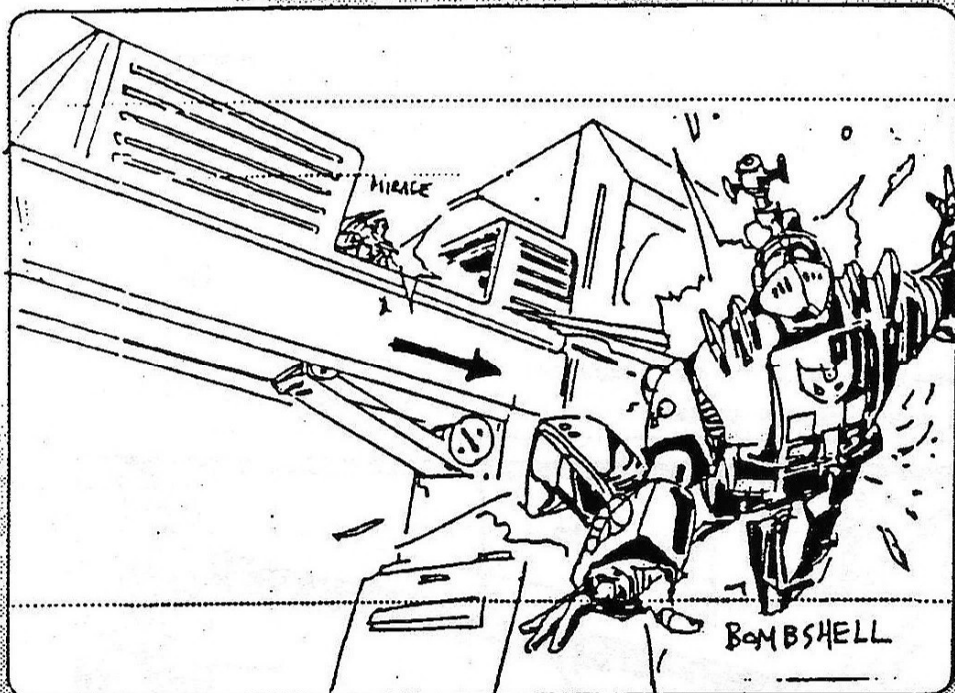
ACTION X.L.S. MIRAGE AND BOMBHELL. AS AUTOBOT CITY TRANSFORMS, BOMBHELL DIVES BELOW THE DRAWBRIDGE AS IT RETRACTS INTO THE CITY. MIRAGE STEPS OUT OF HIDING...

DIAL

MUSIC/SFX

CAMERA

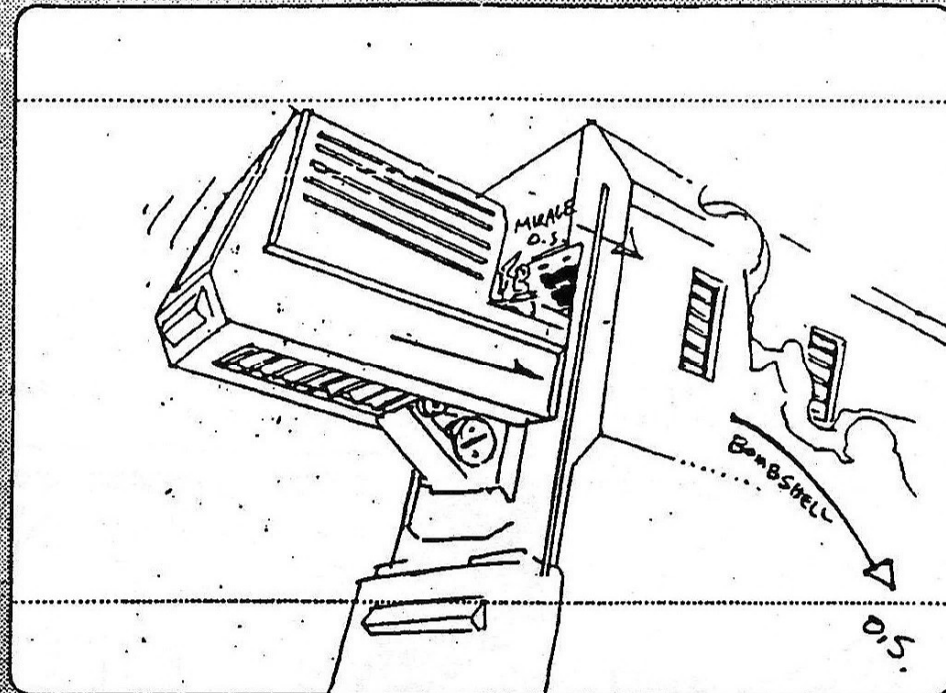
SC. CONT 7-44



SC. CONT

SEQ. 7 Page

39



ACTION ...TAKES AIM AND BLASTS BOMBSHELL...

DIAL

MUSIC/SFX

CAMERA  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...WHO FALLS O.S.

DIAL

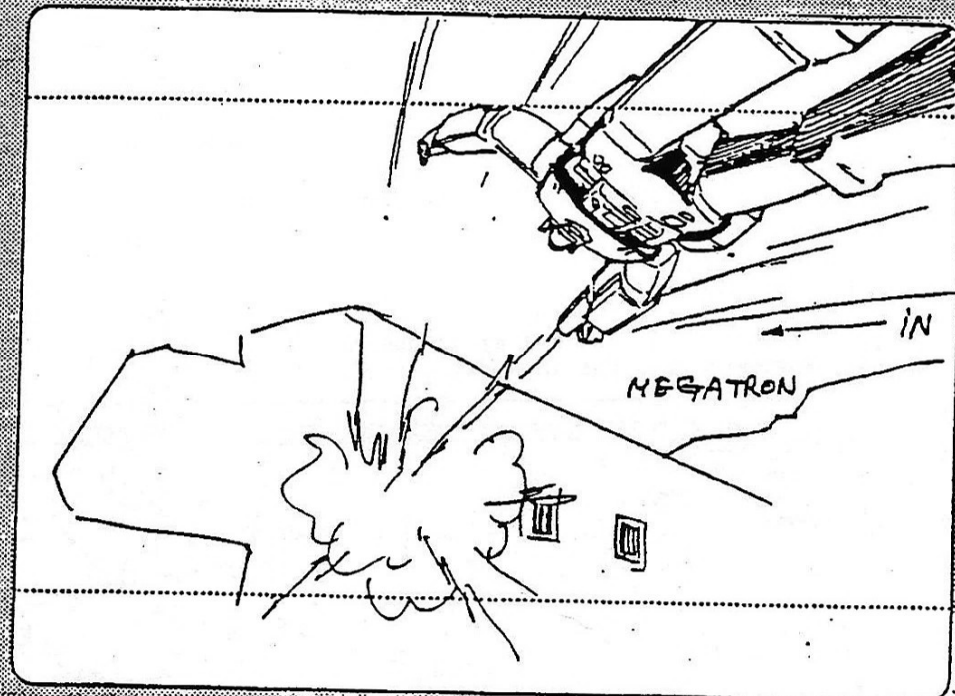
MUSIC/SFX

CAMERA

SC. 7-44A

SC. CONT

SEQ. 7 Page 40



ACTION L.S. AUTOBOT CITY. THE DRAWBRIDGE AS IT FINISHES  
RETRACTING. MIRAGE APPEARS IN ONE OF THE CITY WINDOWS...

DIAL

MUSIC/SFX

CAMERA

ACTION MEGATRON FLIES INTO SCENE AND FIRES AT MIRAGE.

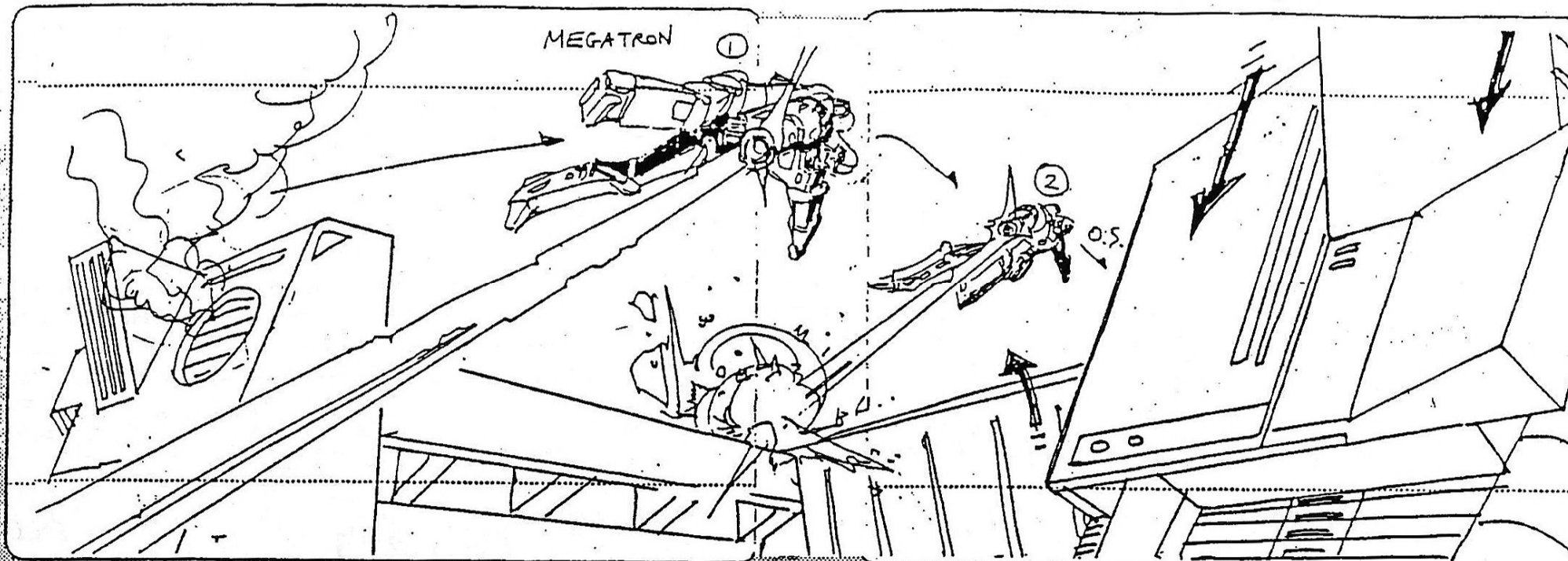
DIAL

MUSIC/SFX

CAMERA

SC. 101 - 100A STREET

STOP UCU. 7 - 378



ACTION MEGATRON TURNS AND FLIES ACROSS THE CITY, FIRING BLASTS AT O.S. AUTOBOTS. WE PAN WITH HIM...

DIAL

MUSIC/SFX

ACTION ...TO SEE PORTION OF THE CITY TRANSFORMING. HE FIRES A SHOT AND FLIES O.S.

DIAL

MUSIC/SFX



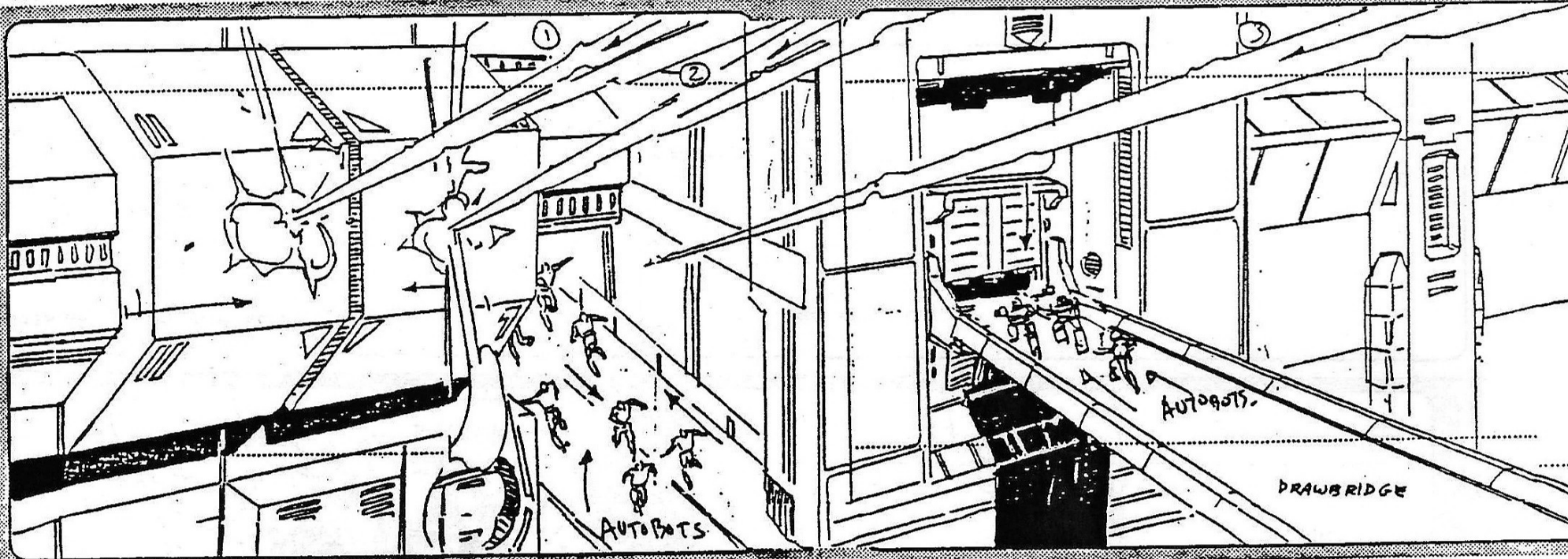
SC. 7-45

START

PAN

STOP SEQ. 7 Page

42



ACTION DOWN SHOT AUTOBOT CITY. VARIOUS AUTOBOTS RUN FOR COVER.  
 AS BLASTS ENTER THE SCENE AND EXPLODE ALL AROUND THEM. WE PAN...

DIAL

MUSIC/SFX

CAMERA

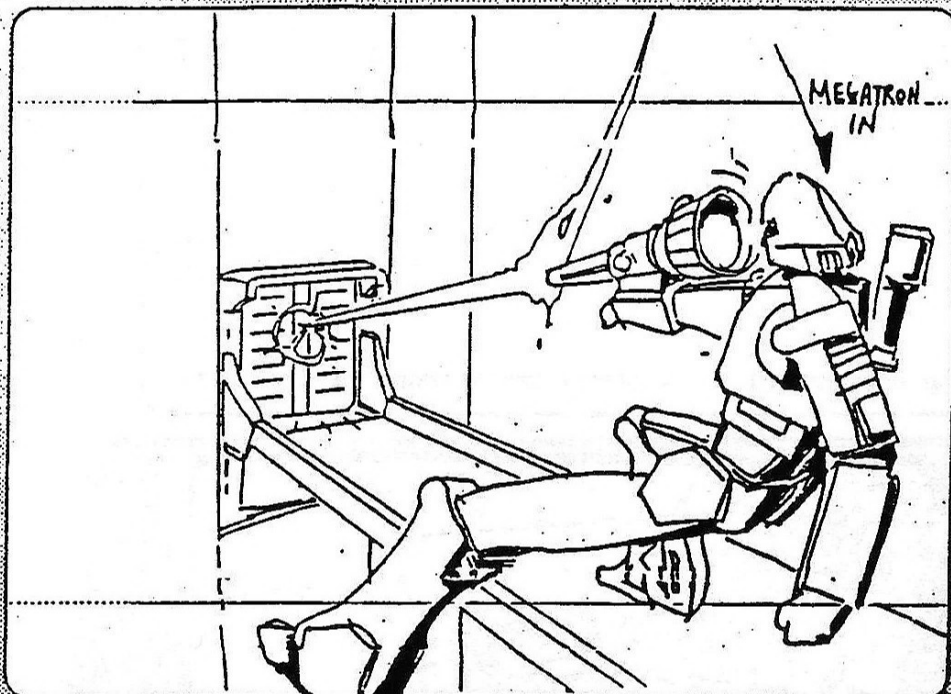
ACTION ...TO SEE OTHER AUTOBOTS HEADING FOR THE GATE TO THE CITY.  
 IT IS CLOSING IN FRONT OF THEM.

DIAL

MUSIC/SFX

CAMERA

SC. CONT 7-45



ACTION MEGATRON FLIES INTO SCENE  
...AND FIRES AT THE DOOR...

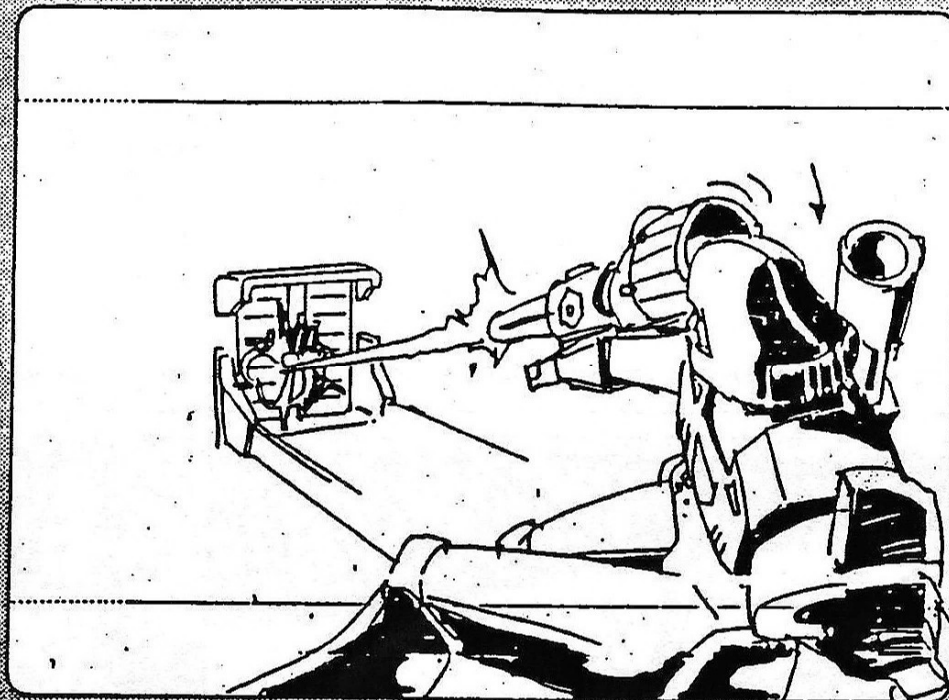
DIAL

MUSIC/SFX

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

SEQ. 7 Page 43

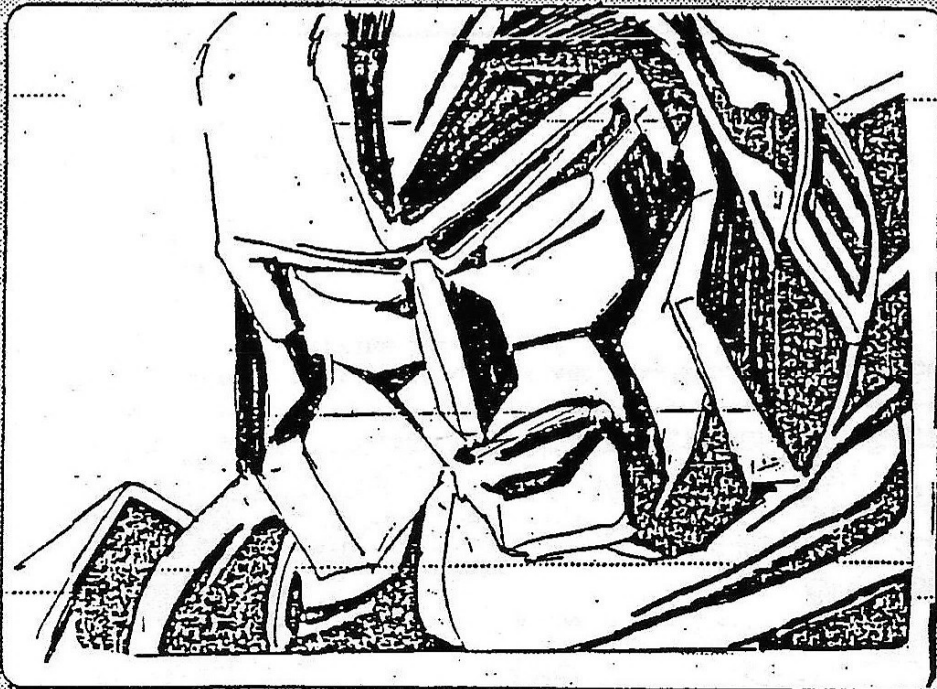


ACTION THE DOOR IS DAMAGED BUT HOLDS. MEGATRON FIRES AT IT AGAIN.

DIAL

MUSIC/SFX

SC. 7-46

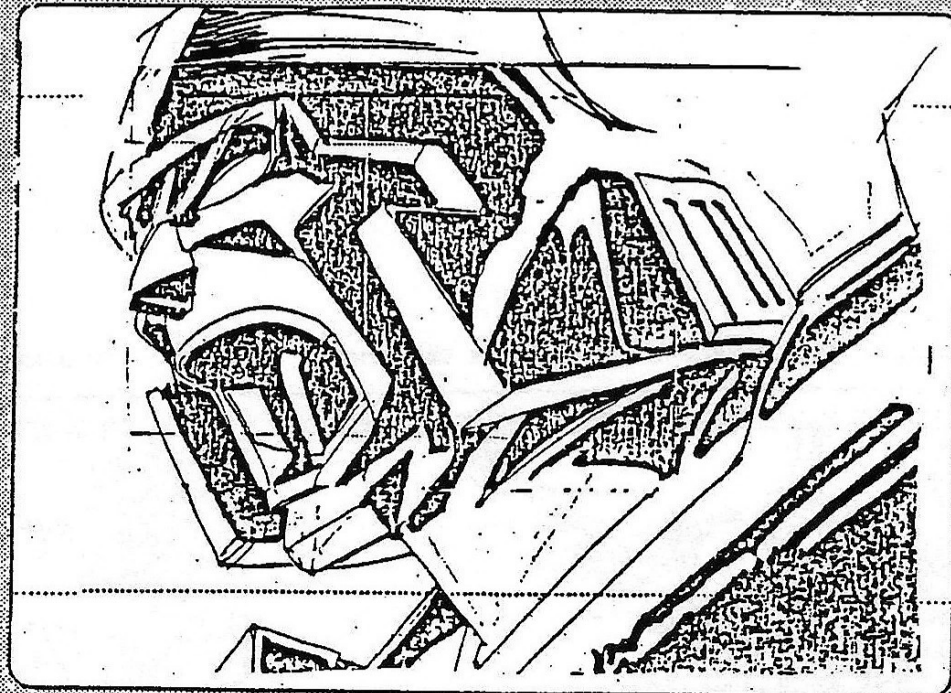


SC. CONT

SEQ. 7

Page

44



ACTION X.C.U. MEGATRON. HE HOVERS ABOVE AUTOBOT CITY. ANGERED THAT THE DOOR IS STILL HOLDING HE TURNS . . .

DIAL

MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

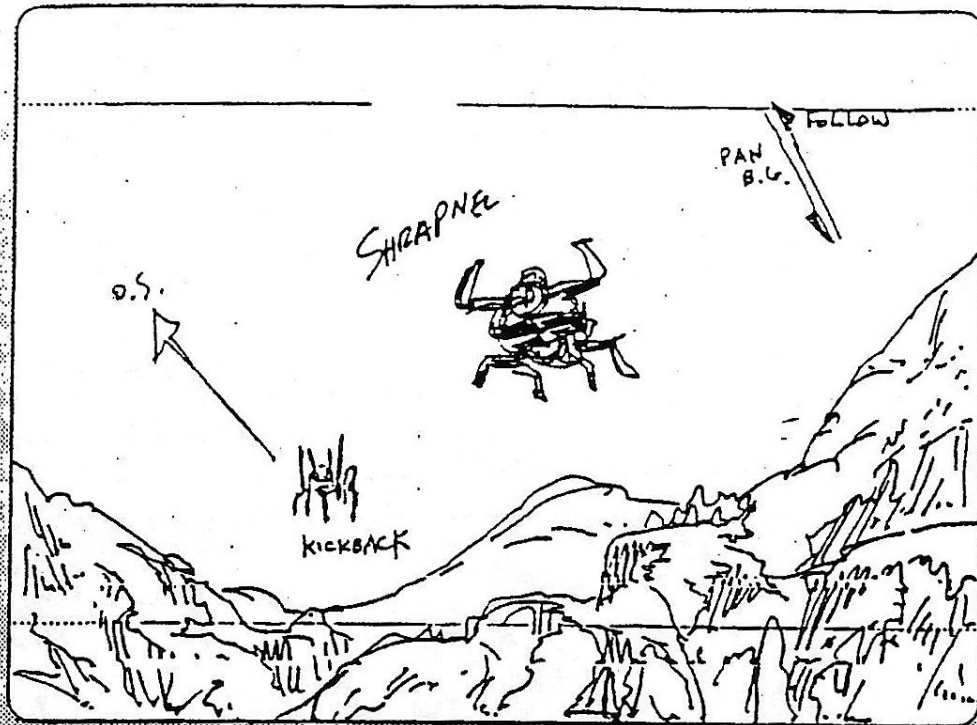
ACTION ...AND CALLS OUT!

DIAL MEGATRON Breach their defenses!

MUSIC/SFX

CAMERA

SC. 1-7



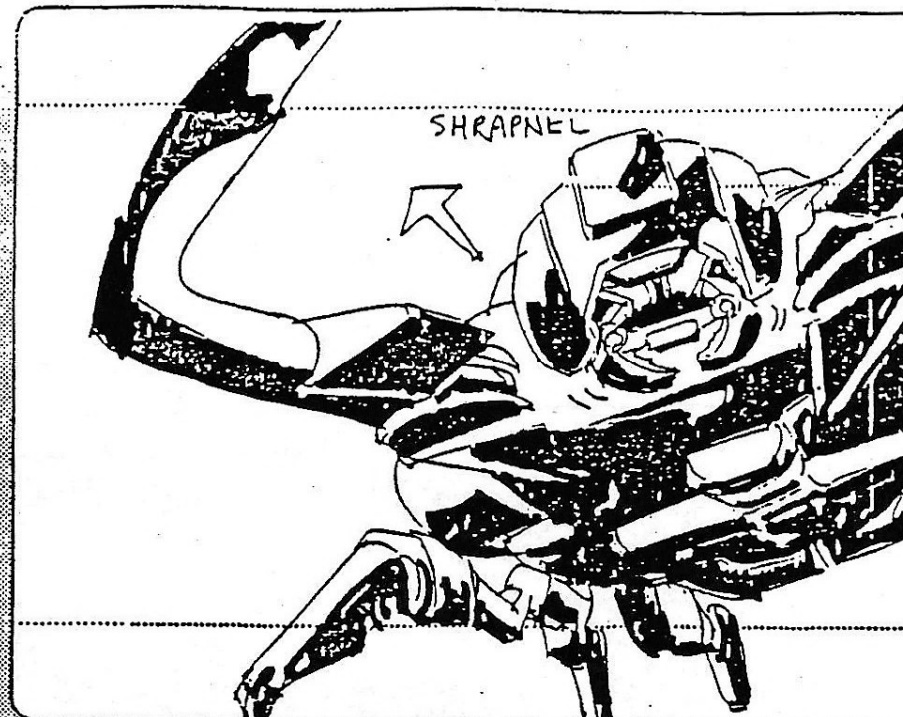
ACTION X.L.S. KICKBACK AND SHRAPNEL. FROM THE MOUNTAINS THEY COME FLYING IN.

DIAL

MUSIC/SFX

SC. CONT.

SEQ. 7



ACTION ...SHRAPNEL FLIES DIRECTLY TOWARDS US, FILLING THE SCREEN.

DIAL

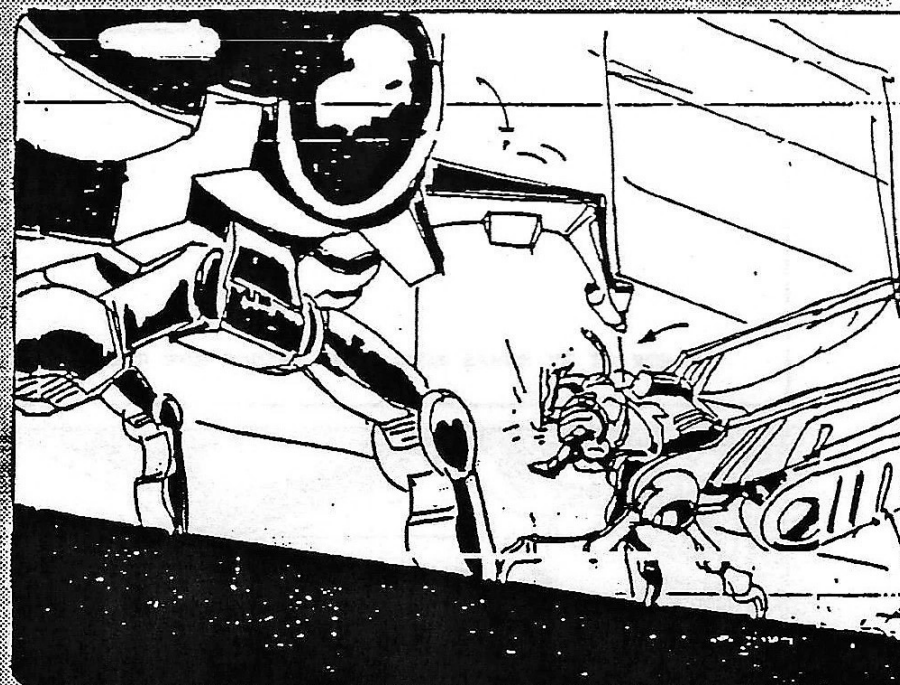
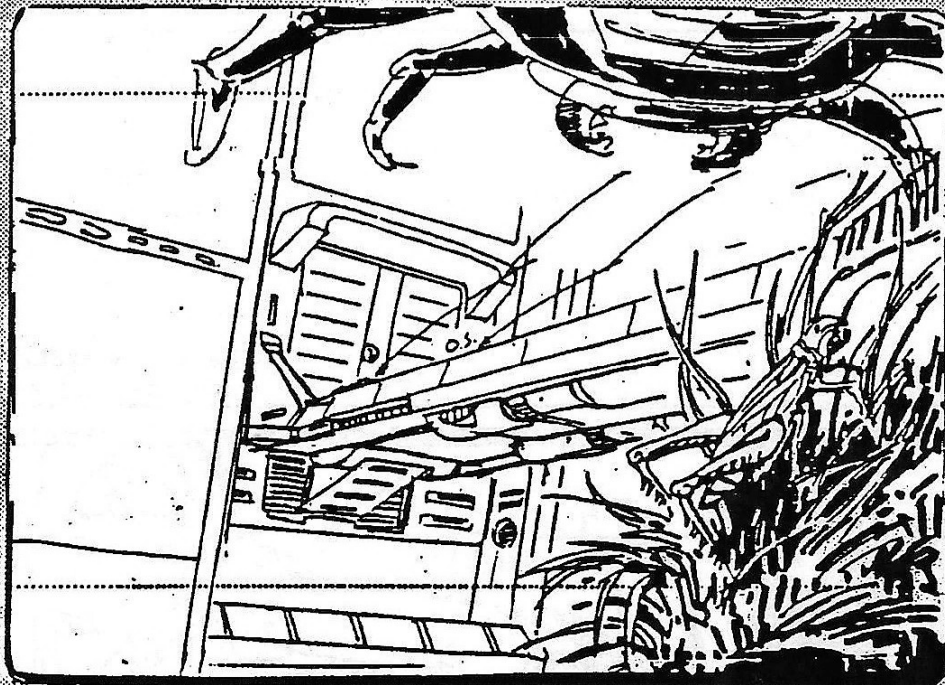
MUSIC/SFX



SC. 7-48

SC. 7-49

SEQ. 7 Page 46



ACTION X.L.S. SHRAPNEL AND KICKBACK FLY IN AND LAND ON THE DRAWBRIDGE.

DIAL

MUSIC/SFX

CAMERA

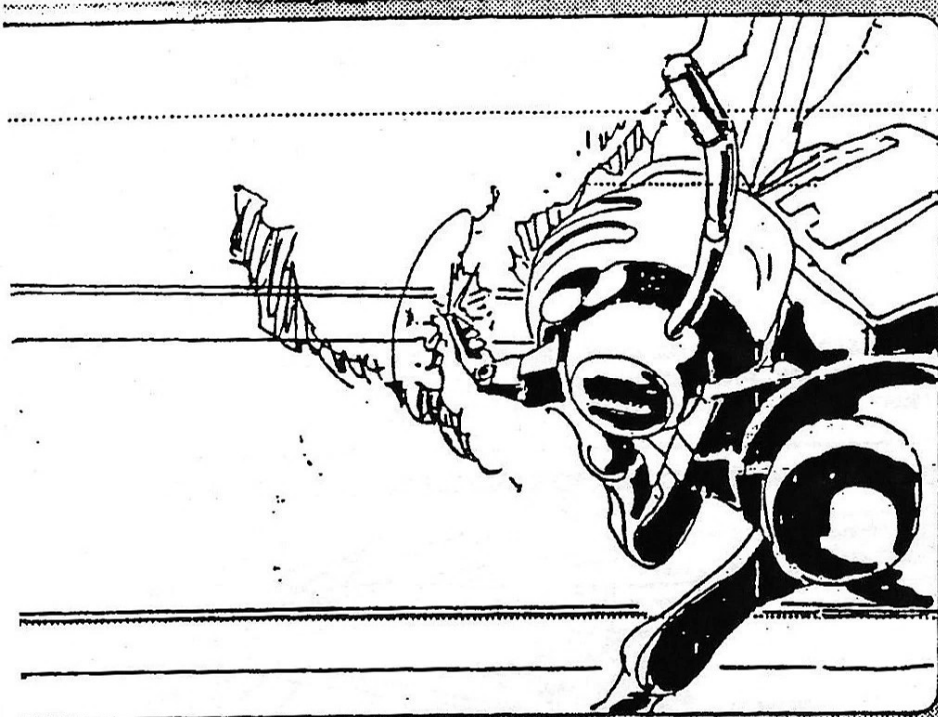
ACTION M.S. SHRAPNEL AND KICKBACK STARTING CHEWING ON THE DOOR.

DIAL

MUSIC/SFX

CAMERA

SC. 7-50



C.U. KICKBACK. HE EATS A SECTION OUT OF THE GATE...

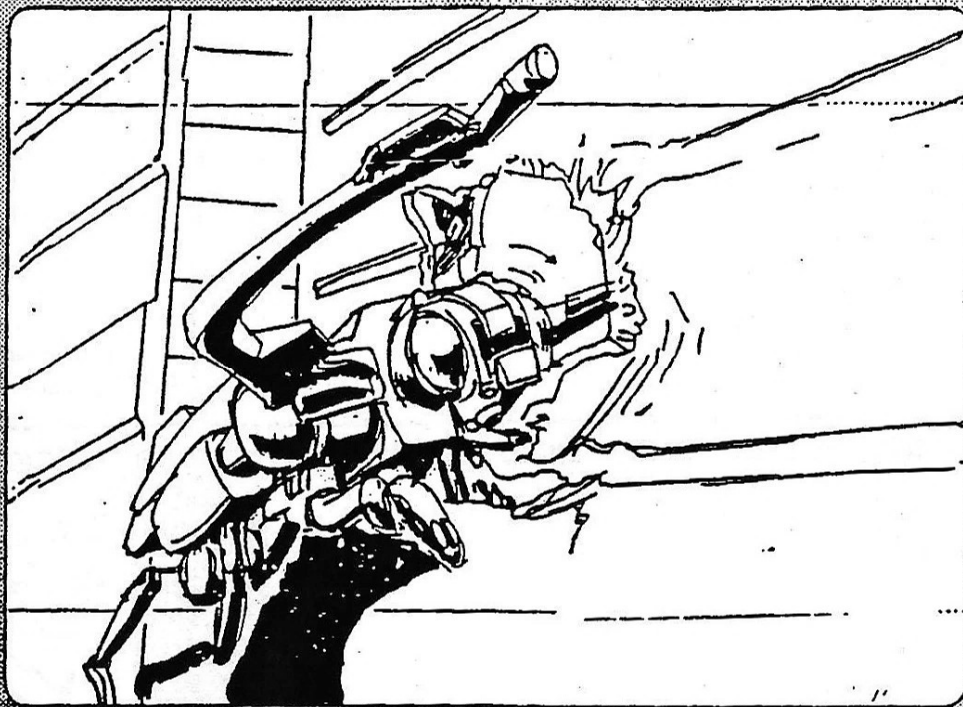
KICKBACK (CHEWING ON JAMB OF DOORWAY NEAR BRIDGE)

Delicious, eh Schrapnel?

FX  
TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-51

Page 47



ACTION M.S. SHRAPNEL. HE TEARS INTO THE DOOR WITH HIS BEAKS.

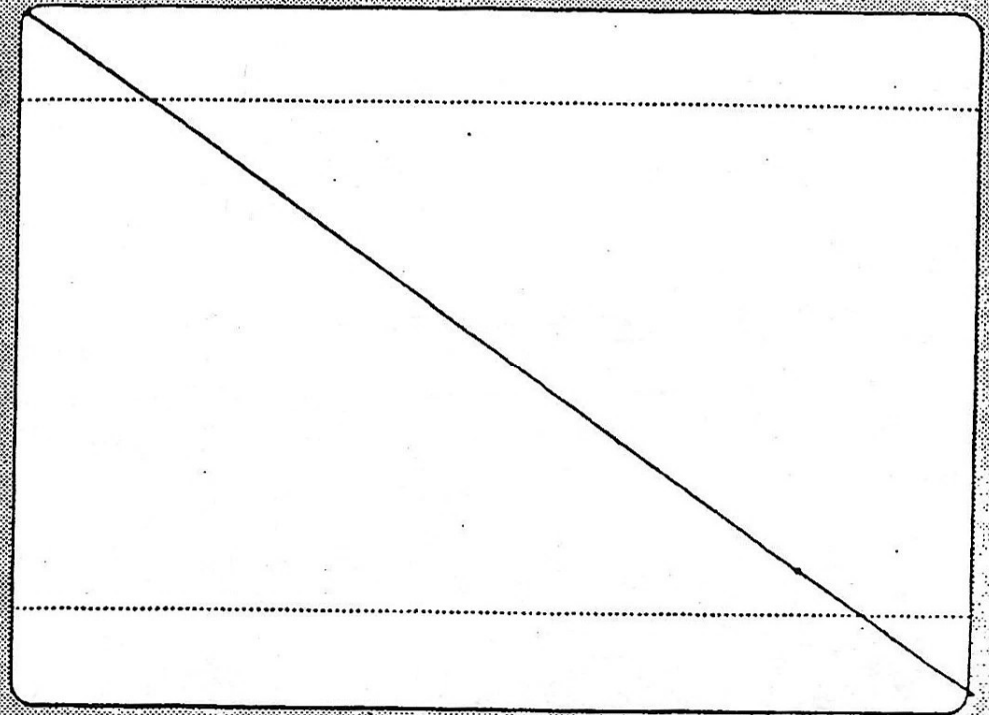
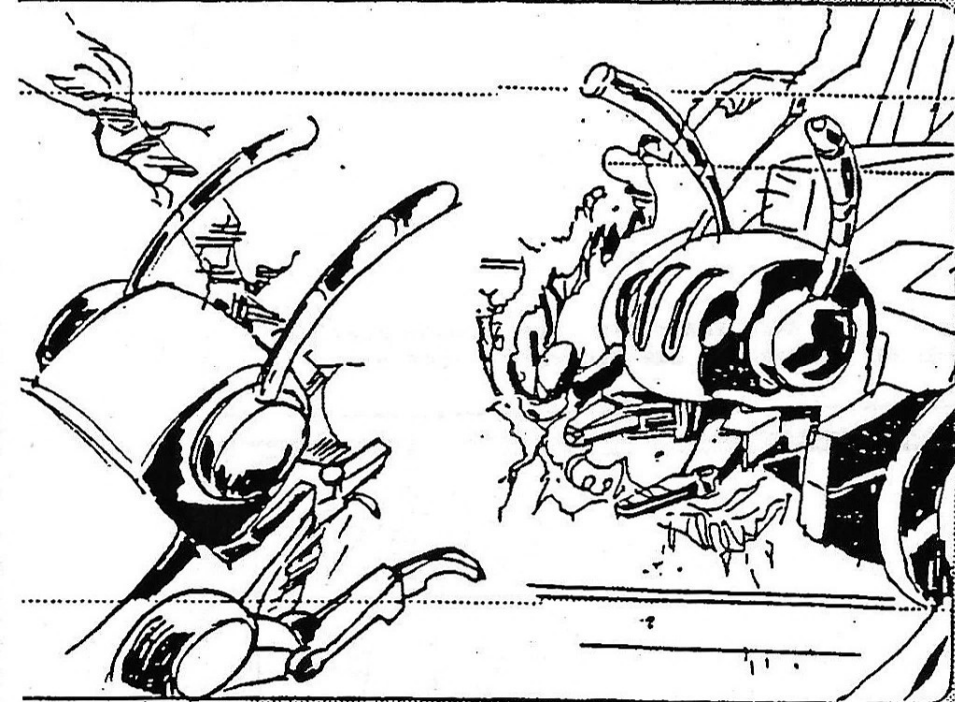
DIAL SHRAPNEL (CHEWING ON DRAW-BRIDGE TO CITY)  
A little heavy on the Electrons...

MUSIC/SFX

SC. 7-51A

SC.

SEQ. 7 Page 48



N M.S. SHRAPNEL AND KICKBACK EAT AWAY AT THE DOOR.

SHRAPNEL (CONT) ...electrons.

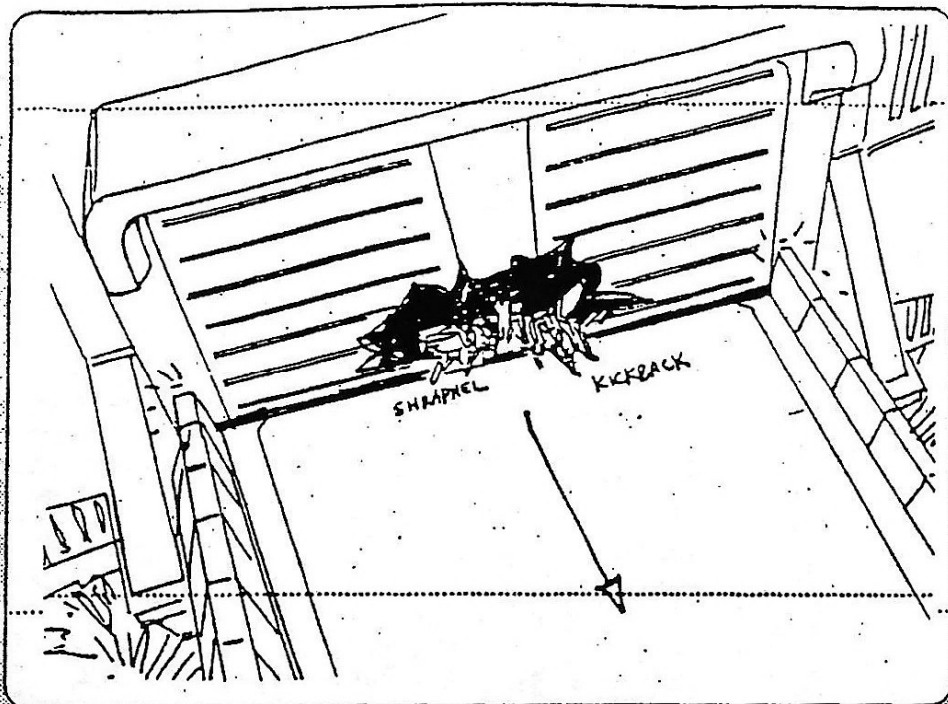
ACTION

DIAL

MUSIC/SFX

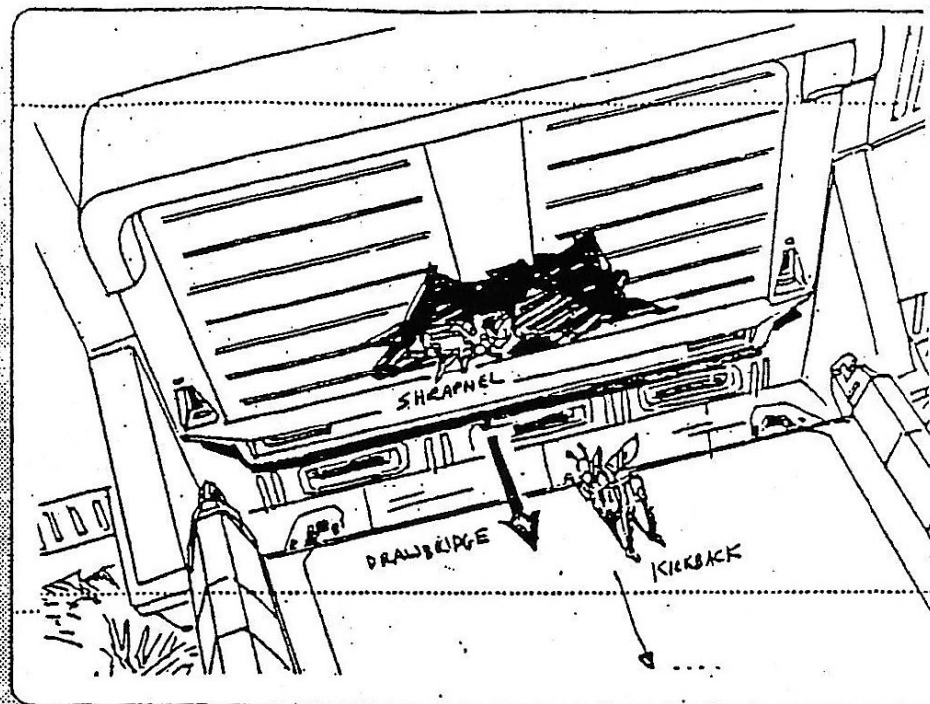
CAMERA

SC. 1-3 -



SC. CONT.

SEQ. 7



ACTION

DOWN SHOT. SHRAPNEL AND KICKBACK. THE DRAWBRIDGE SEPARATES FROM AUTOBOT CITY AND MOVES AWAY.

DIAL

MUSIC/SFX

ACTION

KICKBACK ALMOST FALLING INTO THE MOAT HOLDS ON TO THE DRAWBRIDGE. SHRAPNEL CLINGS TO THE HOLE IN THE DOOR.

DIAL

MUSIC/SFX



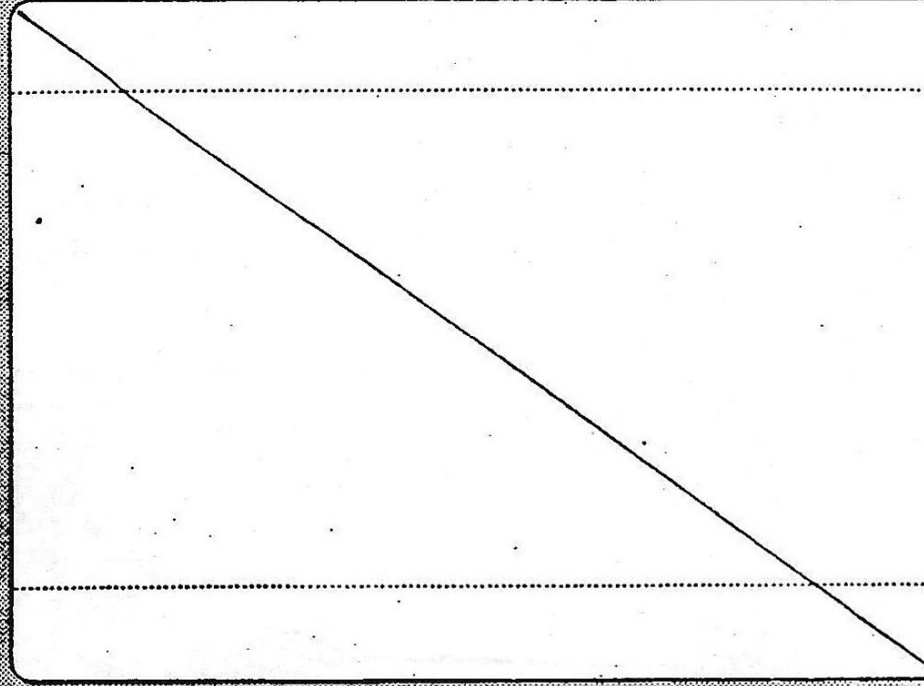
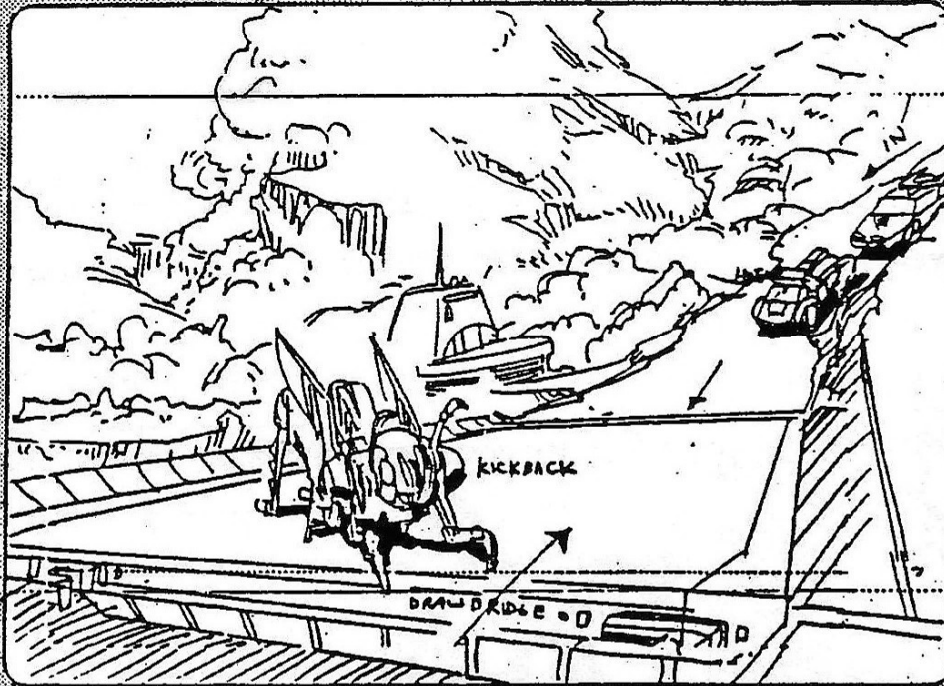
SC. 7-53

SC.

SECM 7

Page

50



ACTION L.S. KICKBACK. AS THE DRAWBRIDGE MOVES BACK, KICKBACK STANDS BACK ON TOP. IN THE FAR DISTANCE, HOT ROD AND KUP COME BARRELING INTO SCENE ALONG THE ROAD TO AUTOBOT CITY.

DIAL

MUSIC/SFX

CAMERA

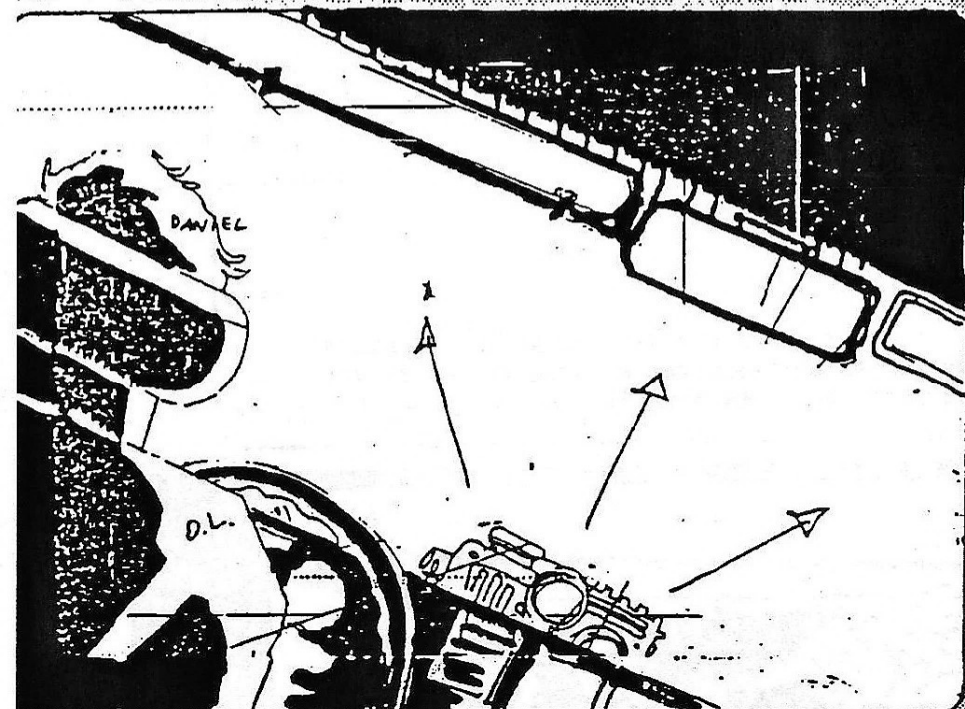
ACTION

DIAL

MUSIC/SFX

CAMERA

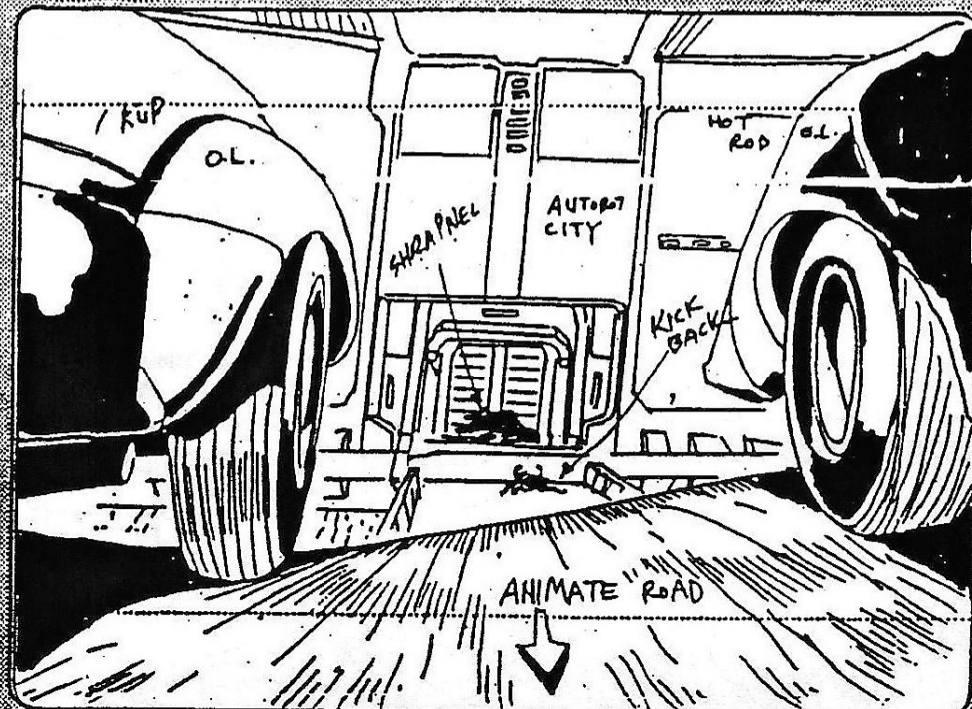
SC. 7-54



ON C.U. INTERIOR OF HOT ROD'S CAR INCLUDING DANIEL. WE SEE THROUGH HOT ROD'S WINDSHIELD THE GATE TO AUTOBOT CITY, KICKBACK AND SHRAPNEL.

SC. 7-55

SEQ. 7 Page 51



ACTION L.S. THE GATE TO AUTOBOT CITY. IN THE FOREGROUND ARE HOT ROD AND KUP. WE TRAVEL ALONG WITH THEM AS THEY RACE TOWARD AUTOBOT CITY.

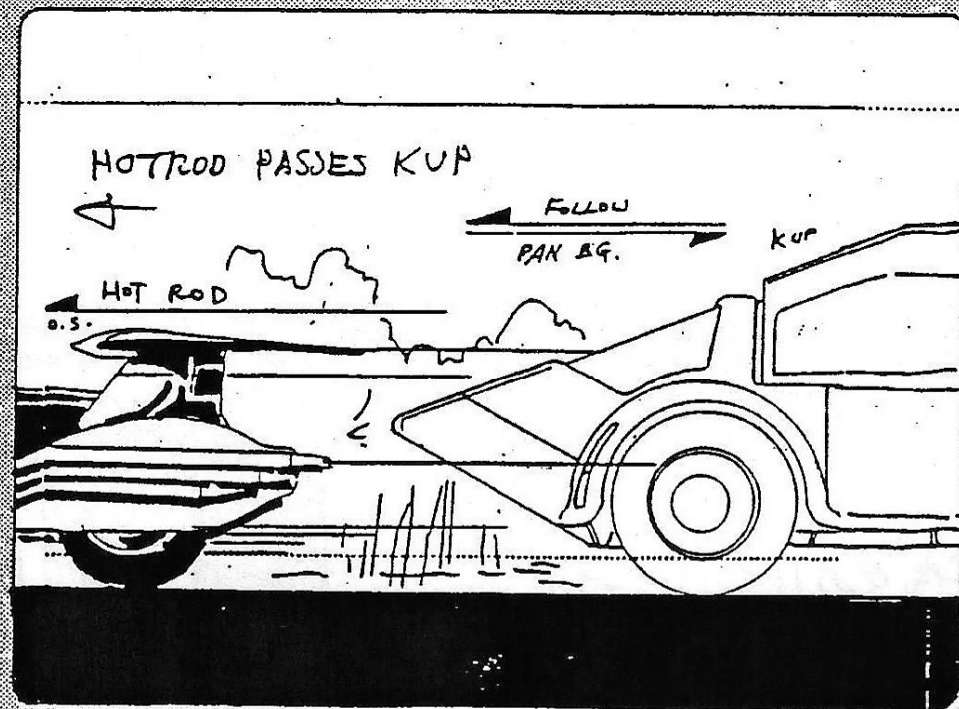
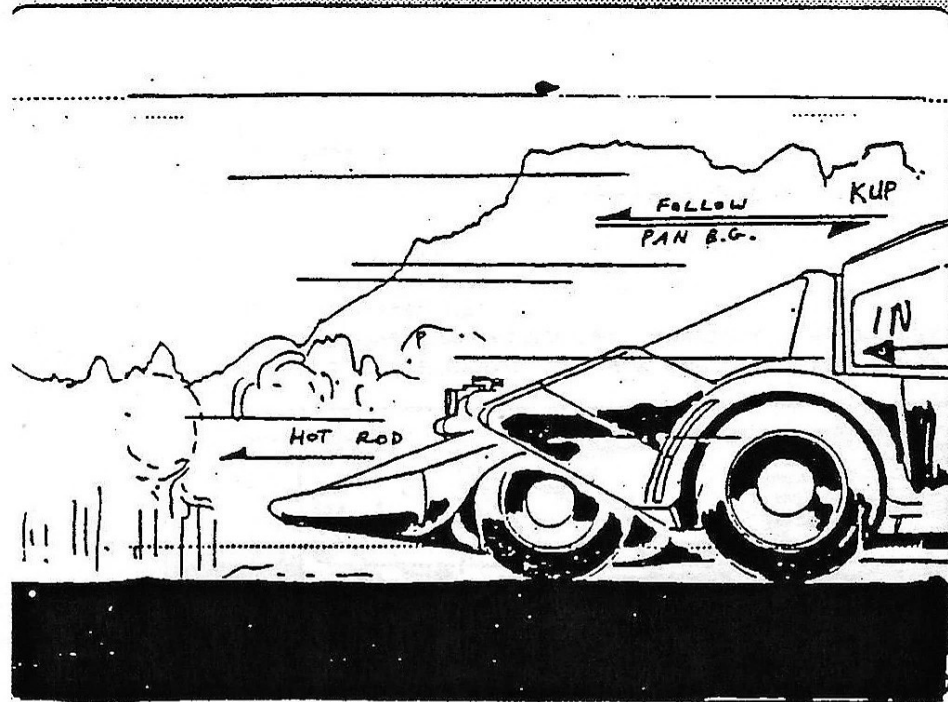
DIAL KUP: The Insecticons are in our way.

MUSIC/SFX

SC. 7-56

SC. CONT

SEQ. 7 Page 52



ION M.S. KUP AND HOT ROD. THEY SPEED ALONG THE ROAD...

HOT ROD Wrong! They're our way in!

IC SFX

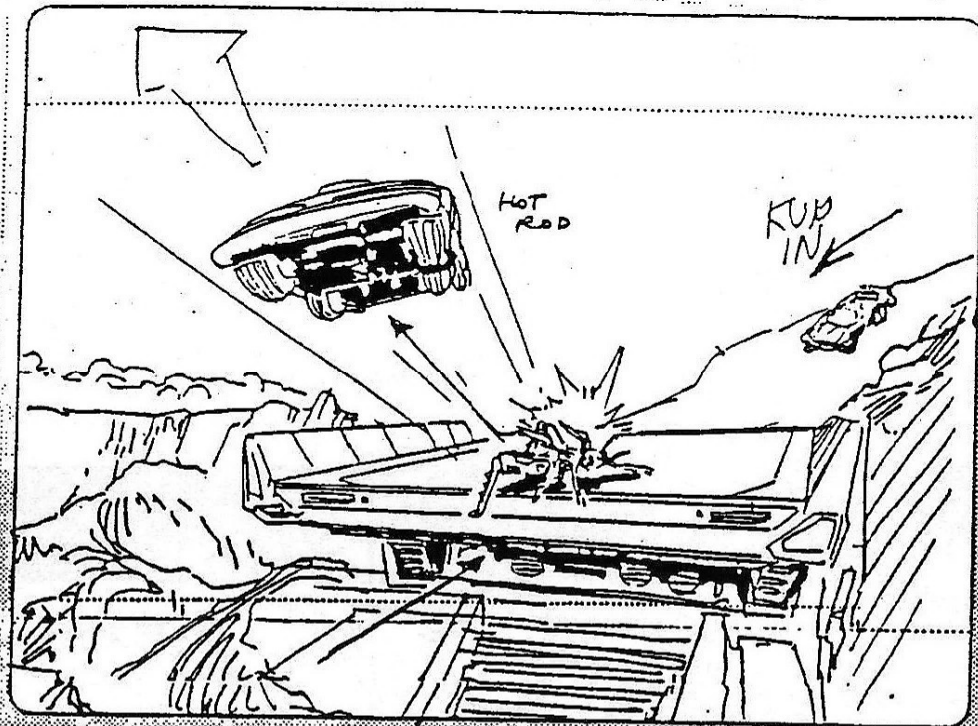
ACTION ...HOT ROD PULLS OUT IN FRONT OF KUP.

DIAL

MUSIC/SFX

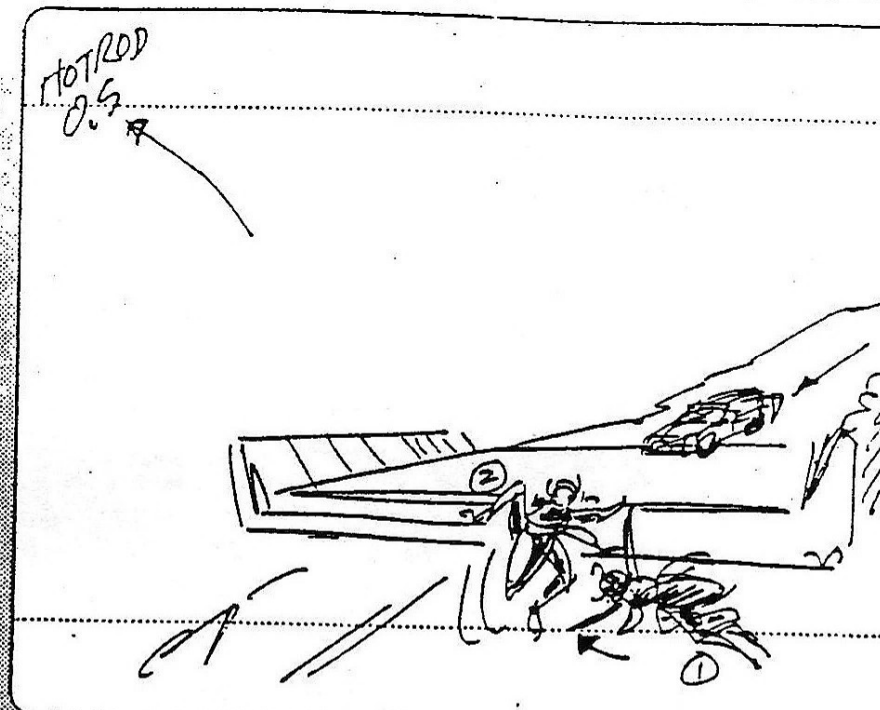
CAMERA

SC. 1-27



SC. CONT.

SEQ. 7



ACTION L.S. KICKBACK AND HOT ROD. HOT ROD COMES SAILING DOWN THE ROAD  
 FLOWS INTO KICKBACK...KNOCKING HIM OFF THE BRIDGE. HOT ROD  
 BOUNCES UP...

DI. HOT ROD

Yaaaaaaay-hah!

MUSIC/SFX

ACTION...FLIES OUT INTO THE AIR, OFF OF THE EDGE OF THE BRIDGE.  
 HANGS ON TO THE EDGE OF THE BRIDGE. AND KUP ENTERS THE SCI  
 THE DISTANCE.

DIAL

MUSIC/SFX

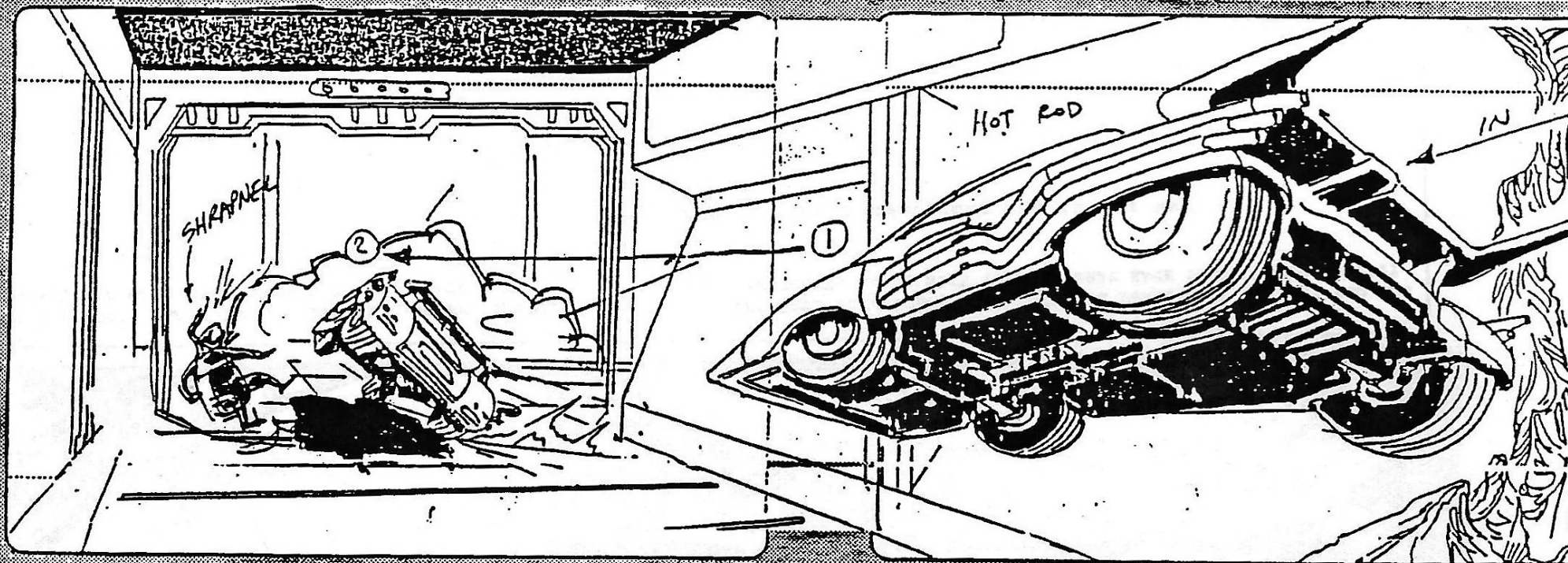


SC. 7-58

STOP

FOLLOW PAN

START SEQ. 7 Page 54



ACTION L.S. HOT ROD. WE PAN WITH HIM. HE FLIES THROUGH SPACE, LANDS SAFELY IN THE HOLE IN THE DOOR AND ENTERS AUTOBOT CITY. SHRAPNEL SCURRIES OUT OF THE WAY FOR SAFETY.

DIAL

MUSIC/SFX

CAMERA

ACTION

DIAL

MUSIC/SFX

CAMERA

SC. 7-59



ACTION L.S. KICKBACK AND KUP. KICKBACK IS CLIMBING BACK ONTO THE DRAWBRIDGE AS KUP SPEEDS STRAIGHT AT HIM.

DIAL



SC. 7-60

SEQ. 7

Page

55



ACTION M.L.S. KICKBACK. A FAST TRUCK IN ON HIS REACTION TO SEEING KUP : SPEED TOWARD HIM.

DIAL

MUSIC/SFX

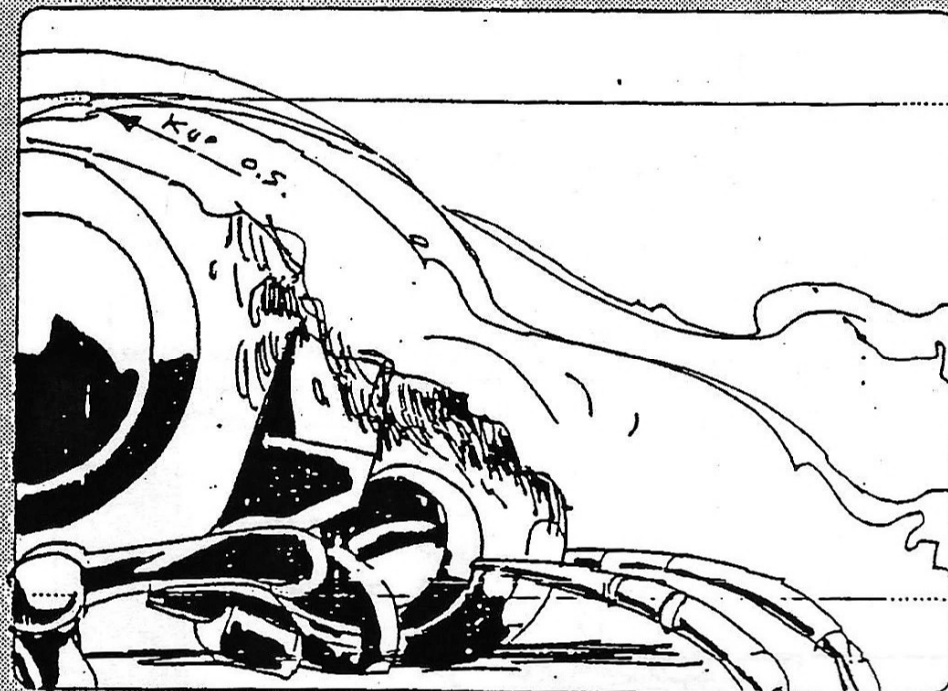
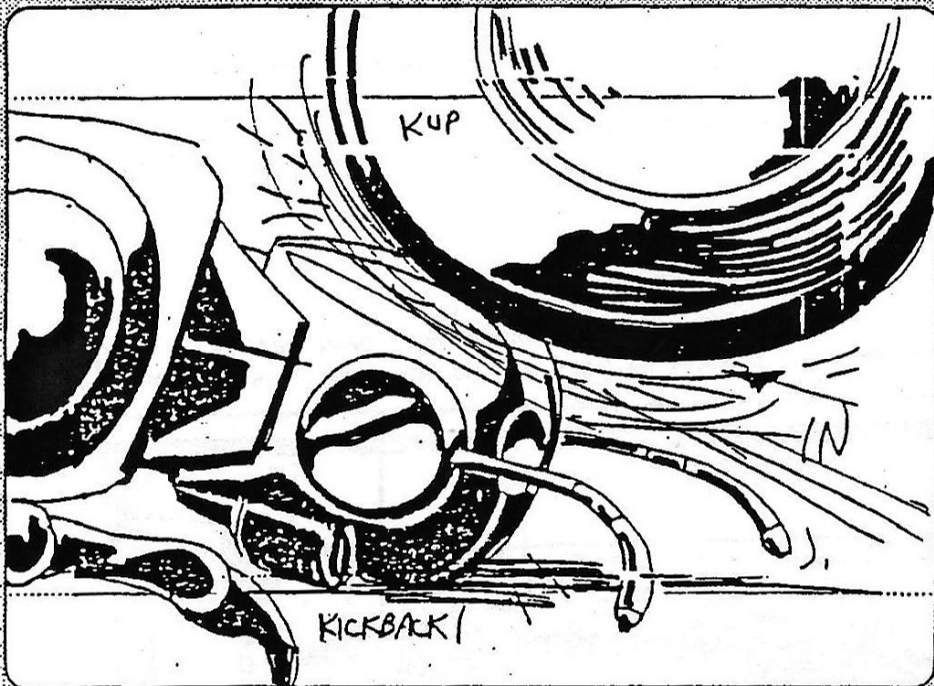
SC. 7-60A

SC. CONT

SEQ. 7

Page

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NEXT 56A  
PAGE

ACTION C.U. KICKBACK. AS KUP'S TIRE BANGS INTO HIS HEAD

DIAL

MUSIC/SFX

CAMERA

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

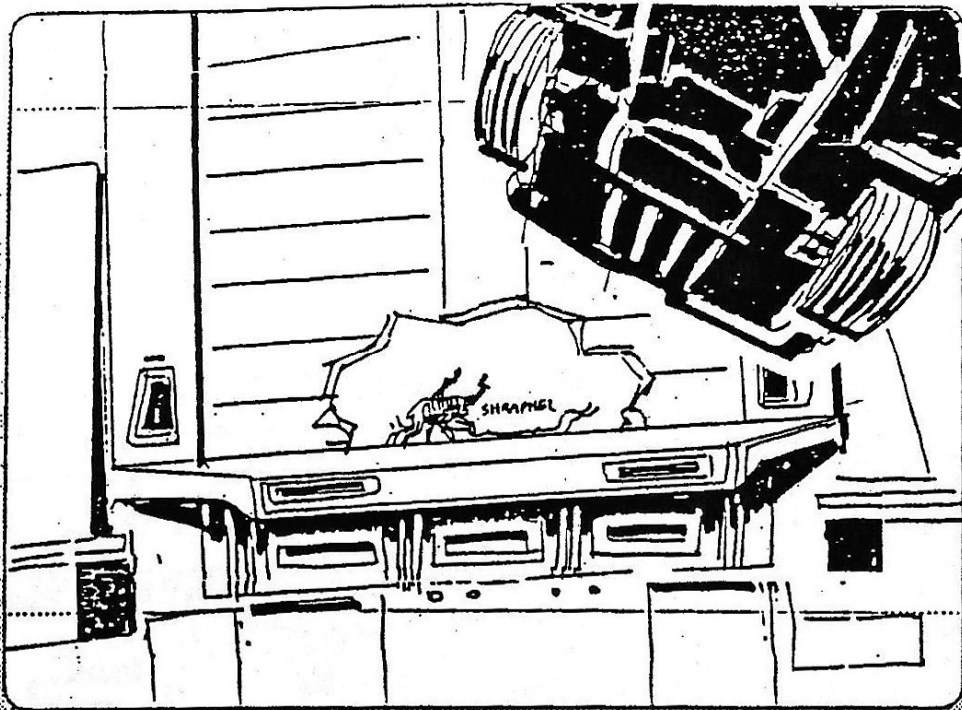
ACTION ...KNOCKING HIM DOWN AND DENTING IN THE BACK OF HIS HEAD.

DIAL

MUSIC/SFX

CAMERA

SC. 7-60C

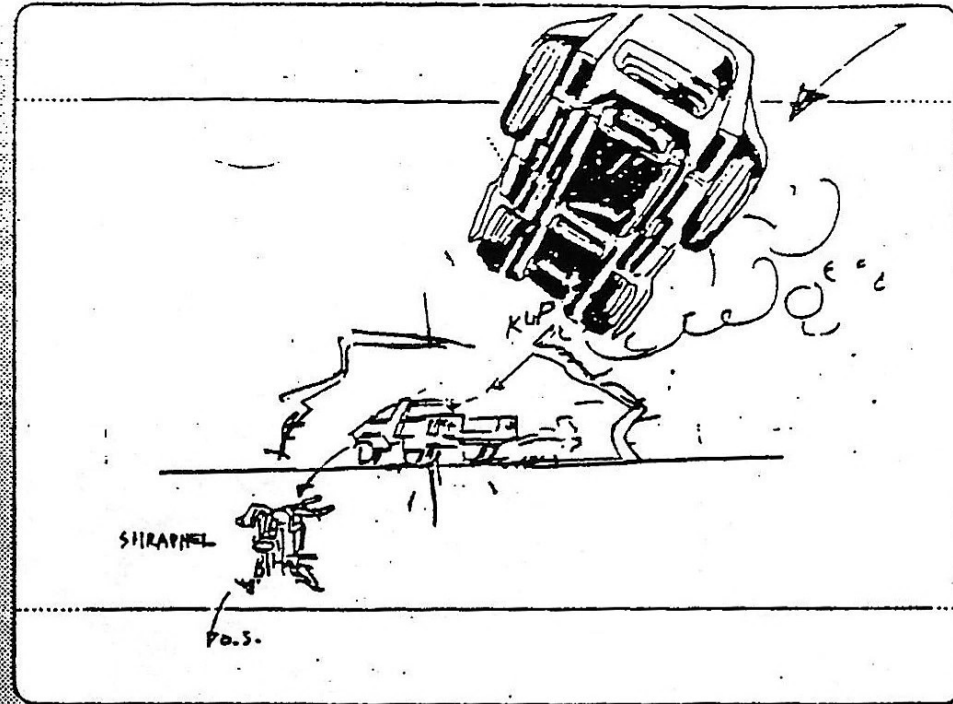


SC. CONT

SEQ. 7

Page

567



ACTION M.L.S. SHRAPNEL ON THE GATE TO AUTOBOT CITY AS KUP COMES FLYING INTO THE SCENE.

DIAL

MUSIC/SFX



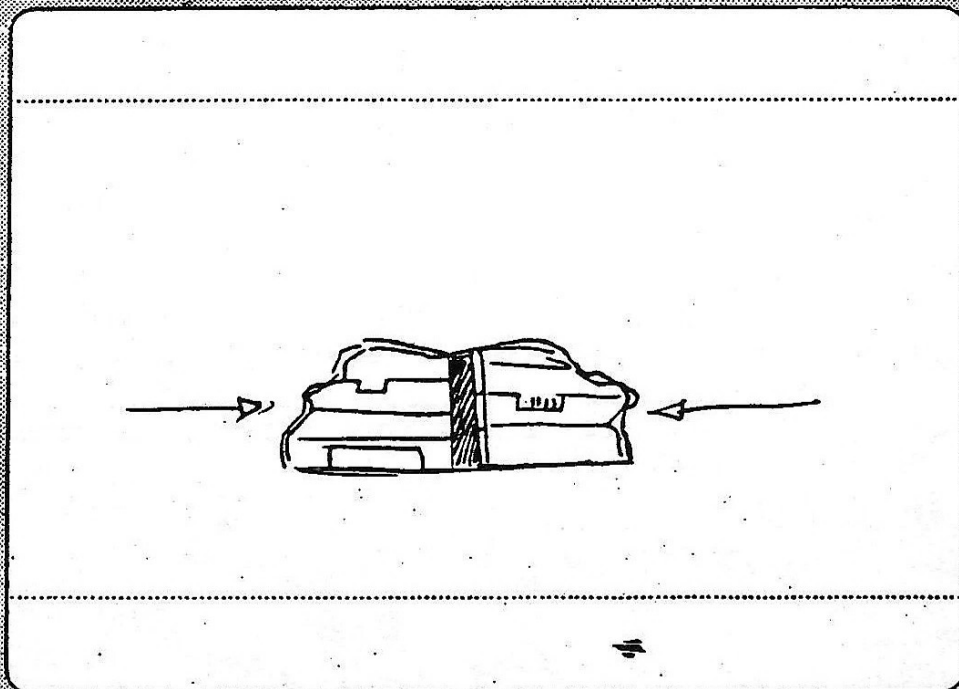
ACTION KUP KNOCKS SHRAPNEL DOWN INTO THE MOAT AND SAFELY ENTERS THE CITY

DIAL

MUSIC/SFX

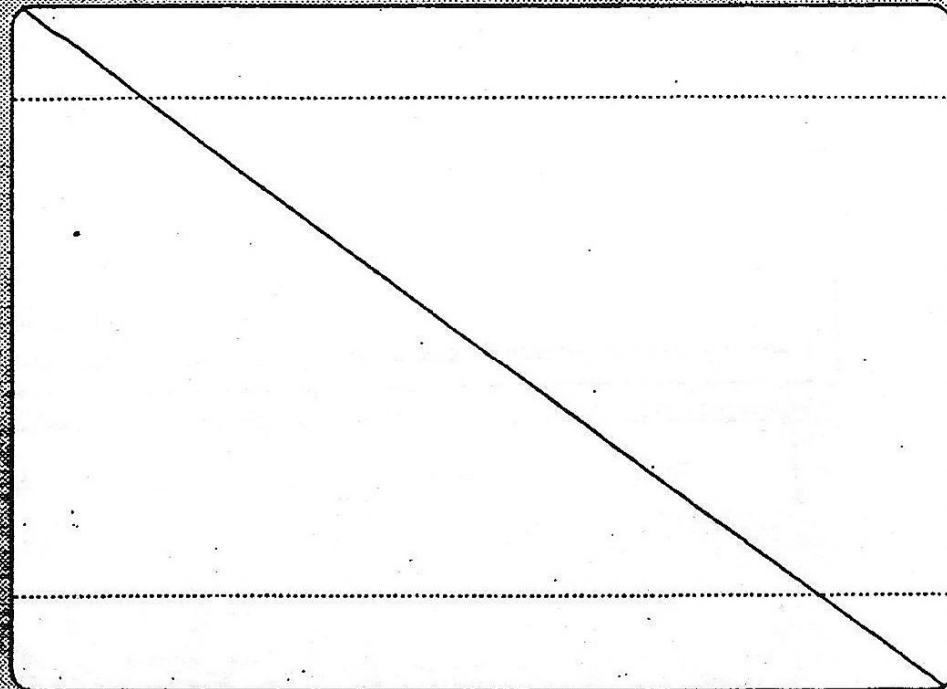


SC. CoM.



SC.

Page 56B



ACTION AFTER KUP ENTERS THE CITY A SECOND SET OF DOORS CLOSES,  
SEALING UP THE GATE.

DIAL

MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

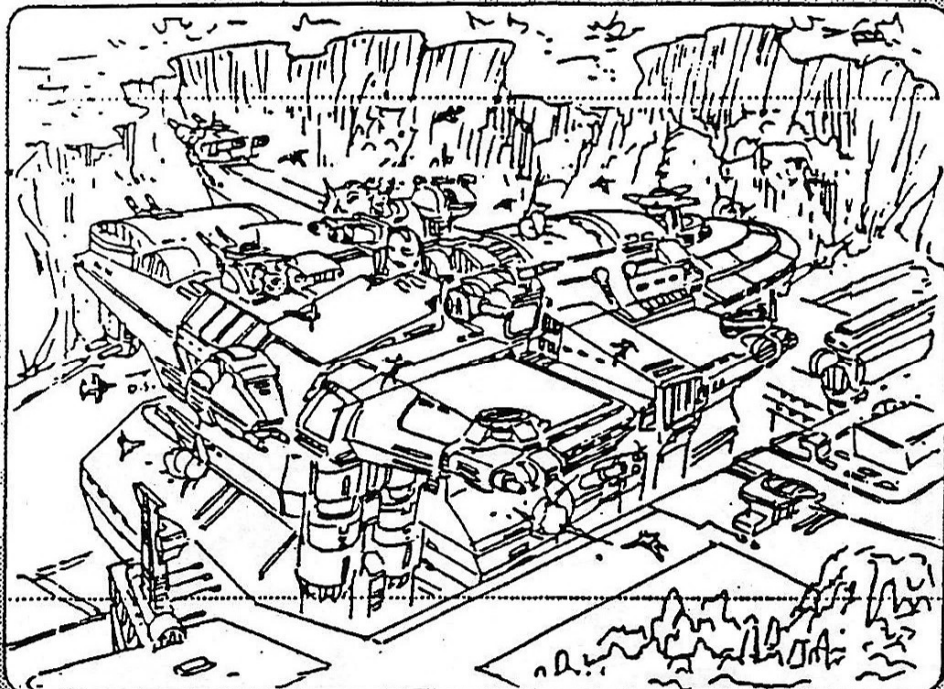
ACTION

DIAL

MUSIC/SFX

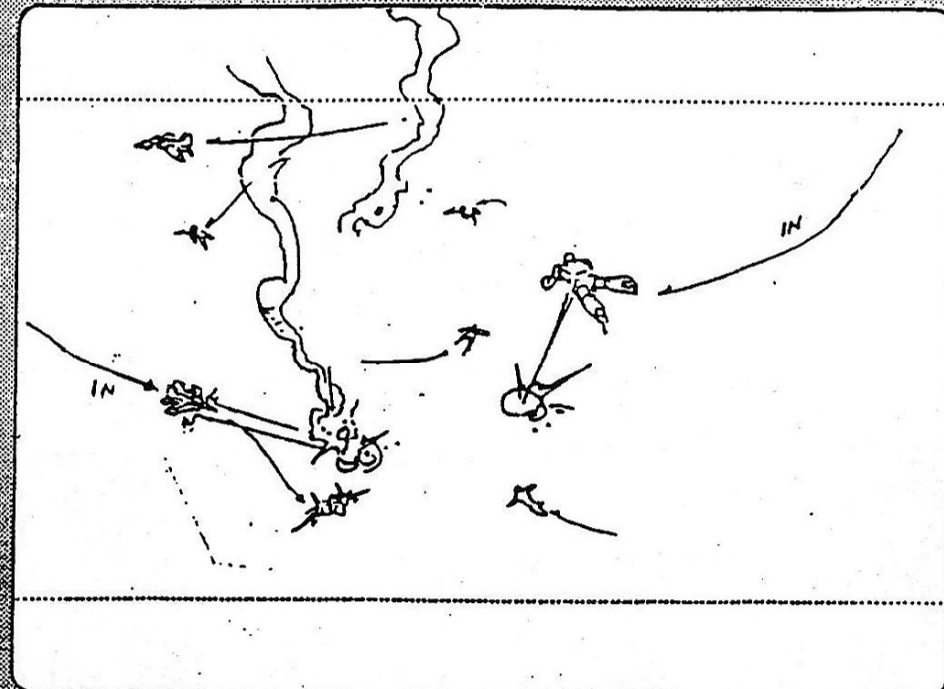
CAMERA

SC. 7-61



SC. CONT

SEQ. 7 Page 57



ACTION X.L.S. AUTOBOT CITY. IT HAS NOW TRANSFORMED INTO FORTRESS  
MAXIMUS. DECEPTICONS CRAWL ALL OVER IT...

DIAL

MUSIC/SFX

**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...TRYING TO BLAST THEIR WAY IN.

DIAL

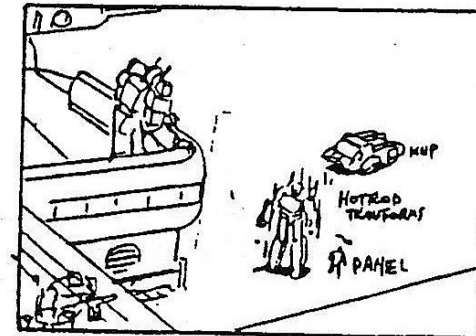
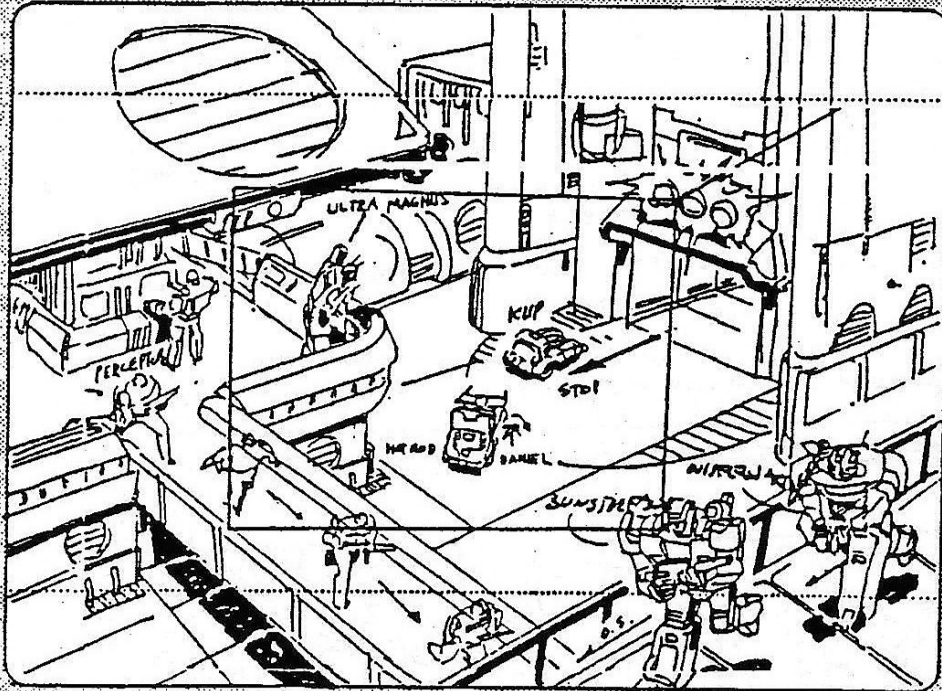
MUSIC/SFX

SC. 7-62

SC. CONT

TRUCK-IN SEQ. 7

Page 58



CTION L.S. INTERIOR AUTOBOT CITY. MANY AUTOBOTS RACE TO THEIR  
BATTLE STATIONS AS HOT ROD AND KUP ENTER AND COME TO A STOP  
AND ...

IAL

MUSIC/SFX

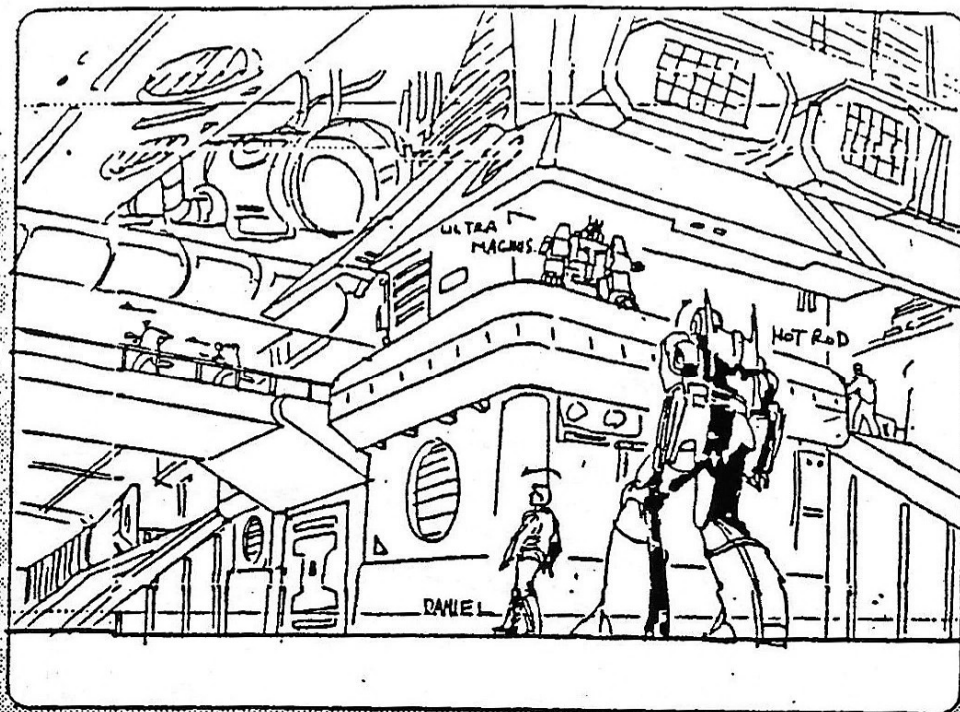
ACTION TRANSFORM INTO ROBOT MODE.

DIAL

MUSIC/SFX

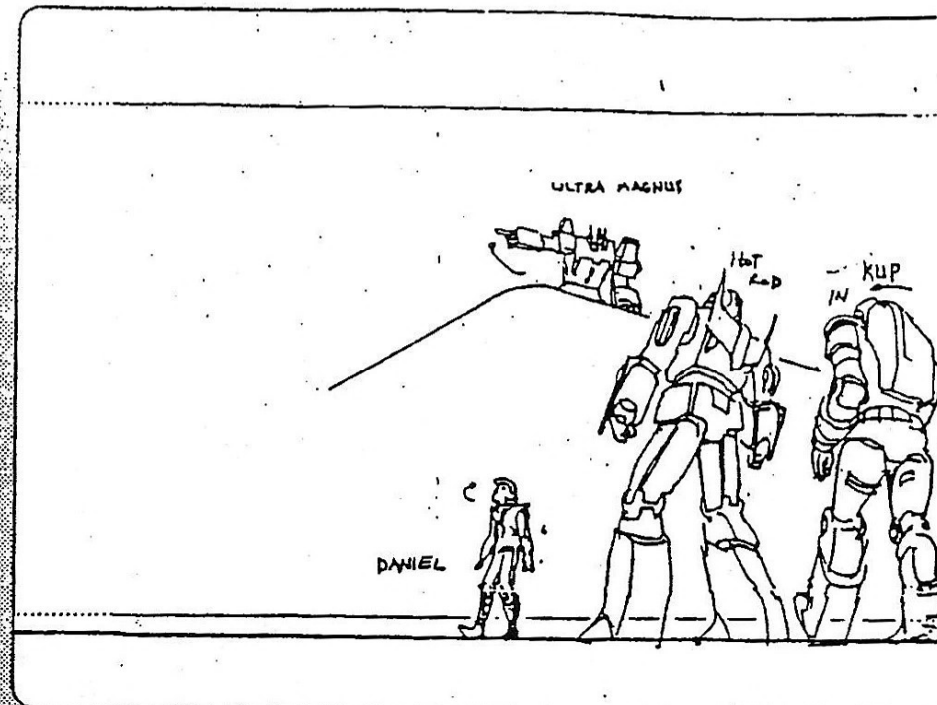
CAMERA

SC. 1-52



SC. CONT

SEQ. 7



ACTION L.S. DANIEL, HOT ROD, ULTRA MAGNUS. AS AUTOBOTS RACE AROUND, ULTRA MAGNUS ADDRESSES HOT ROD...

DIAL ULTRA MAGNUS (STERNLY)  
You can explain your security violation later, ...

MUSIC/SFX

ACTION ...GIVING HIM AN ORDER. KUP ENTERS THE SCENE.

DIAL ULTRA MAGNUS (CONT) ... Hot Rod! Now, man your battle station.

MUSIC/SFX

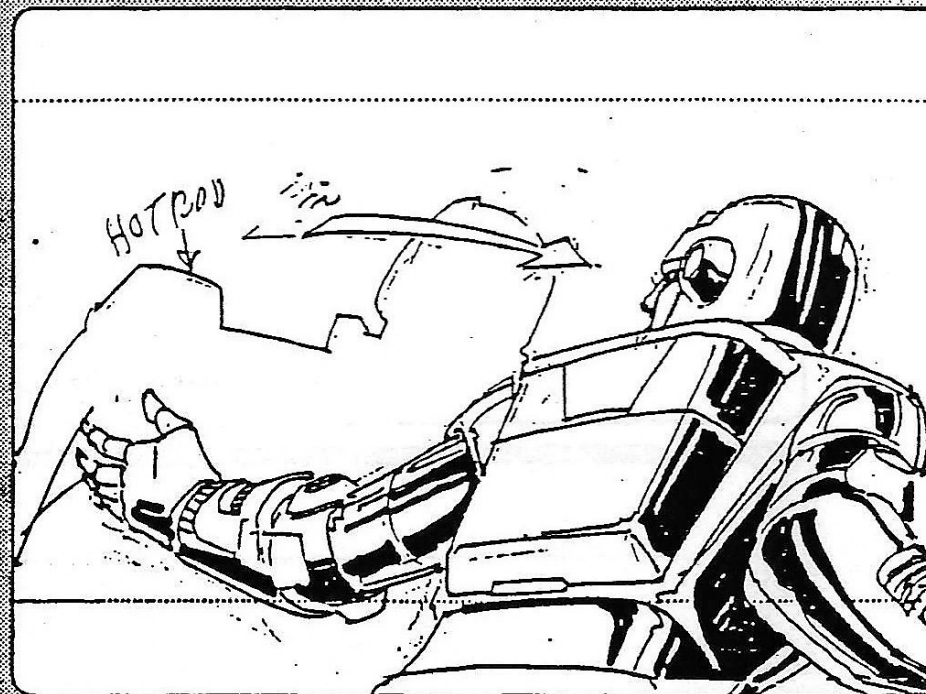


SC. 7-64

SC. CONT

SEQ. 7

Page 60



ACTION M.S. HOT ROD. HE LOOKS UP AT ULTRA MAGNUS AND RESPONDS TO HIS ORDER.

DIAL HOT ROD I don't have to explain my....

MUSIC/SFX

CAMERA

ACTION KUP MOVES IN AND LEADS HOT ROD OFF.

DIAL HOT ROD (CONT) ...actions to anyone...

KUP (TUGS HIM ALONG ROUGHLY)

MUSIC/SFX (V.O.) He said "later!"

CAMERA

SC. 7-64

SC. 7-65

SEQ. 7 Page 61



ACTION HOT ROD RELUCTANTLY FOLLOWS HIM.

DIAL

MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION L.S. HOT ROD AND KUP. THEY RUN THROUGH THE CITY.

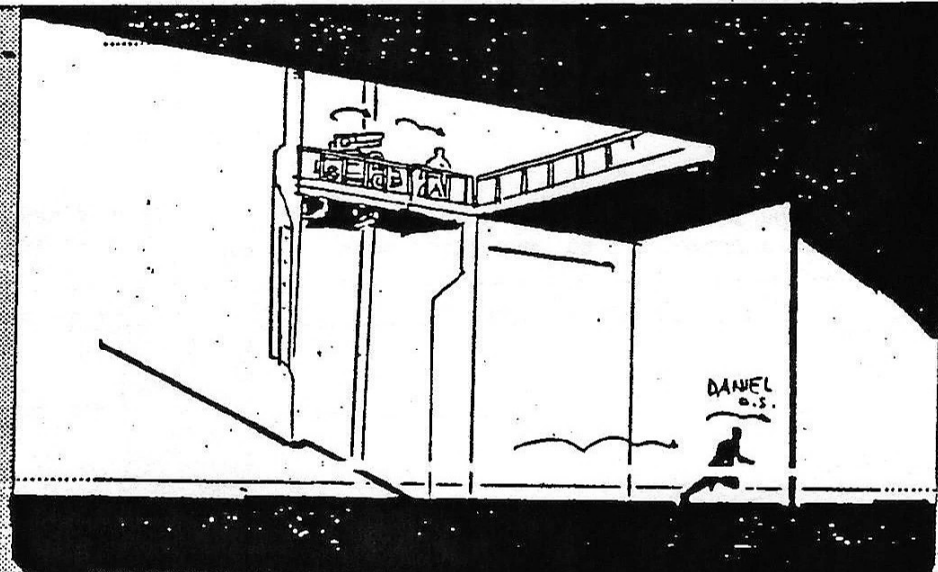
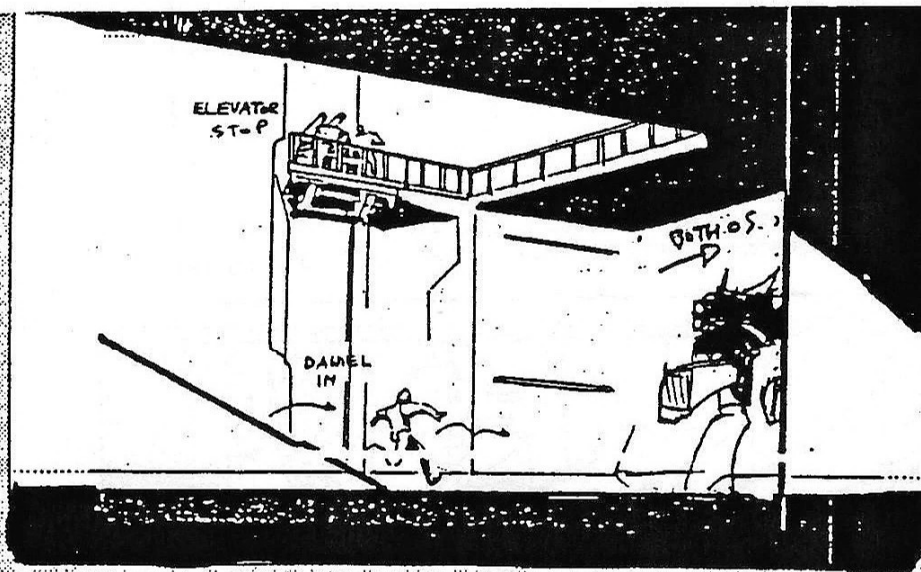
DIAL

MUSIC/SFX

CAMERA



MARVEL PRODUCTIONS LTD.



ACTION DANIEL COMES RUNNING IN BEHIND . . .

DIAL DANIEL Wait up,...

MUSIC/SFX

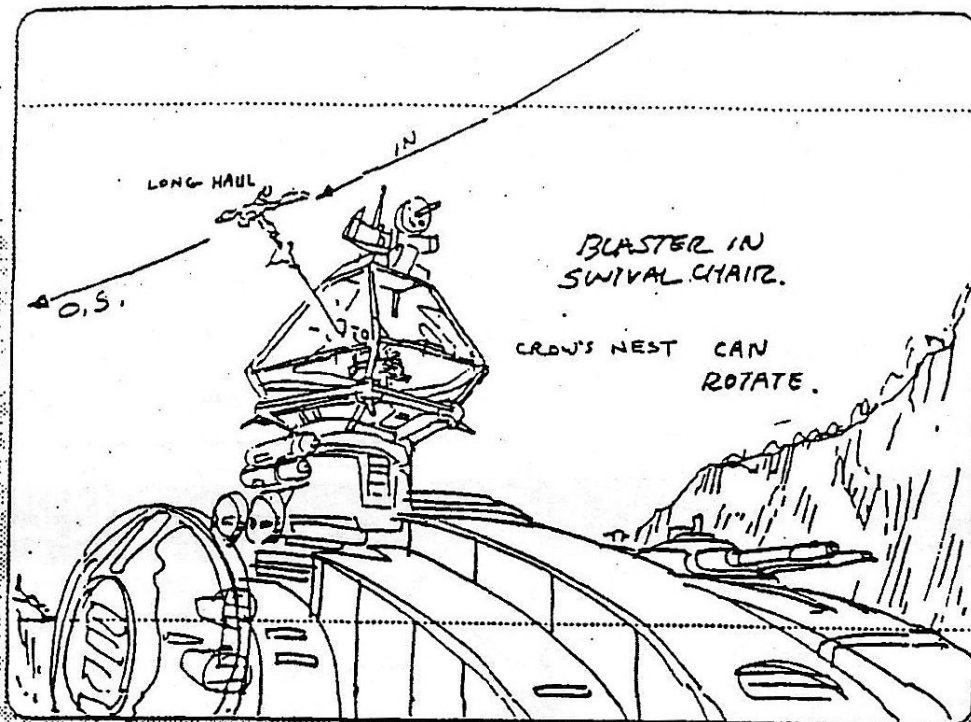
ACTION AND FOLLOWS THEM O.S.

DIAL DANIEL (CONT) ... Hot Rod!

MUSIC/SFX

CAMERA

SC. 7-05



ACTION

M.S. THE CROW'S NEST ON TOP OF AUTOBOT CITY. INSIDE THE CROW'S NEST IS BLASTER. OUTSIDE, LONG HAUL FLIES PAST AND TAKES A SHOT AT BLASTER, TO NO EFFECT...

DIAL

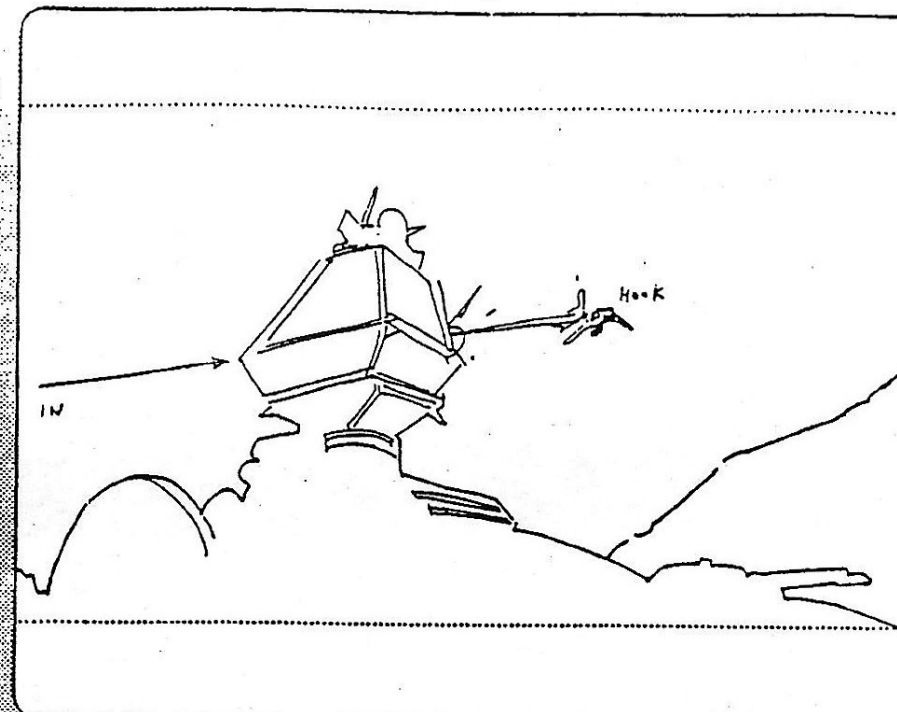
MUSIC/SFX

**TF** RAW  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

SEQ. 7

33



ACTION

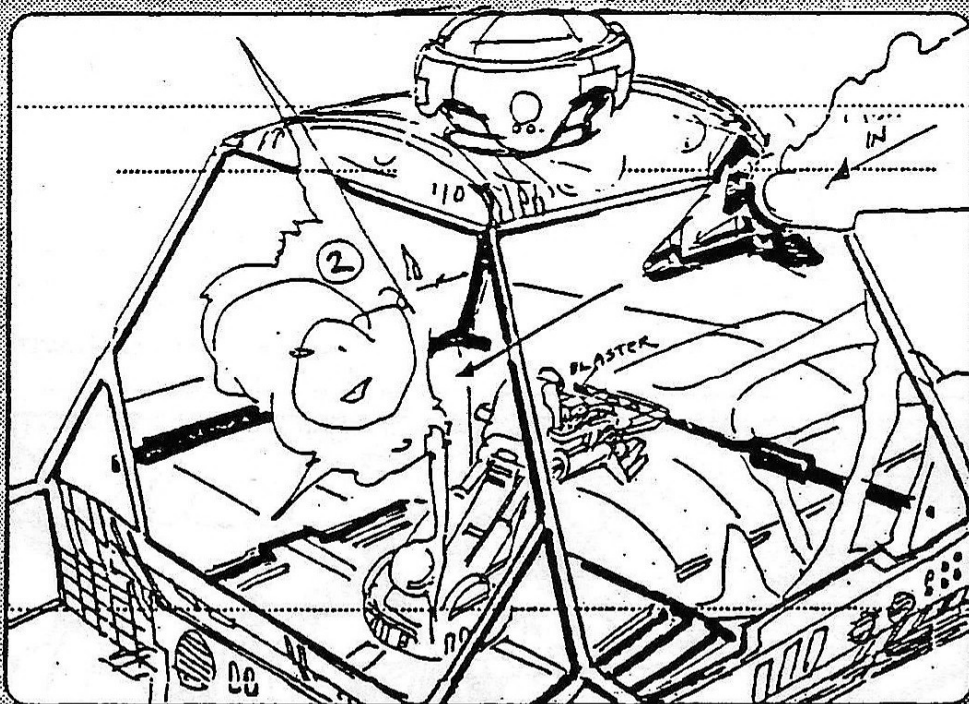
...HOOK FLIES PAST ON THE OPPOSITE SIDE ALSO TAKING SHOTS BLASTER IN THE CROW'S NEST. BUT NO DAMAGE IS DONE.

DIAL

MUSIC/SFX



SC. 7-67



ACTION C.U. THE CROW'S NEST. BLASTER IS SAFELY INSIDE WHILE ALL AROUND HIM MISSILES SHOT FROM THUNDERCRACKER BURST AGAINST THE TOWER.

DIAL

MUSIC/SFX

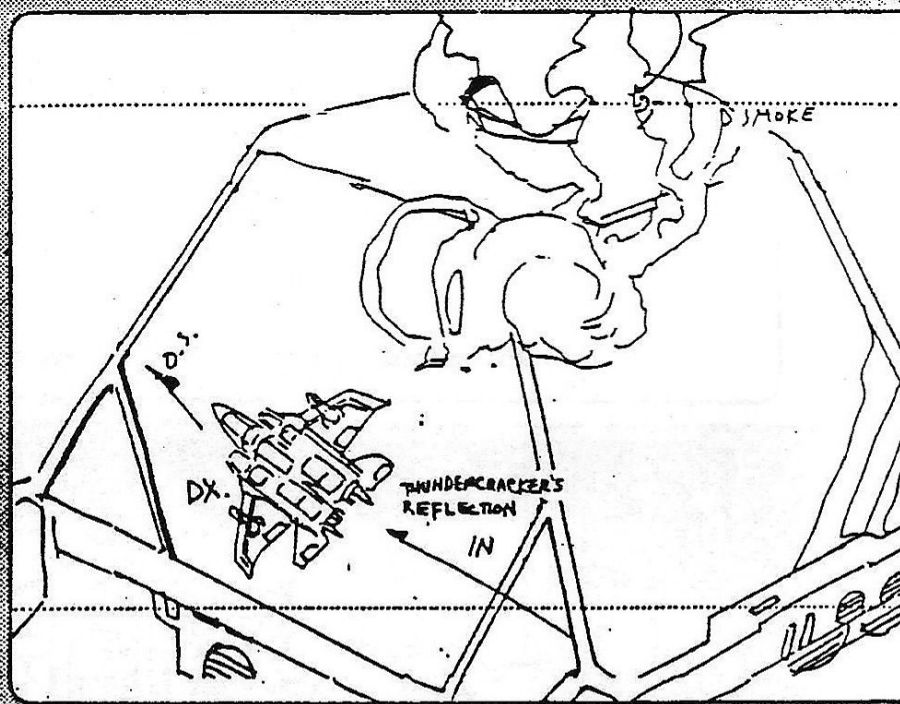
CAMERA

SC. CONT

SEQ. 7

Page

64



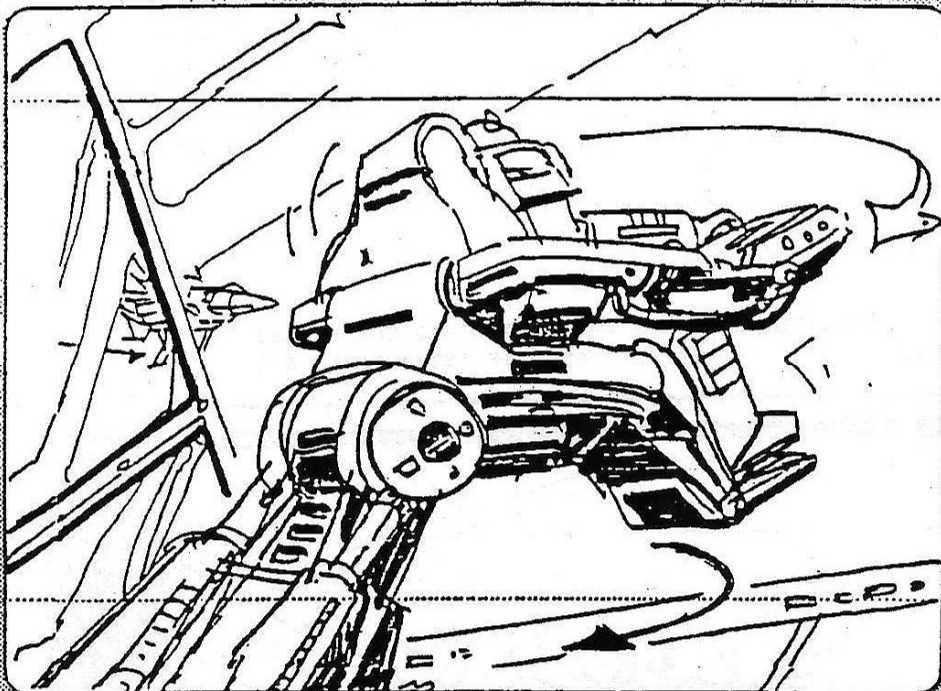
ACTION WE SEE THUNDERCRACKER'S REFLECTION TRAVEL OVER THE WINDOWS OF CROW'S NEST.

DIAL

MUSIC/SFX

CAMERA

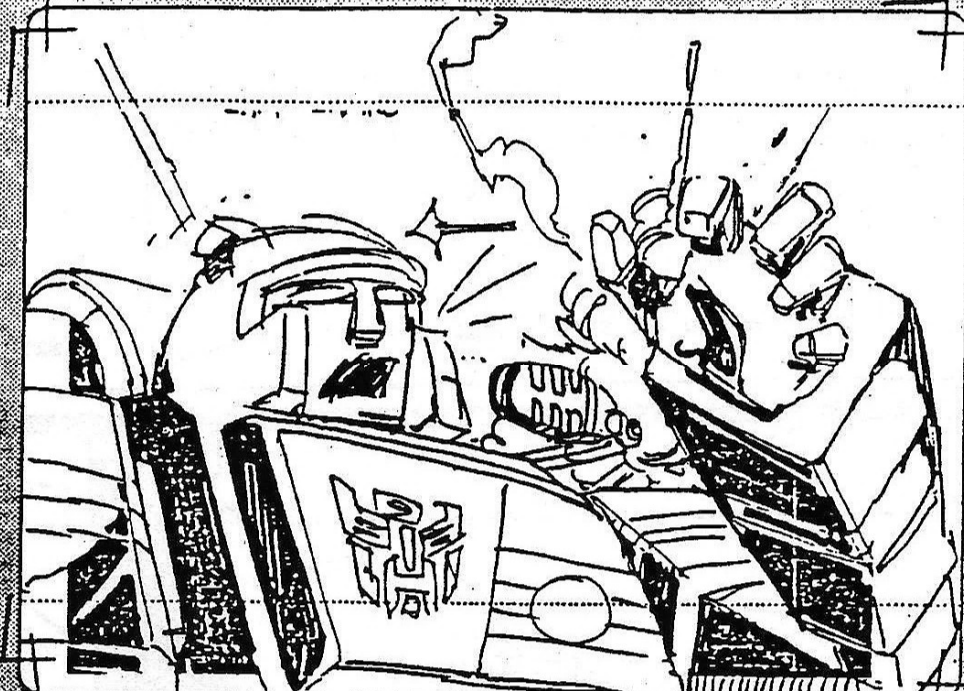
SC. 7-68



SC. CONT

CAM SHAKE SEQ. 7

Page 65



NO PAGE 66.

ACTION M.L.S. BLASTER RIDING IN HIS SWIVEL CONTROL CHAIR.

DIAL BLASTER Lookout and shout!

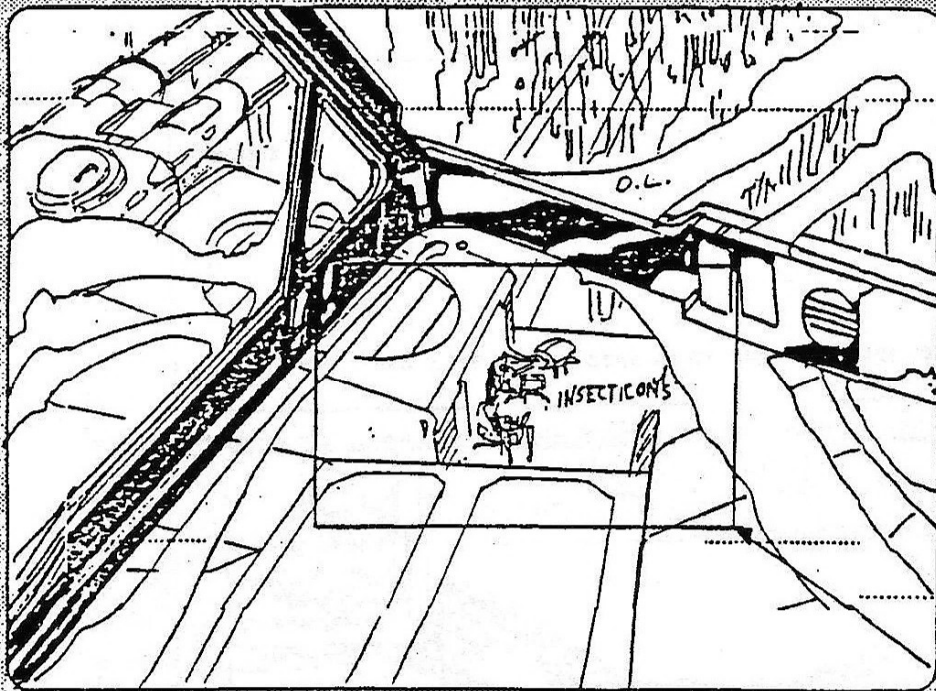
MUSIC/SFX  
TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION HE SWINGS INTO A CLOSE UP AND SPEAKS INTO HIS MICROPHONE AS A BLAST EXPLODES BEHIND HIM.

DIAL BLASTER (CONT) Yow!

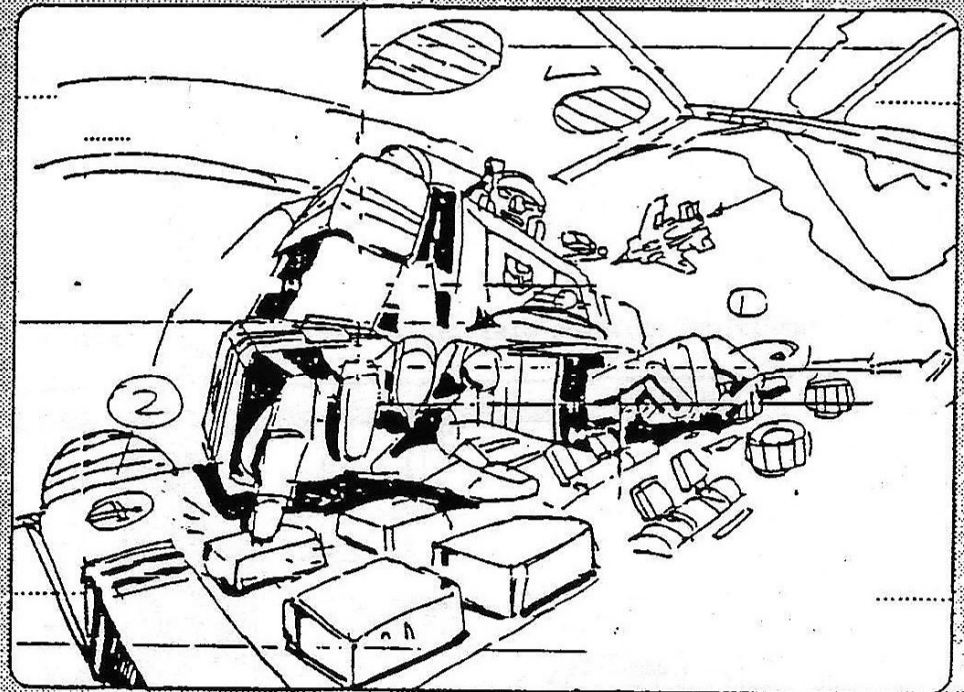
MUSIC/SFX

SC. 7-69



SC. 7-70

SEQ. 7 Page 67



ACTION X.L.S. BOMBHELL, KICKBACK AND SHRAPNEL. WE TRUCK IN ON THEM. THEY ARE CHEWING ON THE ARMOR PLATING OF THE FORTRESS.

DIAL  
BLASTER Gonna lay some slugs on those

MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

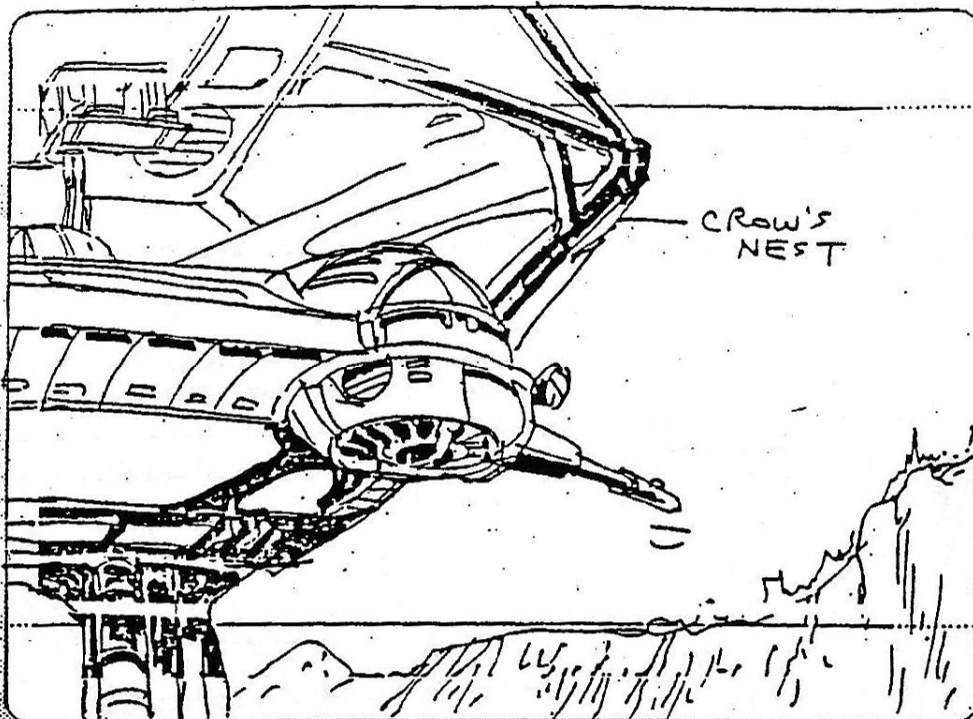
ACTION M.S. BLASTER. HE PUSHES VARIOUS BUTTONS AND TURNS DIALS ON HIS CONTROL PANEL.

DIAL  
BLASTER (CONT) overweight bugs!

MUSIC/SFX

CAMERA

SC. 7-71

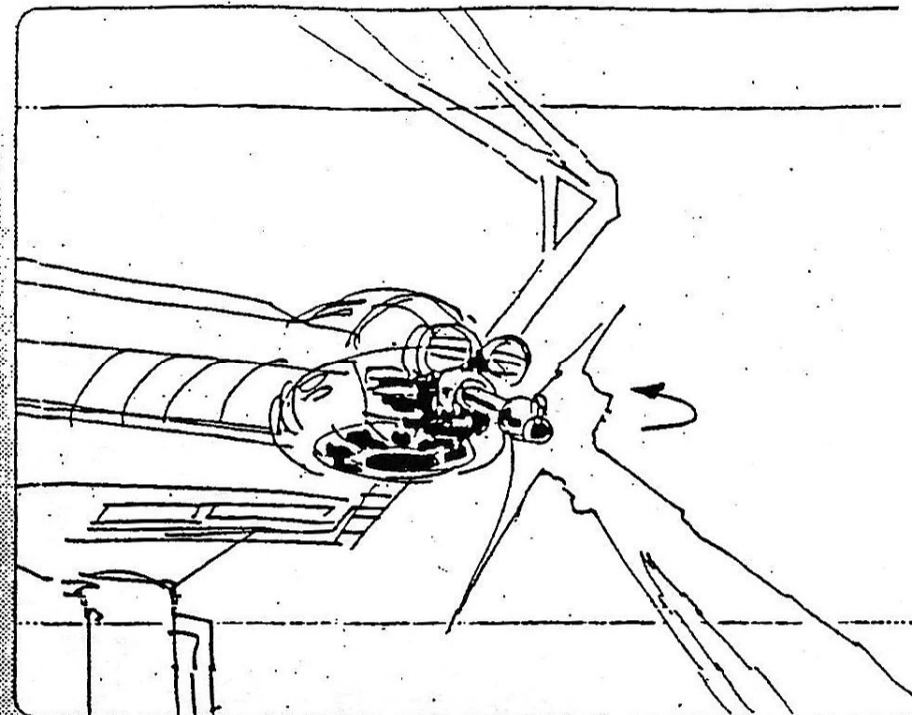


CROW'S  
NEST

SC. CONT

SEQ. 7

Page 55



ACTION A TURRET TYPE LASER CANNON ON THE EXTERIOR OF THE CROW'S NEST.

DIAL

MUSIC/SFX

ACTION IT SWIVELS INTO POSITION AND FIRES.

DIAL

MUSIC/SFX

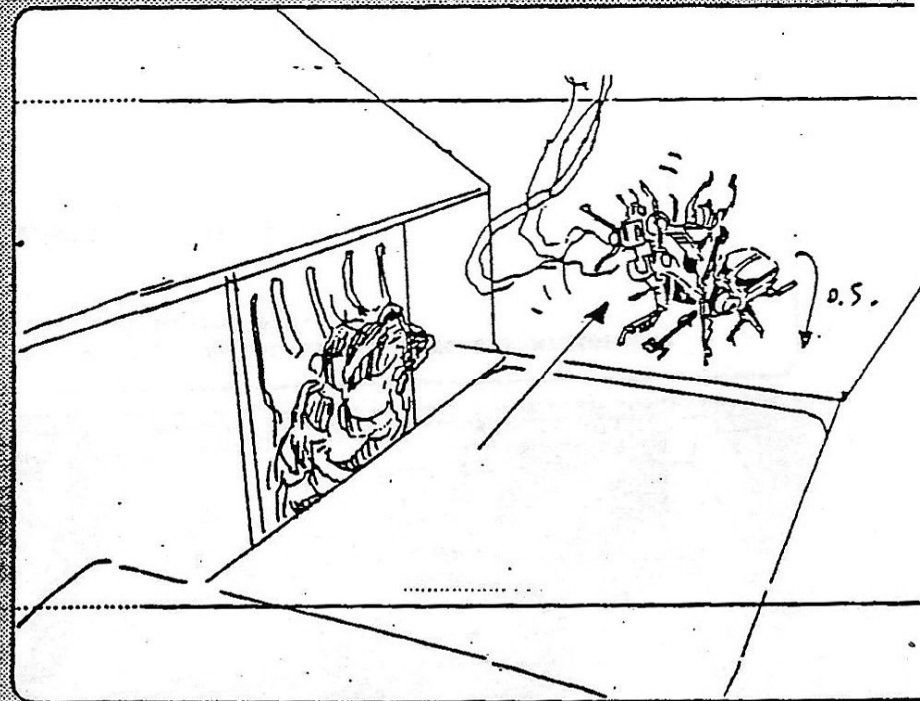
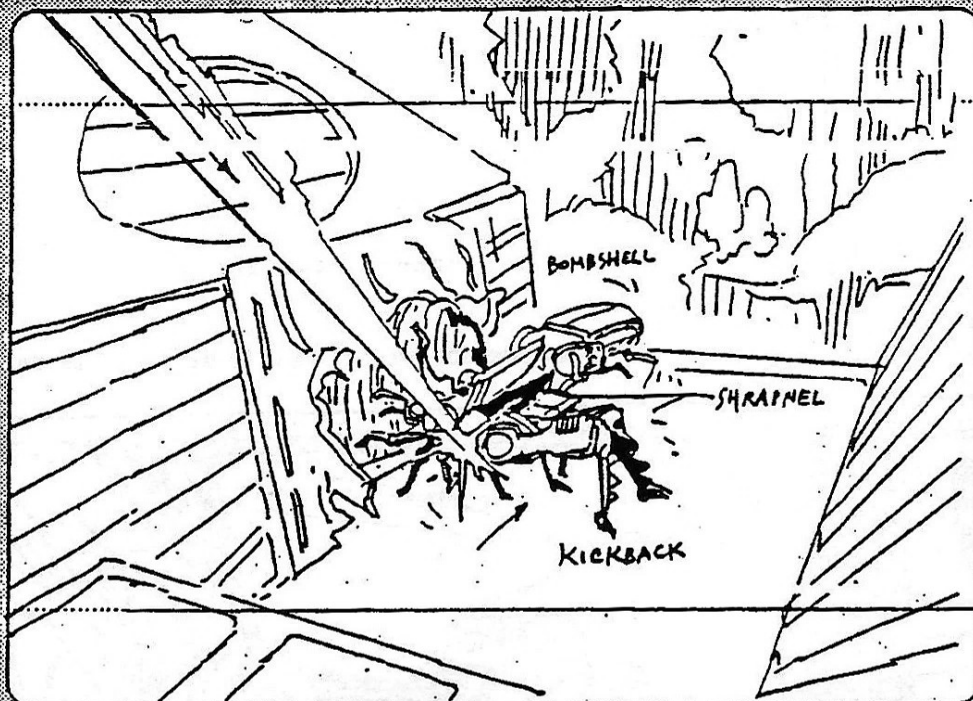


SC. 7-72

SC. CONT

SEQ. 7

Page 69



ACTION

L.S. BOMBSHELL, SHRAPNEL, KICKBACK. THE LASER BEAM HURTLES INTO SCENE EXPLODING INTO THE INSECTICONS...

DIAL

MUSIC/SFX

CAMERA

ACTION

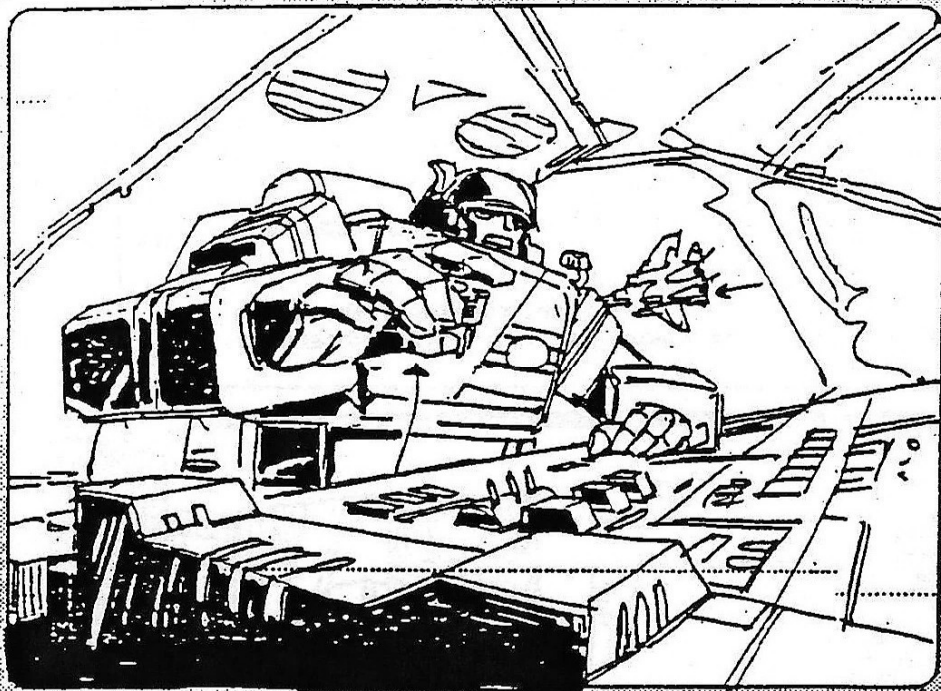
...SENDING THEM FLYING OFF OF THE TOWER AND O.S.

DIAL

MUSIC/SFX

CAMERA

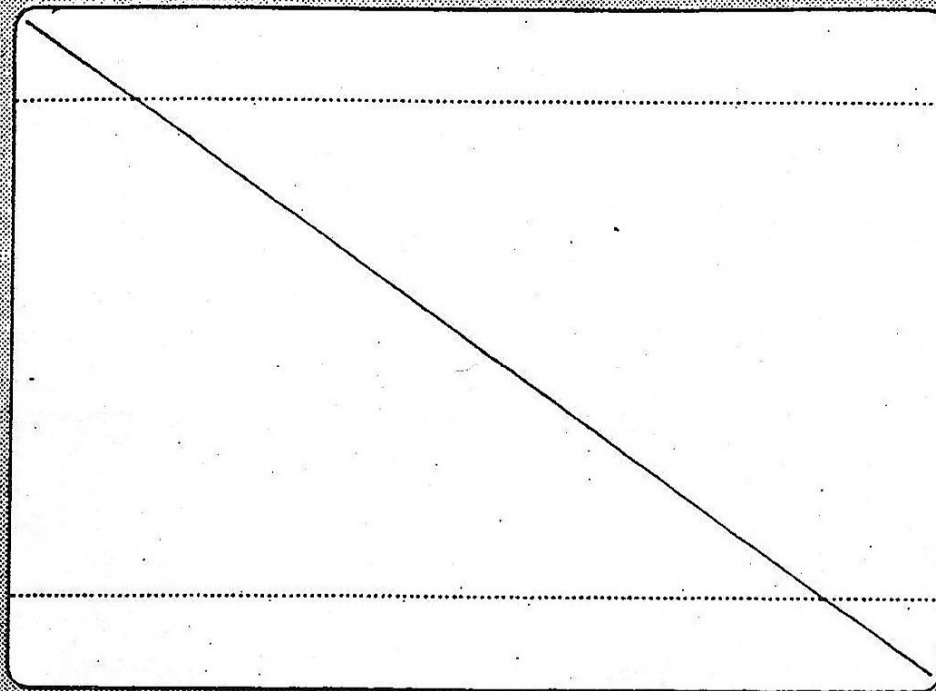
SC. 7-73



SC.

SEQ. 7

Page 70



ACTION M.S. BLASTER AT HIS CONTROL PANEL. A DECEPTICON JET FLIES PAST OUTSIDE.

DIAL BLASTER (JOYFUL)

I'm talkin' hits here, Autobuddies!

ACTION

DIAL

MUSIC/SFX

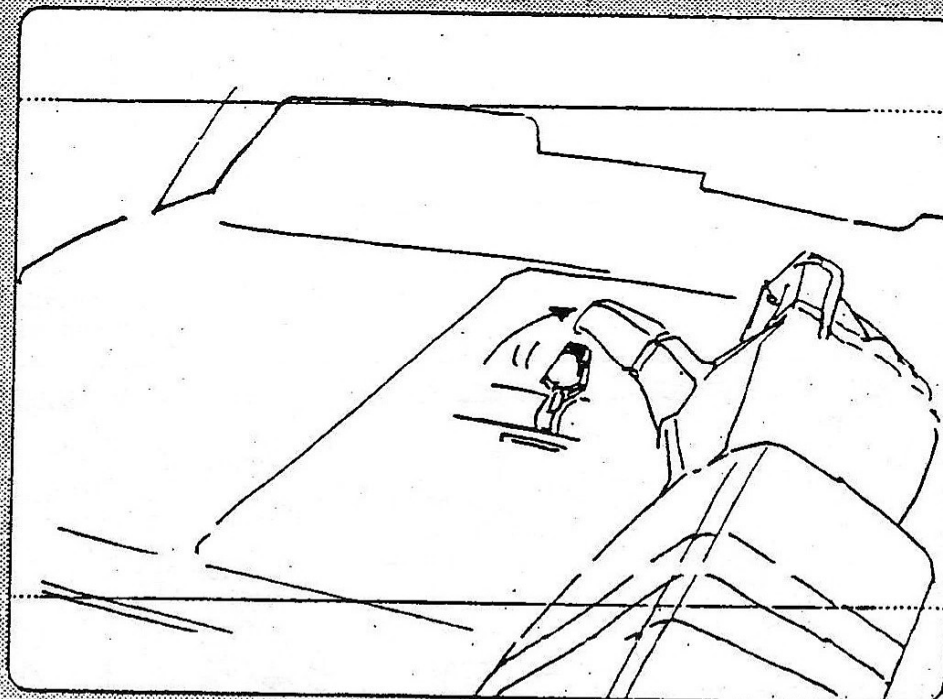
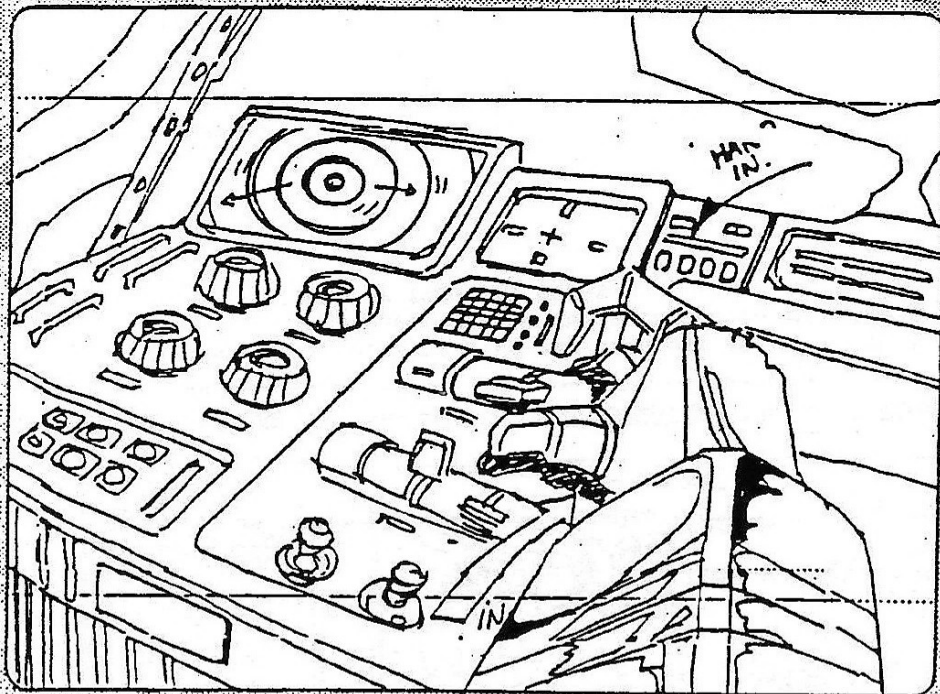
MUSIC/SFX  
IFRAW  
From Generation 1 to Beast Hunters and Beyond!!!

SC. 7-74

SC. CONT

SEQ. 7

Page 71



NO SCENE 75

ACTION C.U. BLASTER'S HAND.

DIAL BLASTER (JOYFUL)

Hits with a capital "haitch" ...

MUSIC:SFX

CAMERA

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!

ACTION

HE FLIPS A SWITCH ON THE CONTROL PANEL.

DIAL

MUSIC:SFX

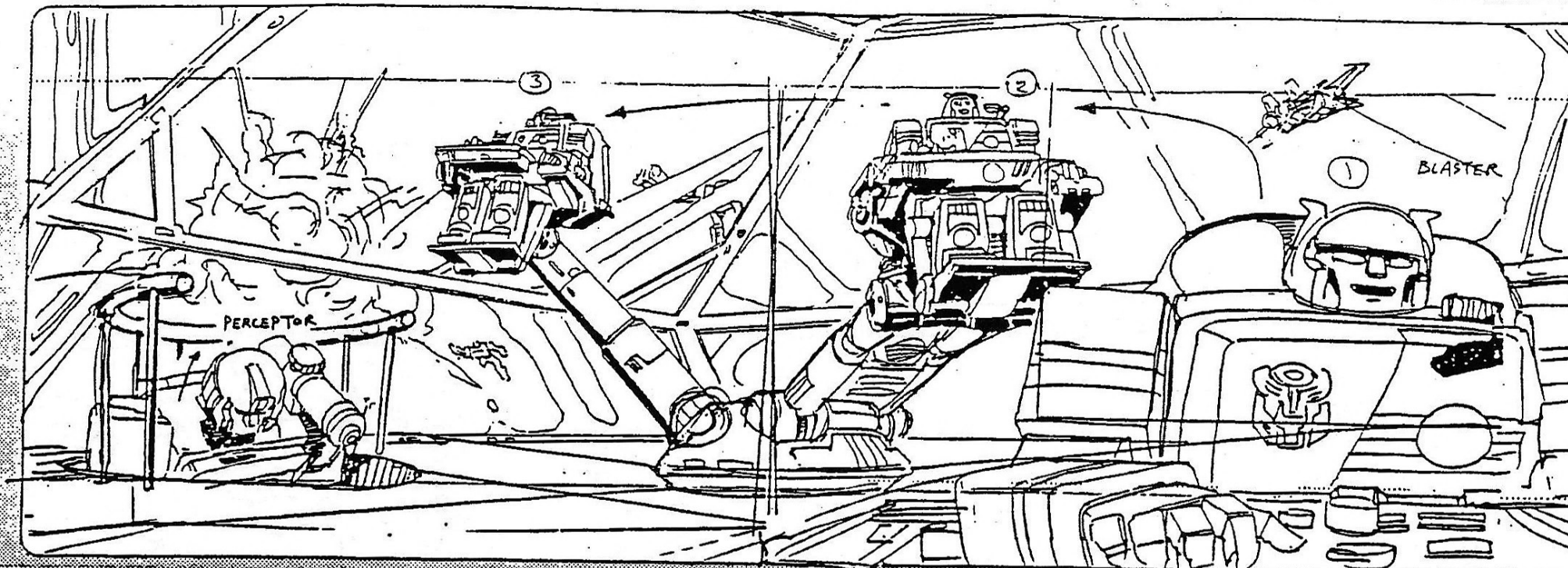
CAMERA

SC. 7-70

STOP

FOLLOW PAN TRUCK OUT START

Page 12



ACTION M.S. BLASTER. WE PAN WITH HIM AS HIS CONTROL PANEL CHAIR SWIVELS AROUND AND OVER TO THE ENTRANCE TO THE CROW'S NEST. PERCEPTOR COMES UP INTO THE SCENE.

DIAL

MUSIC/SFX

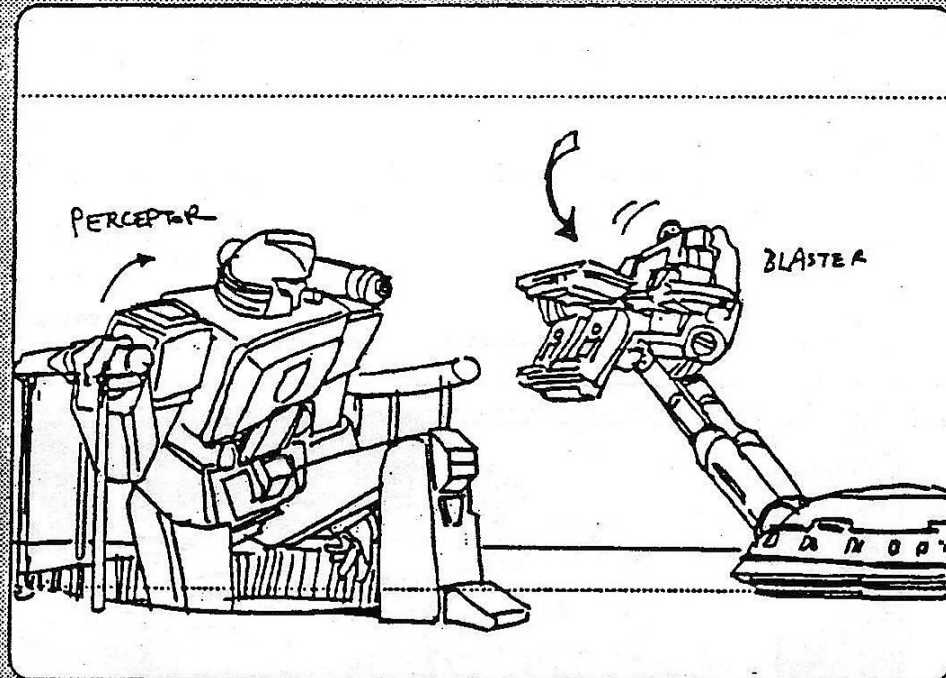
ACTION

DIAL BLASTER ...like in

MUSIC/SFX



SC. 7-76 CONT



ACTION PERCEPTOR CLIMBS INTO THE CROW'S NEST AND TURNS TOWARD BLASTER WHOSE CHAIR SWIVELS BACK...

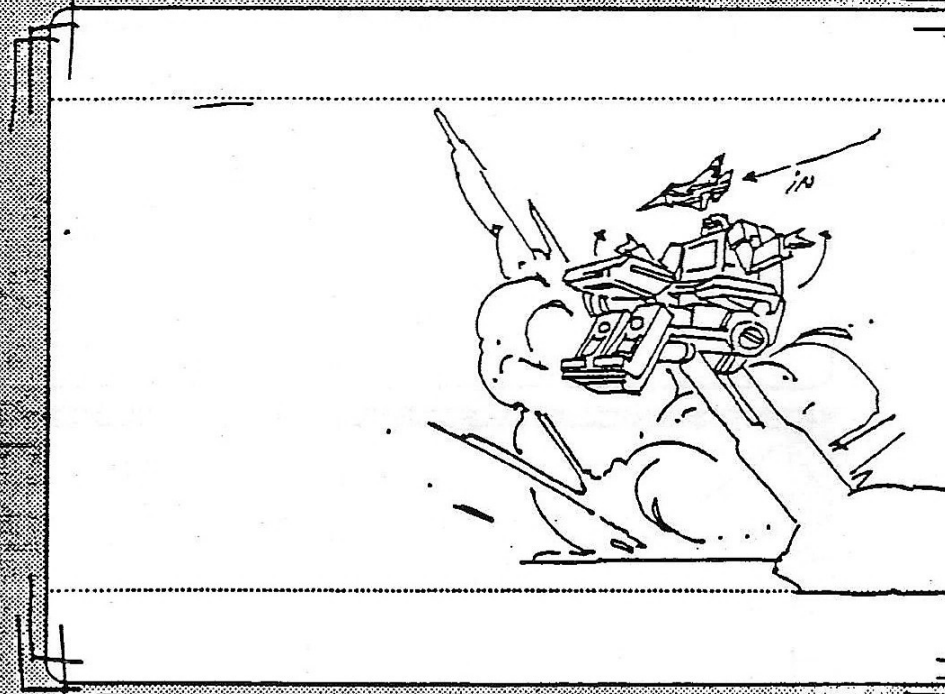
DIAL BLASTER (CONT) ... Hard, Heavy and...  
(SEES PERCEPTOR)

MUSIC/SFX

CAMERA

SC. CONT

CAM SHAKE. SEQ. 7 Page 73



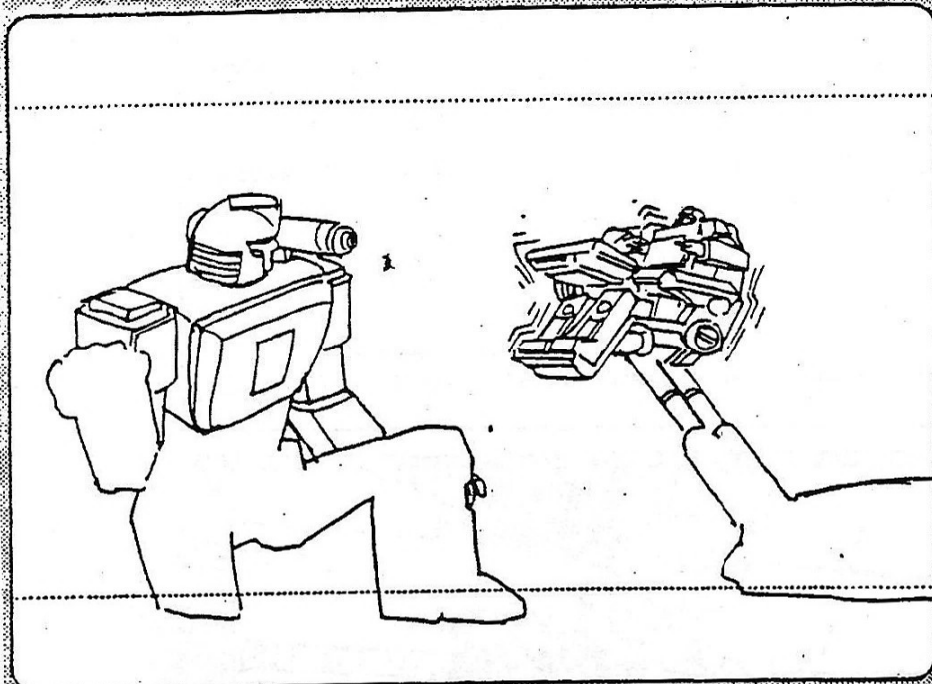
ACTION ...AS A DECEPTICON JET FLIES PAST SHOOTING AT THE TOWER. THE MISSILE EXPLODES AGAINST THE WINDOWS...

DIAL BLASTER (CONT) Hey, Perceptor, what's shakin'...

MUSIC/SFX

CAMERA

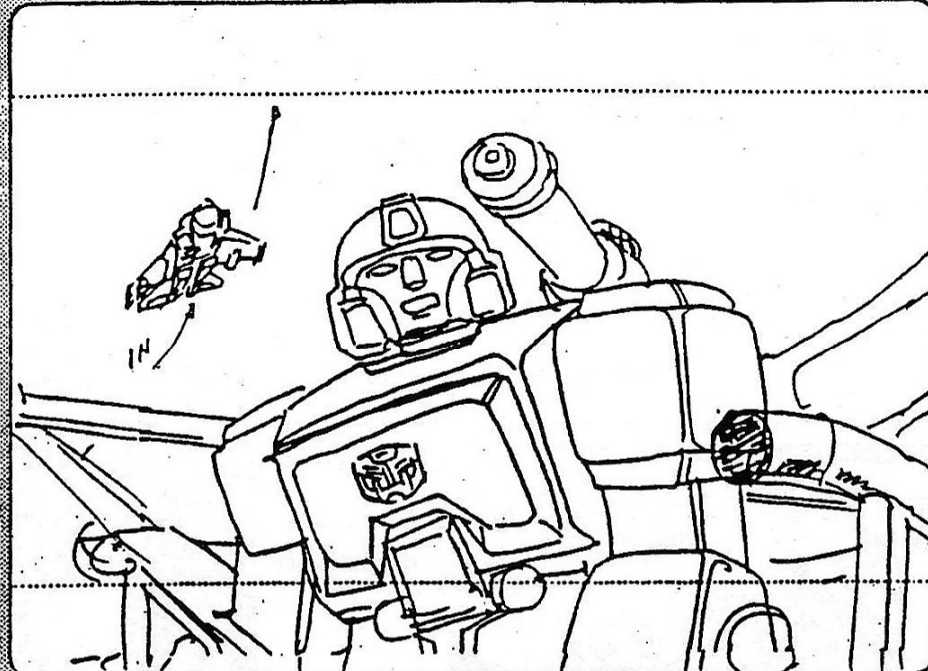
SC. CONT 7-76



SC. 7-78

SEQ. 7

Page 74



NO SCENE 7-77

TION ...CAUSING BLASTER'S CHAIR TO VIOLENTLY VIBRATE.

L BLASTER (CONT) ... other than this fortress?

ACTION M.S. PERCEPTOR. HE SPEAKS TO BLASTER. A DECEPTICON JET PASSES OVERHEAD.

DIAL PERCEPTOR Blaster, Ultra Magnus sends orders ...

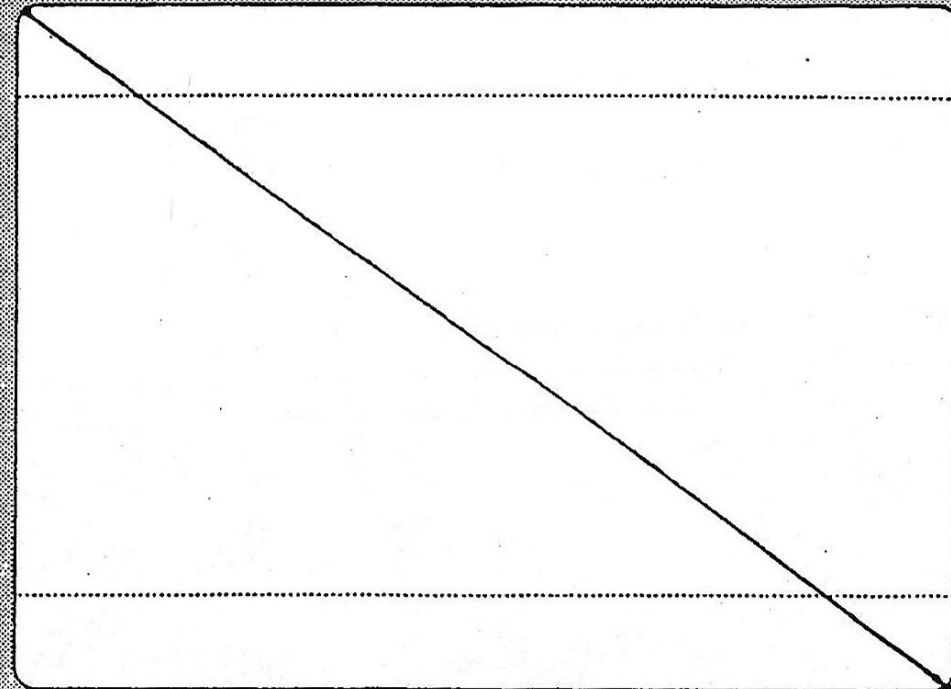
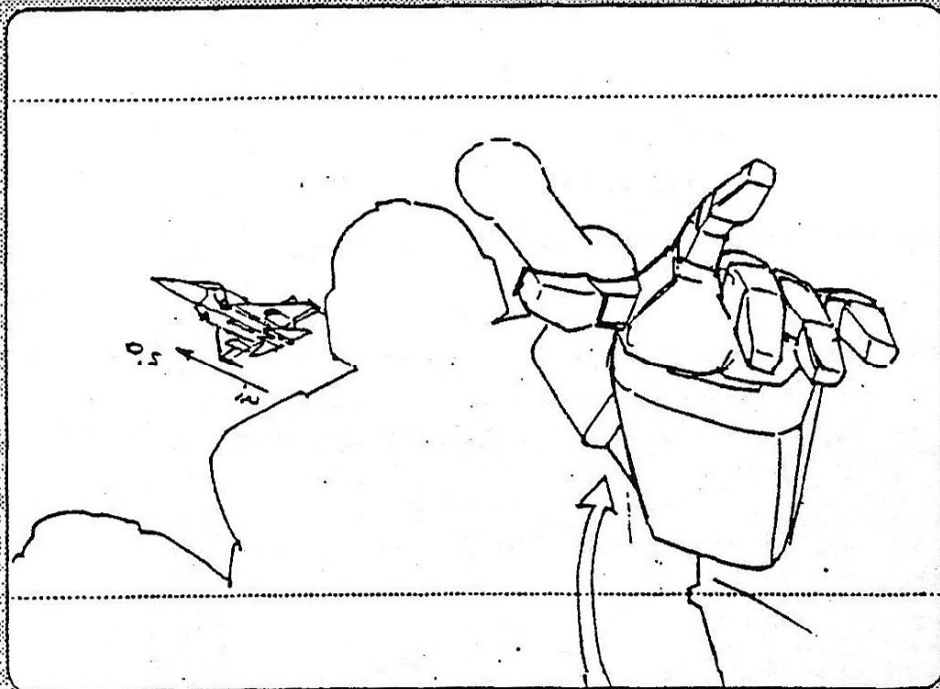
MUSIC/SFX

SC. CONT 7-78

SC.

SEQ. 7

Page 75



ACTION ANOTHER DECEPTICON JET FLIES PAST AS PERCEPTOR POINTS HIS FINGER AT BLASTER.

DIAL PERCEPTOR (CONT) ... to contact Optimus Prime for reinforcements.

MUSIC/SFX

ACTION

DIAL

MUSIC/SFX

CAMERA

SC. 7-79



ACTION M.S. BLASTER. HIS HANDS GO DOWN ON THE CONTROL PANEL.

DIAL BLASTER

Alright! Cover your receptors,  
Perceptor!

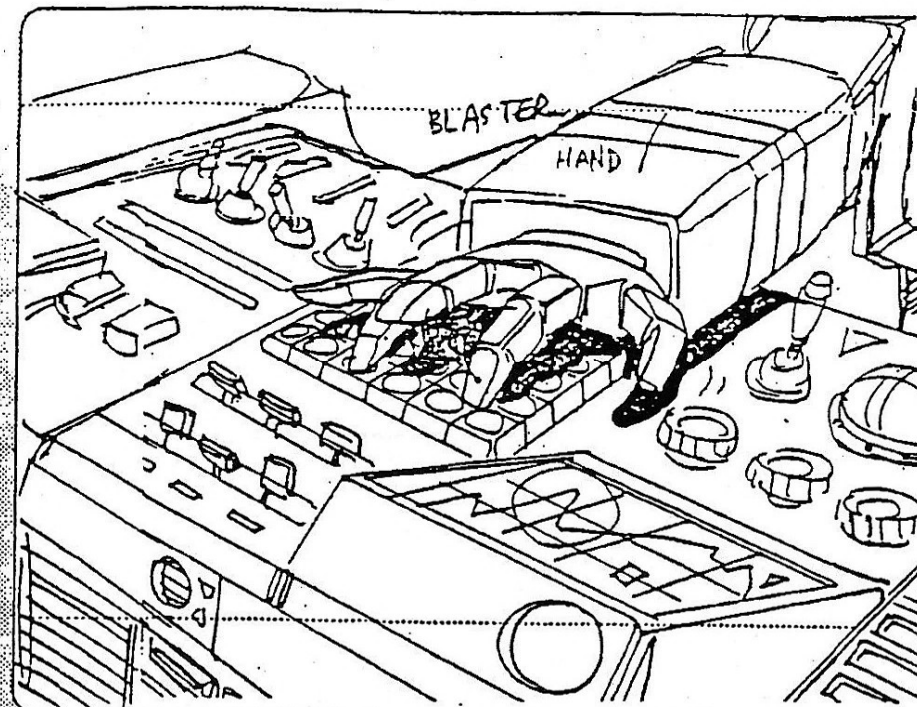
MUSIC/SFX

From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-80

SEQ. 7

Page 76



ACTION C.U. BLASTER'S HAND AS HE OPERATES THE VARIOUS CONTROLS.

DIAL

MUSIC/SFX

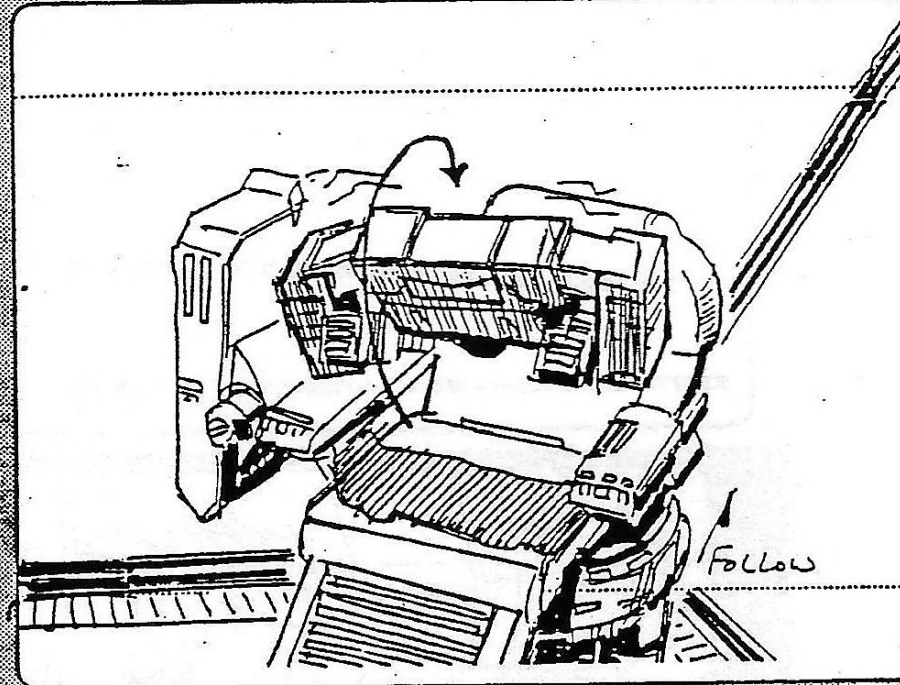
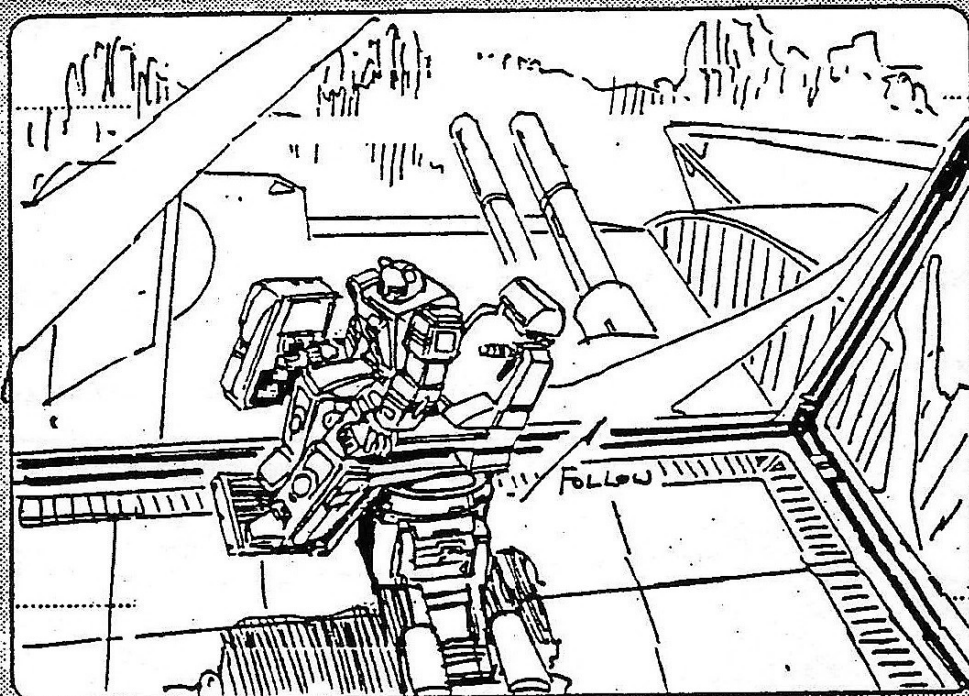


SC. 7-81

SC. CONT

SEQ. 7

Page 77



ACTION L.S. BLASTER IN THE CONTROL PANEL CHAIR. IT SWIVELS UP AND TOWARD US...

DIAL

MUSIC/SFX

CAMERA

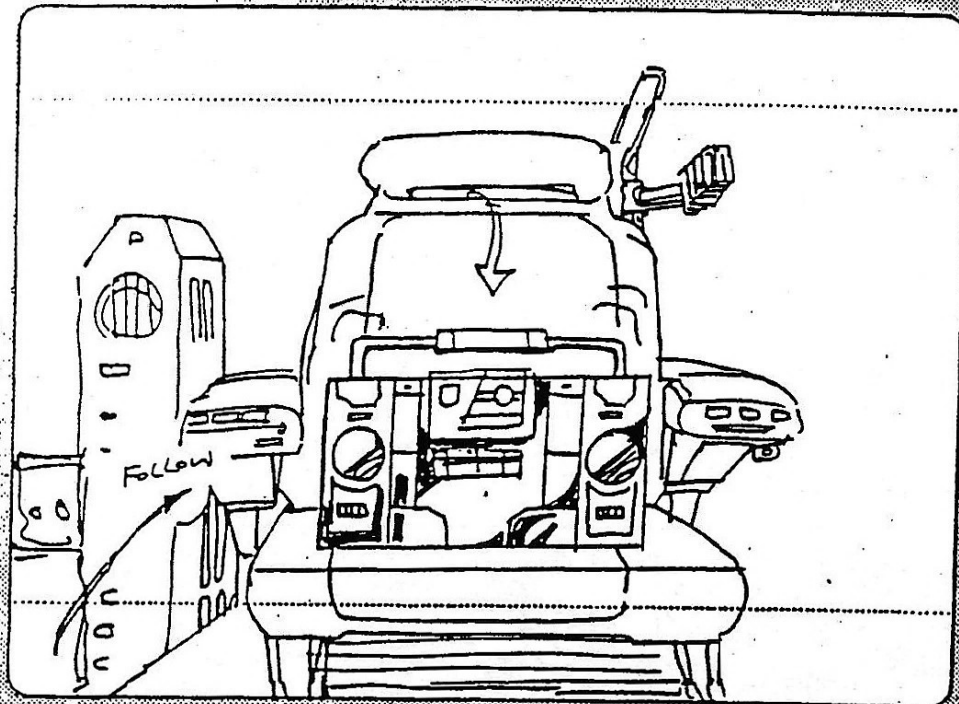
ACTION ...AS BLASTER TRANSFORMS...

DIAL

MUSIC/SFX

CAMERA

SC. CONT 7-81

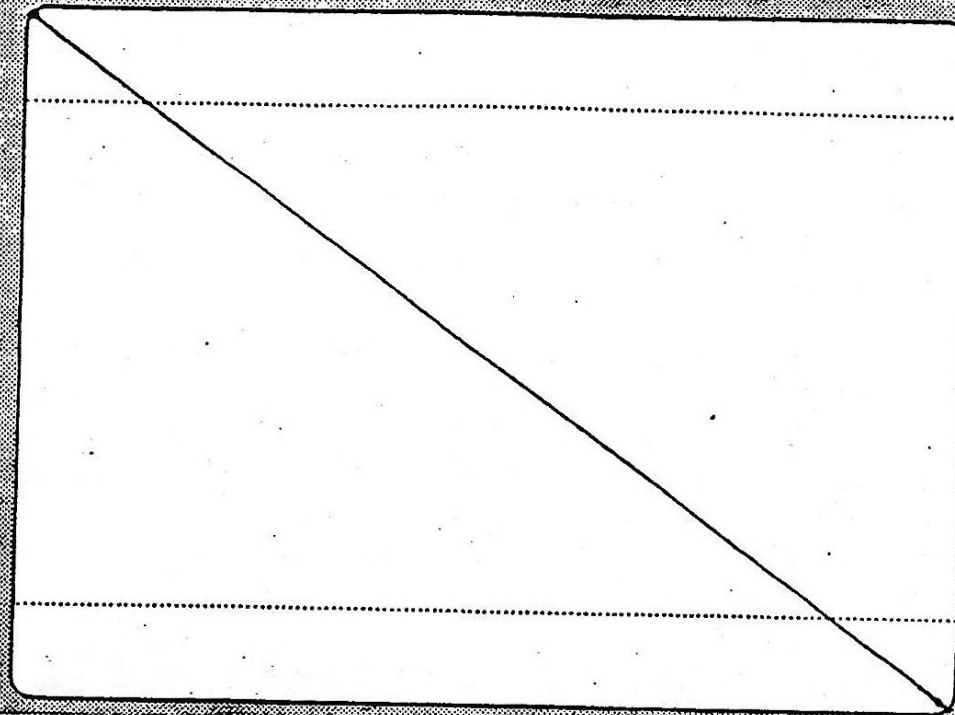


SC.

SEQ. 7

Page

78



ACTION ...INTO HIS GHETTO BLASTER MODE.

DIAL

MUSIC/SFX



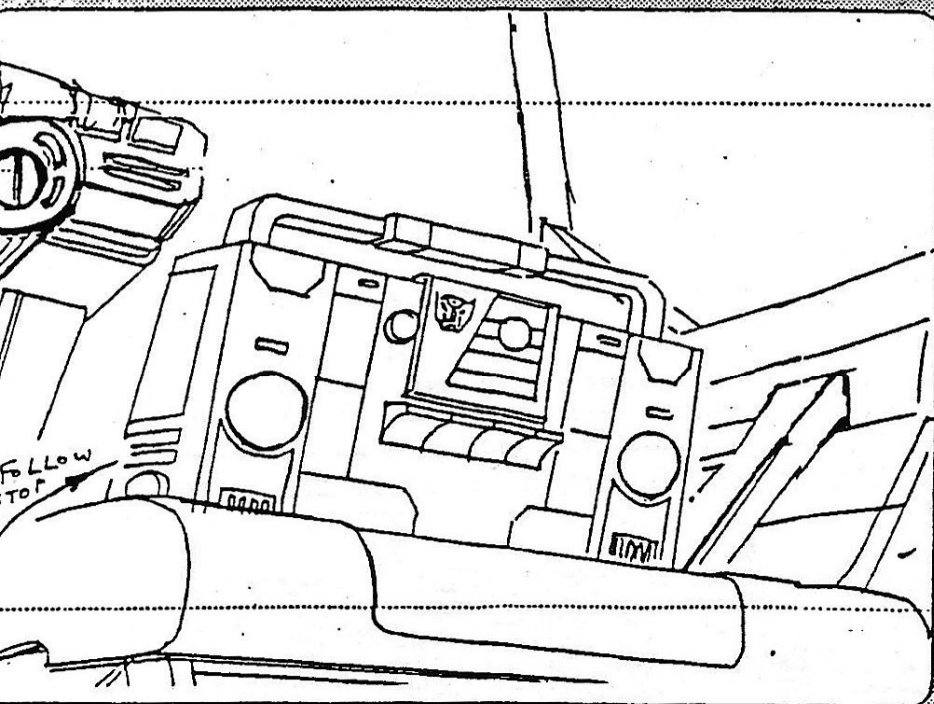
ACTION

DIAL

MUSIC/SFX

CAMERA

SC. CONT 7-81

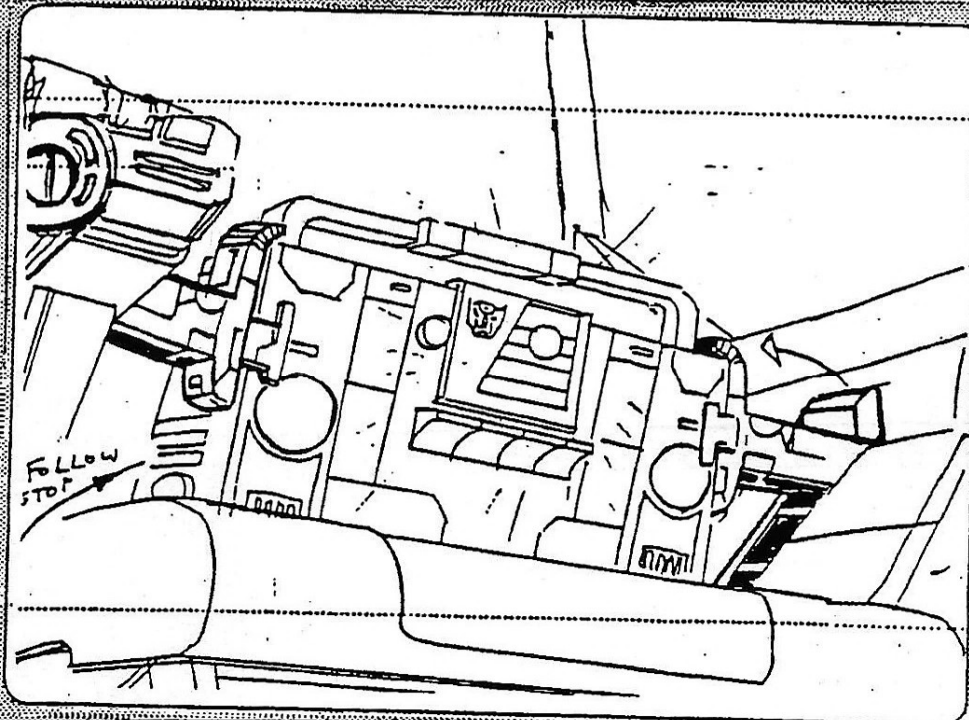


ON THE CHAIR CONTINUES TO SWIVEL BRINGING BLASTER INTO A TIGHT SHOT AS...

SC. CONT

SEQ. 7  
TRUCK-IN

Page 79



NO SCENE 7-82

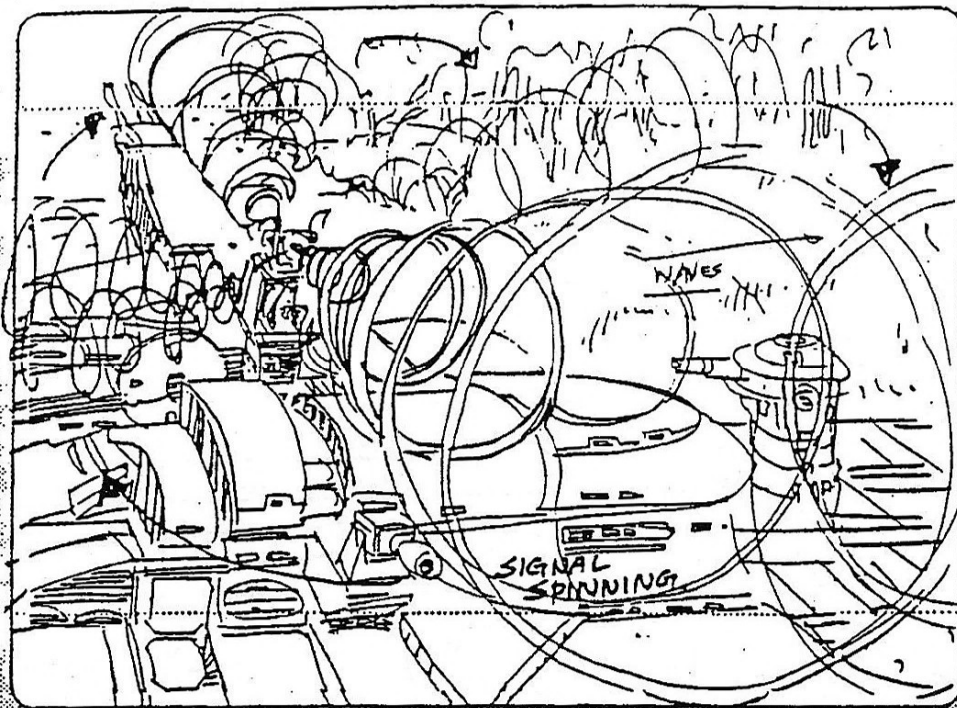
ACTION HE RELEASES TWO ARMS THAT INTERFACE WITH THE CHAIR. AFTER THE CONNECTIONS ARE MADE HE STARTS TO SEND OUT VISIBLE, SOUND RADIO WAVES ,

DIAL BLASTER Optimus Prime...

MUSIC/SFX

CAMERA

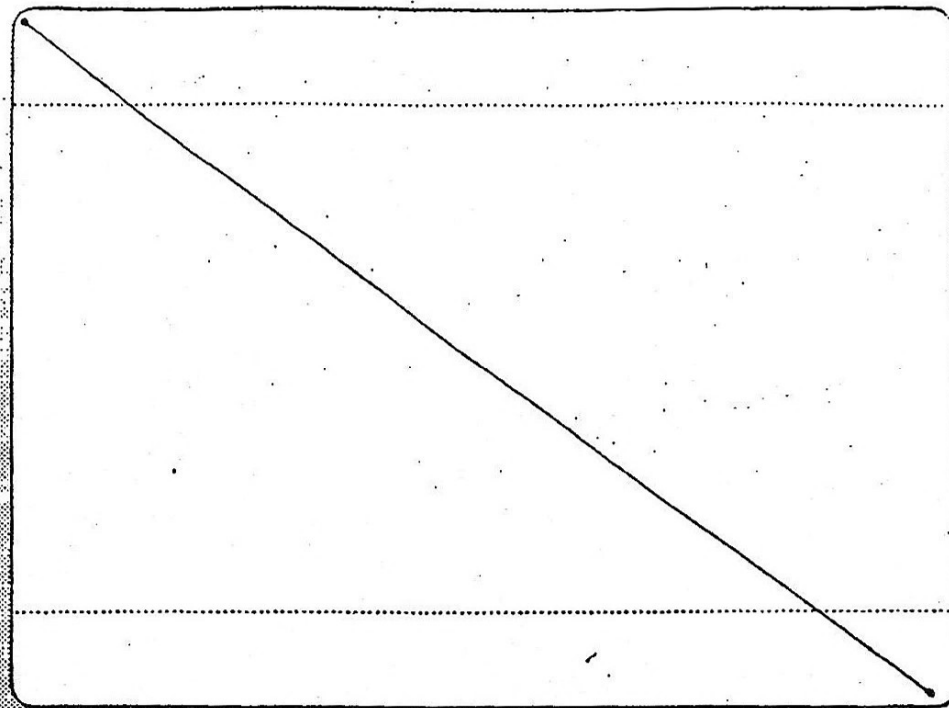
SC. 7-83



SC.

SEQ. 7

Page 80



ACTION X.L.S. FORTRESS MAXIMUS (AUTOBOT CITY) AND THE CROW'S NEST ON TOP. THE VISIBLE SOUND WAVES RISE AND EXPAND AS THEY MOVE O.S.

DIAL BLASTER (CONT):

Do you read me?  
The Decepticons . . .

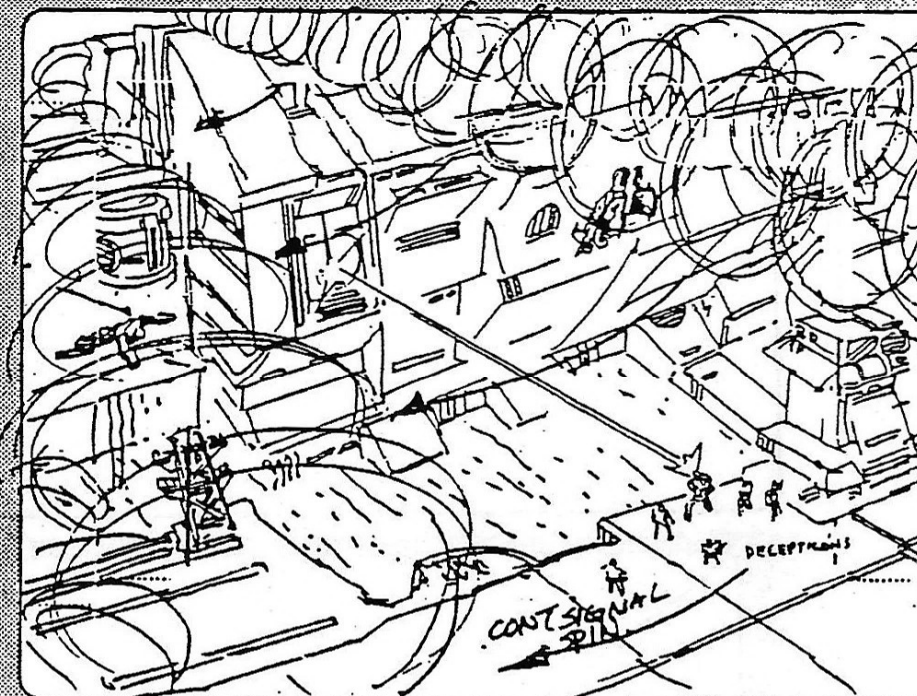
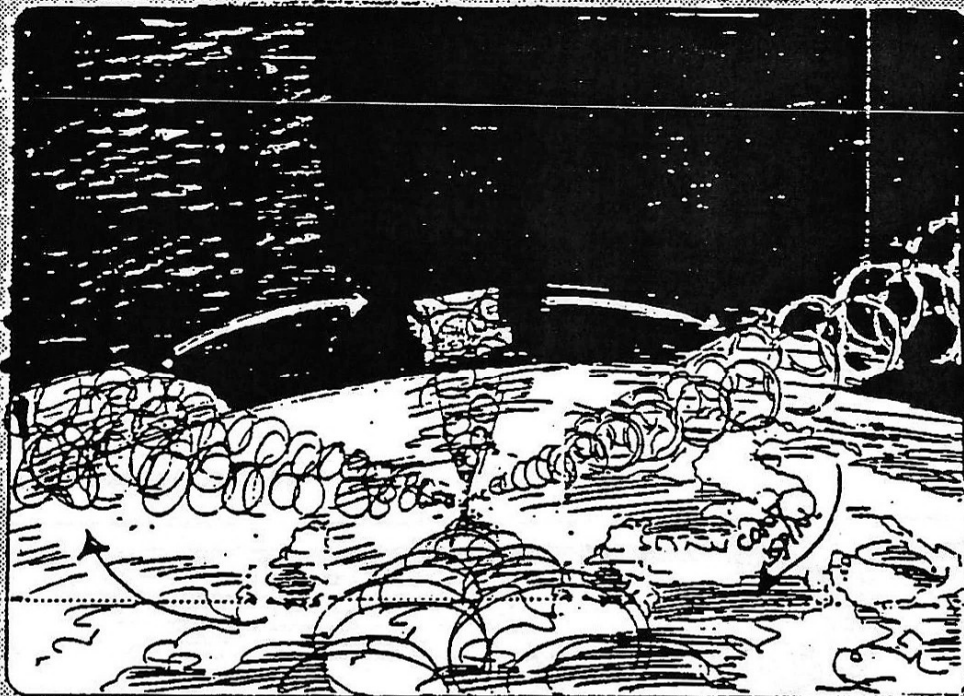
MUSIC/SFX

ACTION

DIAL

MUSIC/SFX





ACTION

X.L.S. A SECTION OF THE EARTH AS THE VISIBLE SOUND WAVES RISE AND EXPAND INTO OUTER SPACE.

DIAL

BLASTER (CONT) ... are blitzing Autobot City.  
We're ...

MUSIC/SFX

CAMERA

ACTION

X.L.S. THE DECEPTICONS FIRING ON THE FORTIFIED CITY. ABOVE THEM IS BLASTER'S VISIBLE BROADCAST.

DIAL

BLASTER (CONT) ... really takin' a pounding.

MUSIC/SFX

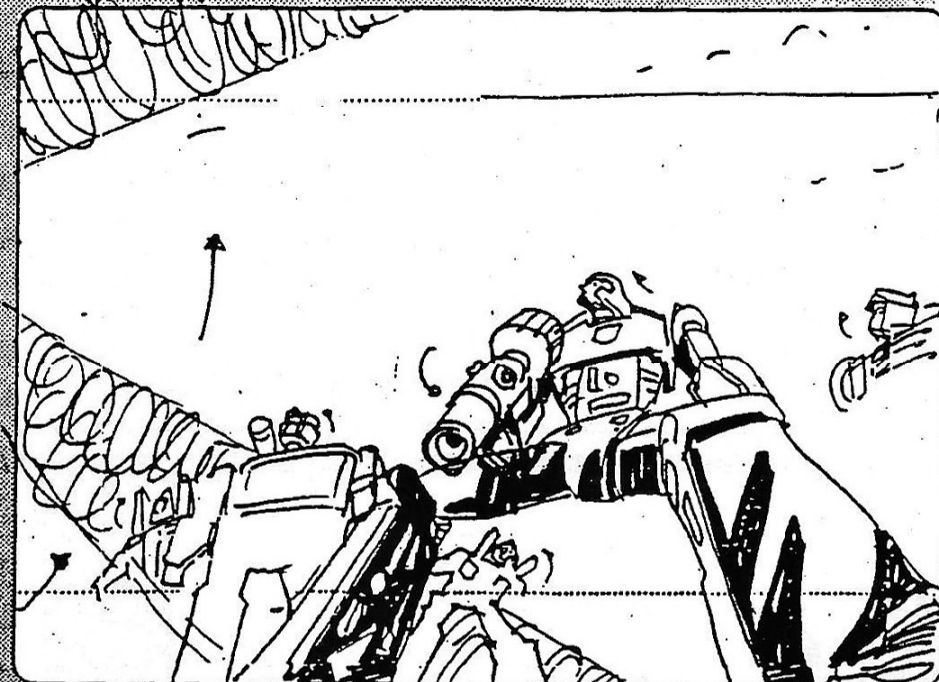
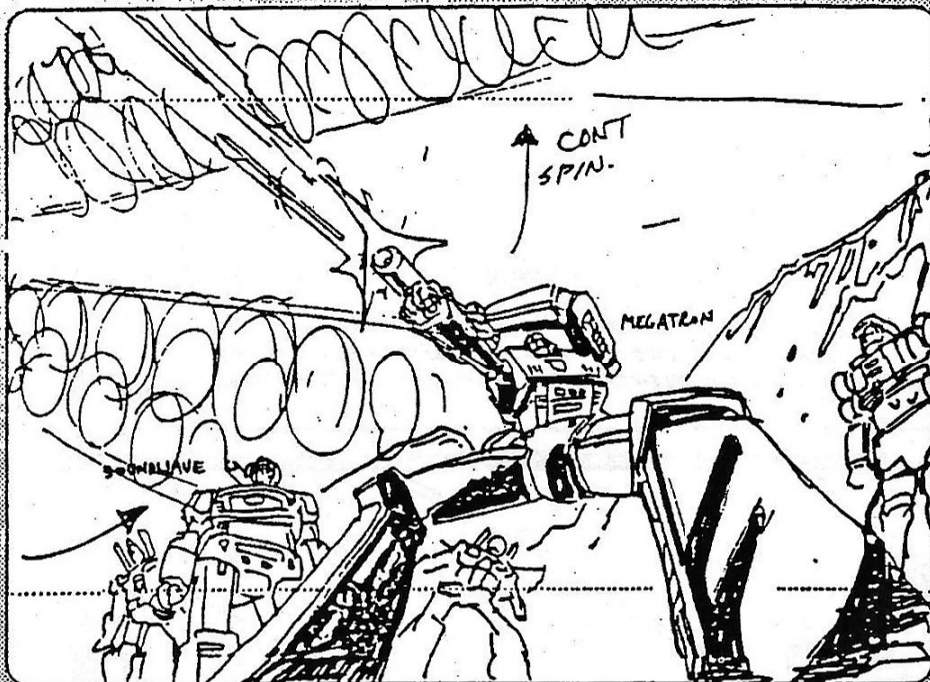
CAMERA

SC. 7-86

SC. CONT.

SEQ. 7

Page 82



ACTION UP SHOT. MEGATRON, SOUNDWAVE AND OTHER DECEPTICONS. MEGATRON FIRES AT THE ARMORED CITY. ABOVE HIM IS BLASTER'S VISIBLE RADIO SIGNAL WHICH SPINS AROUND THROUGH THE SCENE.

DIAL BLASTER (CONT) Don't know how much ...

MUSIC/SFX

TF RAW

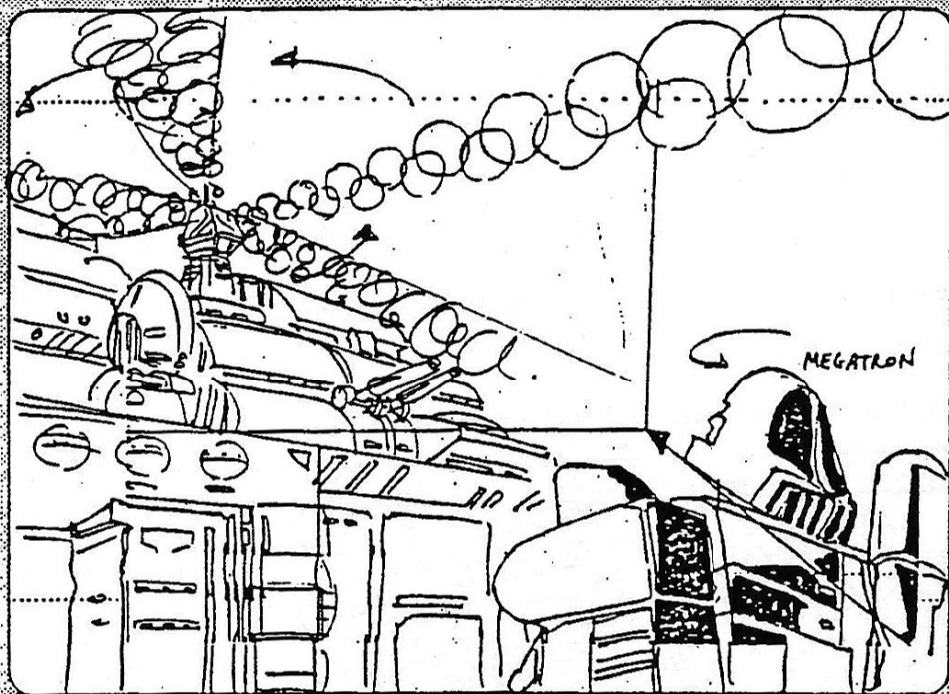
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION MEGATRON STOPS FIRING AND LOOKS UP AT THE VISIBLE SOUND WAVES.

DIAL BLASTER (CONT) ... longer we can ...

MUSIC/SFX

SC. 7-87



ACTION M.S. MEGATRON. HE TURNS TO SEE WHERE THE SIGNAL IS COMING FROM. WE TRUCK IN ON THE CROW'S NEST.

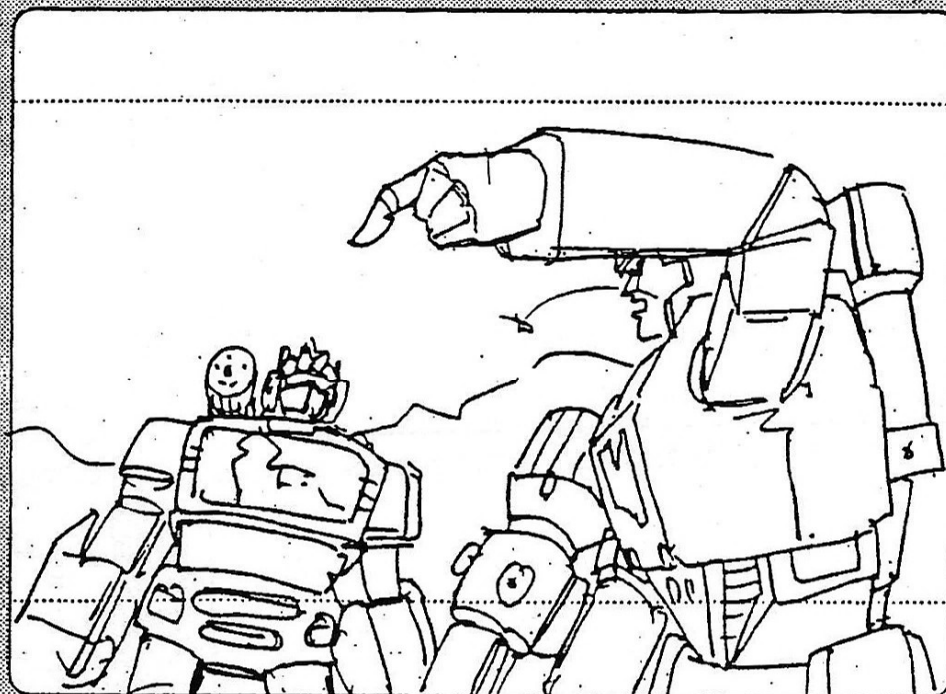
DIAL BLASTER (CONT) ...hold out.

MUSIC/SFX

CAMERA  
TFRW  
From Generation 1 to Beast Hunters and Beyond!!!

SC. 7-88

SEQ. 7 Page 83



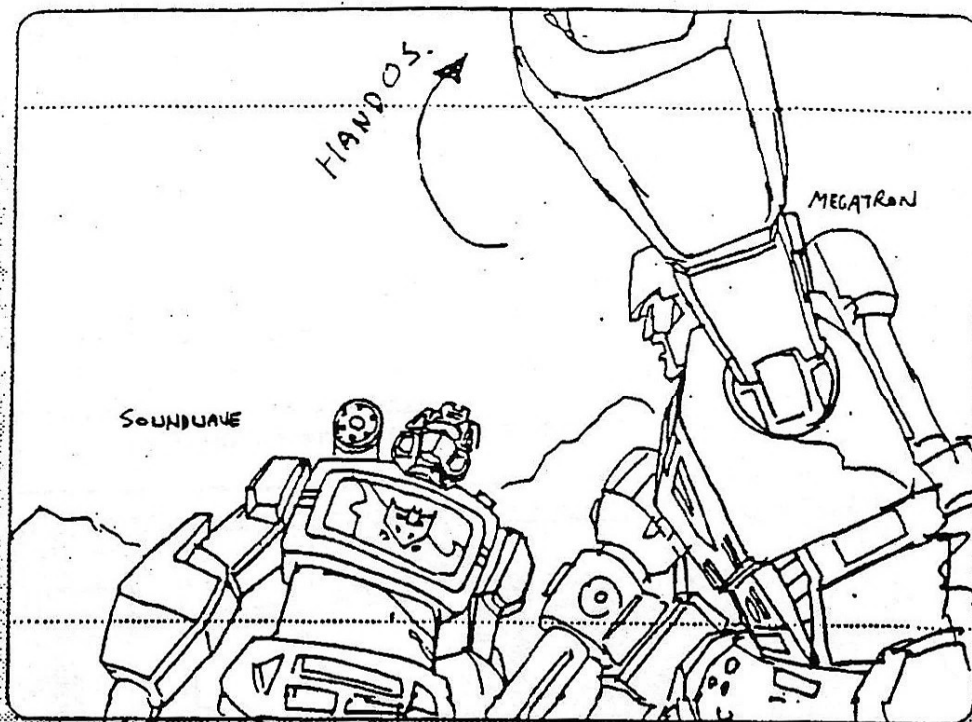
ACTION 2 SHOT. MEGATRON TURNS TO SOUNDWAVE AND GIVES HIM ORDERS.

DIAL MEGATRON Soundwave!

MUSIC/SFX

CAMERA

SC. CONT 7-22



ACTION MEGATRON POINTS IN THE DIRECTION OF THE (O.S.) CROW'S NEST.

DIAL MEGATRON (CONT) ... Jam that transmission.

MUSIC/SFX

CAMERA

SC.

SEQ. 7

Page

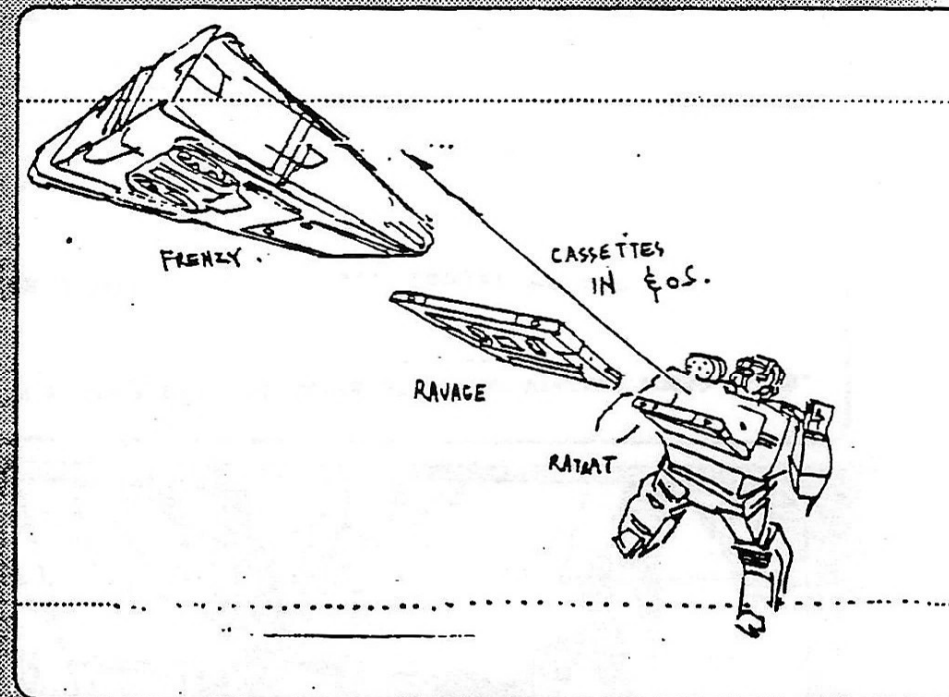
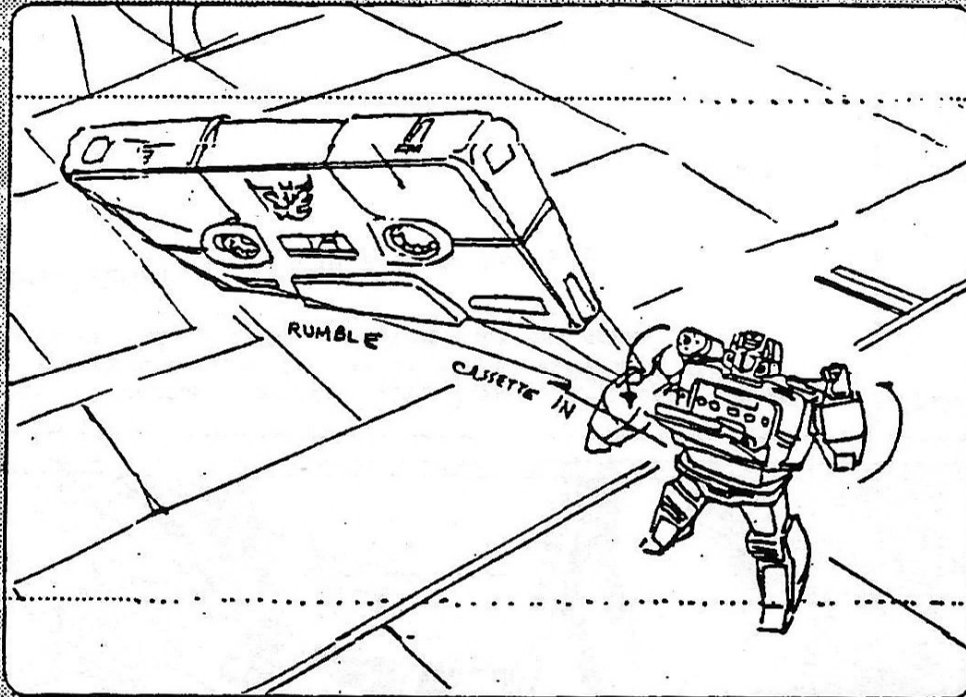
57

ACTION

DIAL

MUSIC/SFX





## ACTION

DOWNSHOT. SOUNDWAVE. THE COMPARTMENT OF HIS CHEST OPENS UP AND SOUNDWAVE EJECTS HIS CASSETTES. RUMBLE...

DIAL SOUNDWAVE

Rumble! Frenzy!

MUSIC/SFX

CAMERA

## ACTION

...FRENZY, RAVAGE AND RAT BAT. THEY SAIL O.S.

DIAL SOUNDWAVE (CONT)

Ratbat! Eject!

MUSIC/SFX

CAMERA

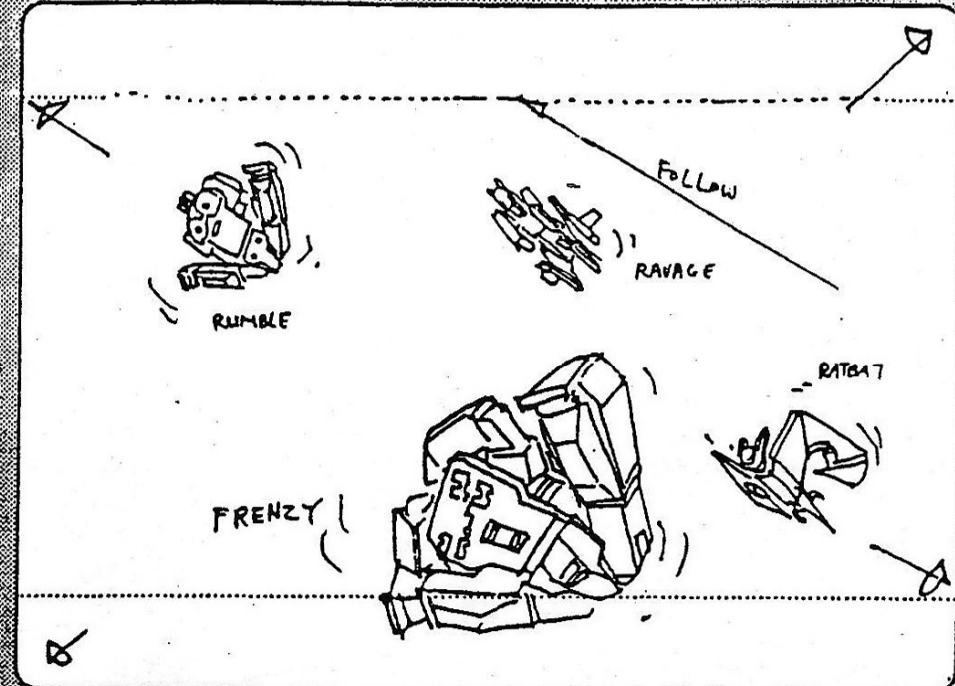
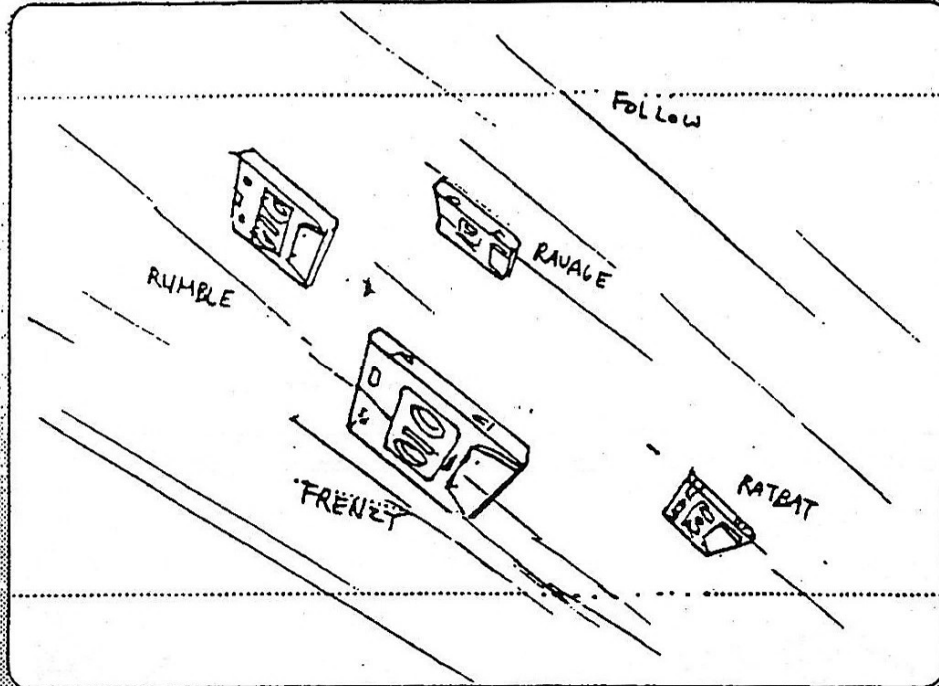
CAMERA

From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-90

SC. CONT

SEQ. 7 Page 86



ACTION L.S. SOUNDWAVE'S CASSETTES FLY THROUGH THE AIR. WE FOLLOW THEM AS THEY . . .

DIAL SOUNDWAVE (CONT) Operation: interference.

MUSIC/SFX

CAMERA

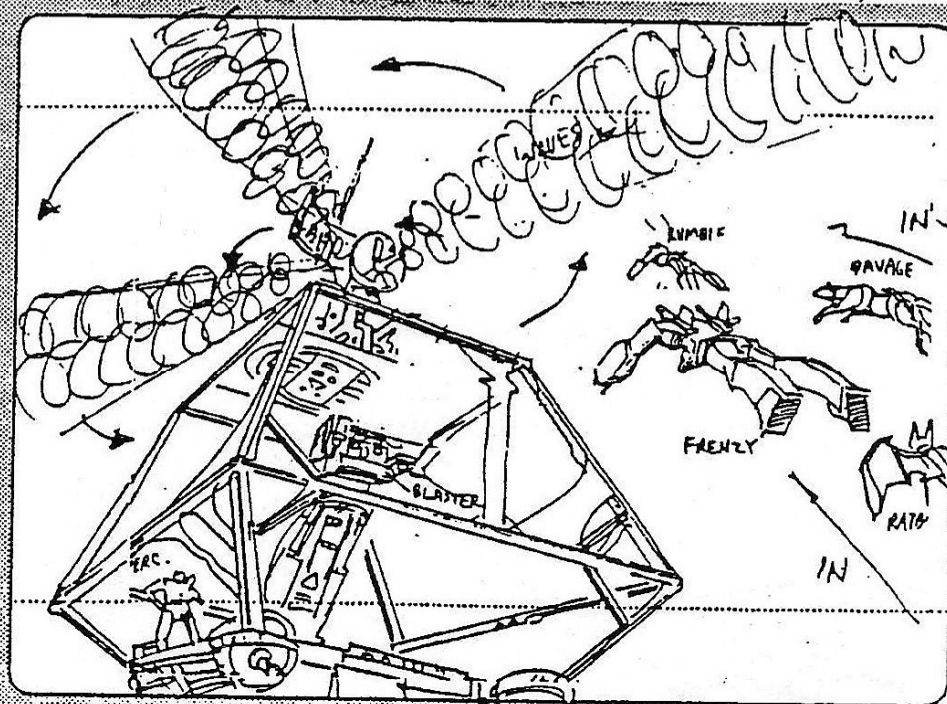
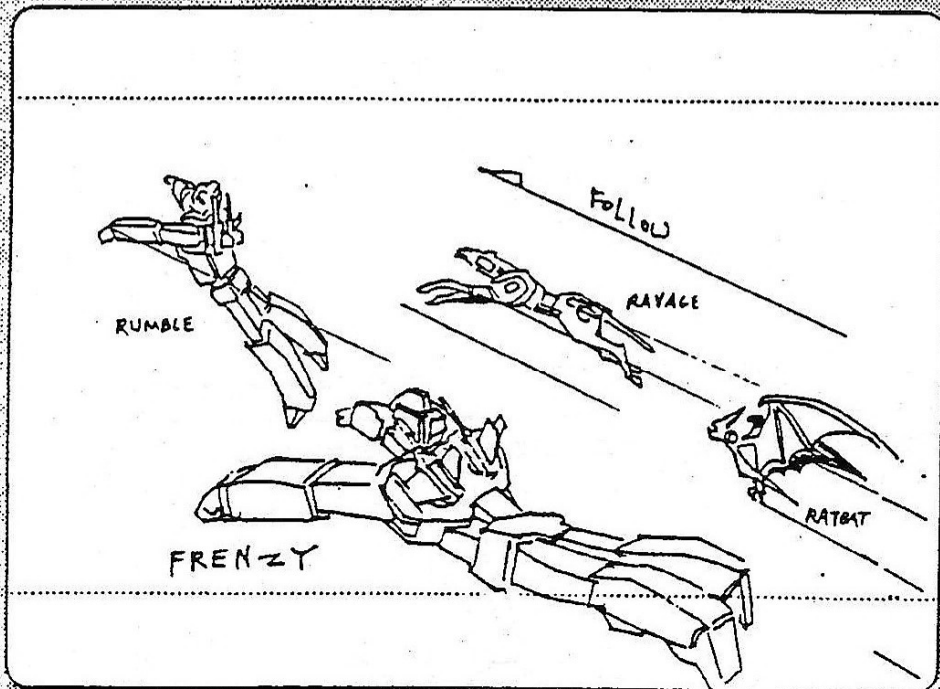
ACTION TRANSFORM INTO THEIR CHARACTER MODES. RUMBLE AND FRENZY INTO ROBOTS, RAVAGE INTO A PANTHER AND RATBAT INTO A BAT.

DIAL

MUSIC/SFX

CAMERA

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!



ACTION THEY FLY ON TOWARD THE (O.S.) TOWER.

DIAL

MUSIC/SFX

ACTION M.L.S. THE CROW'S NEST WITH BLASTER AND PERCEPTOR INSIDE, AS RUMBLE, RAVAGE, FRENZY AND RAT BAT FLY INTO SCENE.

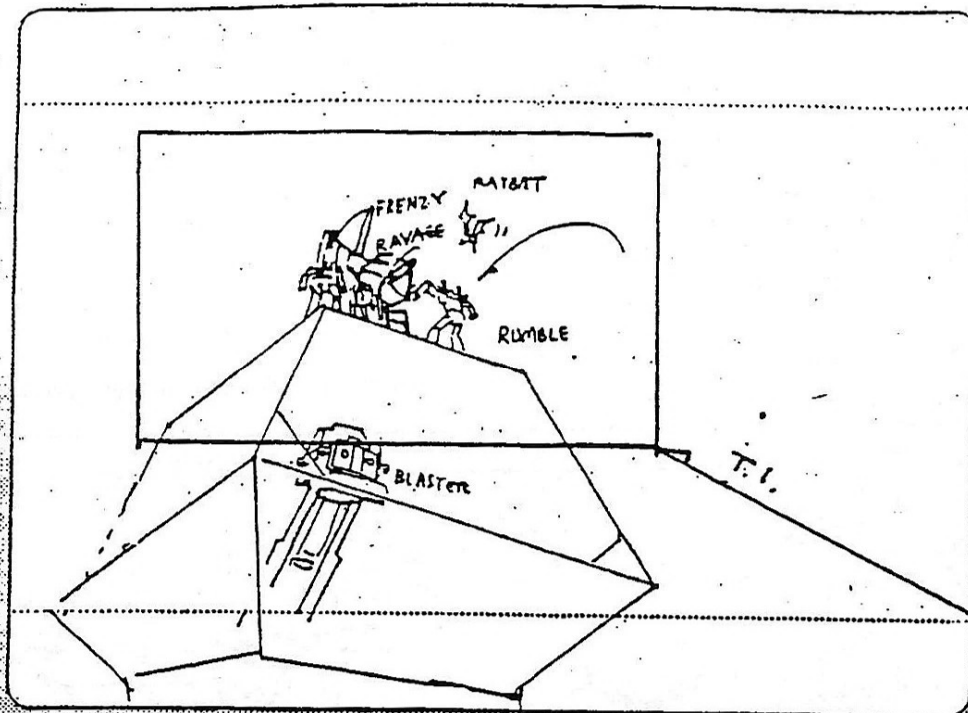
DIAL BLASTER

Optimus Prime, do you read me?

MUSIC/SFX

CAMERA

SC. CONT 7-71



ACTION RUMBLE, RAVAGE AND FRENZY LAND ON TOP.

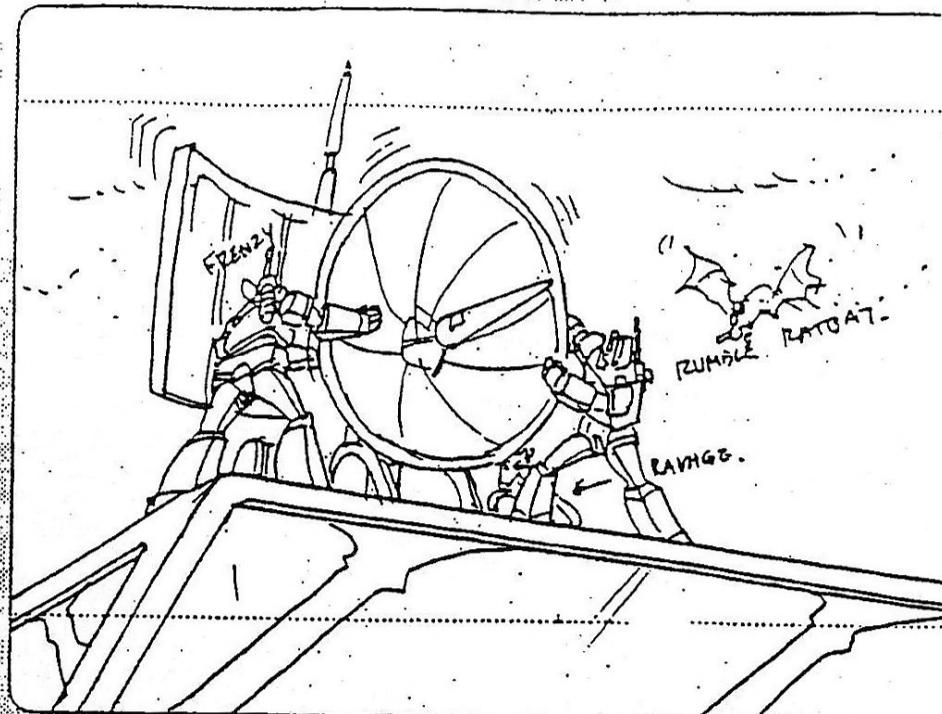
DIAL

MUSIC/SFX

SC. 7-72

SEQ. 7

Page 05



ACTION L.S. FRENZY, RUMBLE, RAVAGE, AND RATBAT. FRENZY AND RUMBLE TEAR THE RADIO DISH FROM OFF OF THE TOP OF THE CROWS NEST...

DIAL

MUSIC/SFX

T.F.R.A.W.

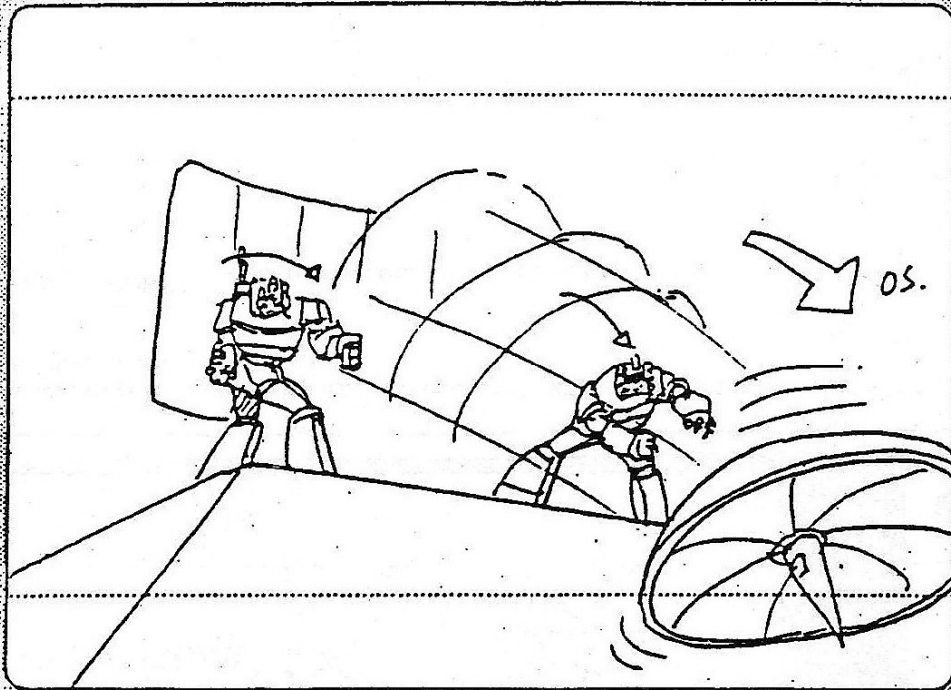
From Generation 1 to Beast Hunters and Beyond!!!!



SC. CONT 7-92

SC. 7-92A

Page 89

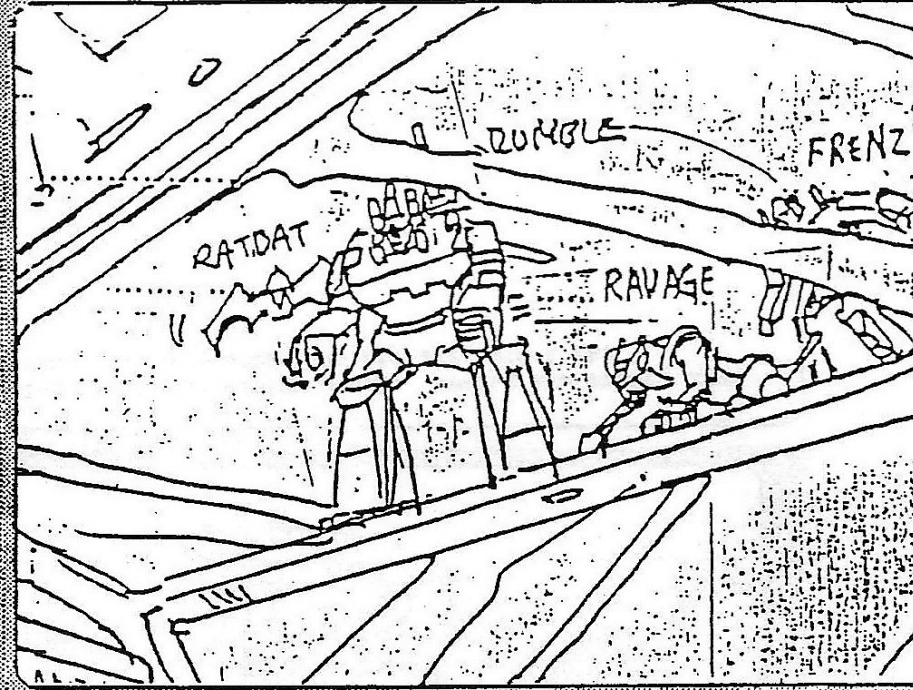


ACTION ...AND THROW IT O.S.

DIAL

MUSIC/SFX

CAMERA



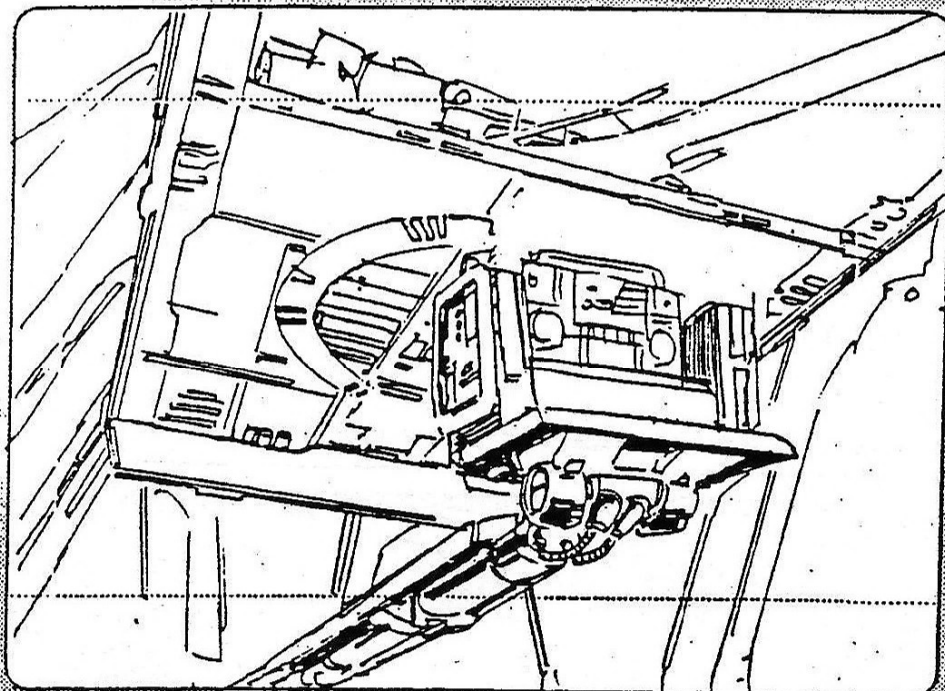
ACTION RAT BAT, FRENZY, RUMBLE AND RAVAGE LOOK IN

DIAL

MUSIC/SFX

CAMERA

SC. 7-93

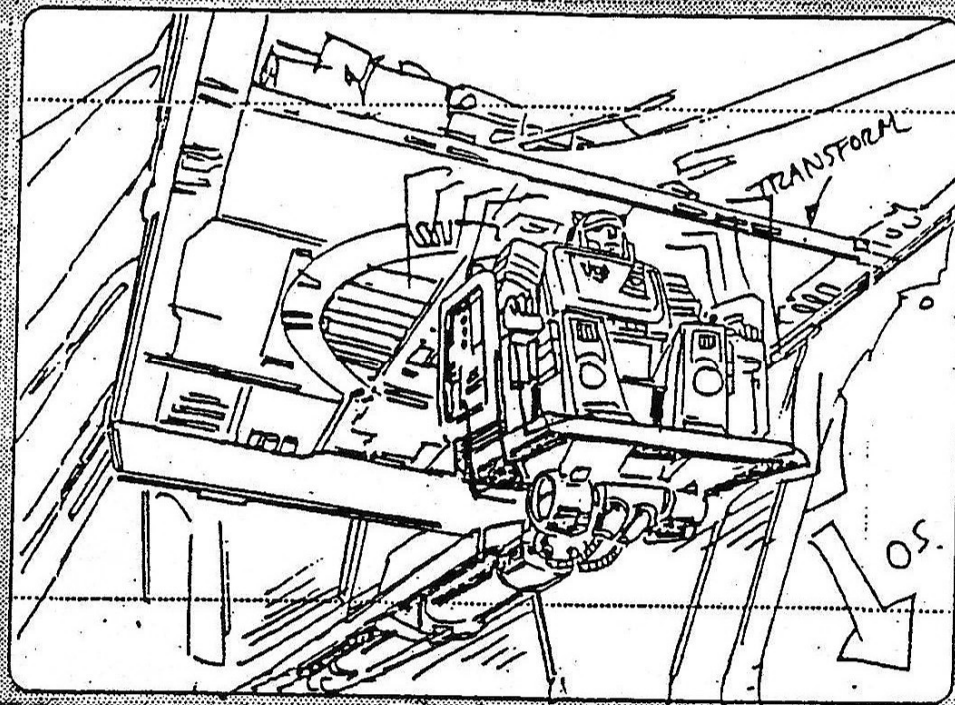


SC. CONT

SEQ. 7

Page

90



ACTION L.S. BLASTER IN THE CONTROL CHAIR WHICH MOVES DOWN

DIAL

MUSIC/SFX

IFRAW  
CAMERA 1 to Beast Hunters and Beyond!!!!

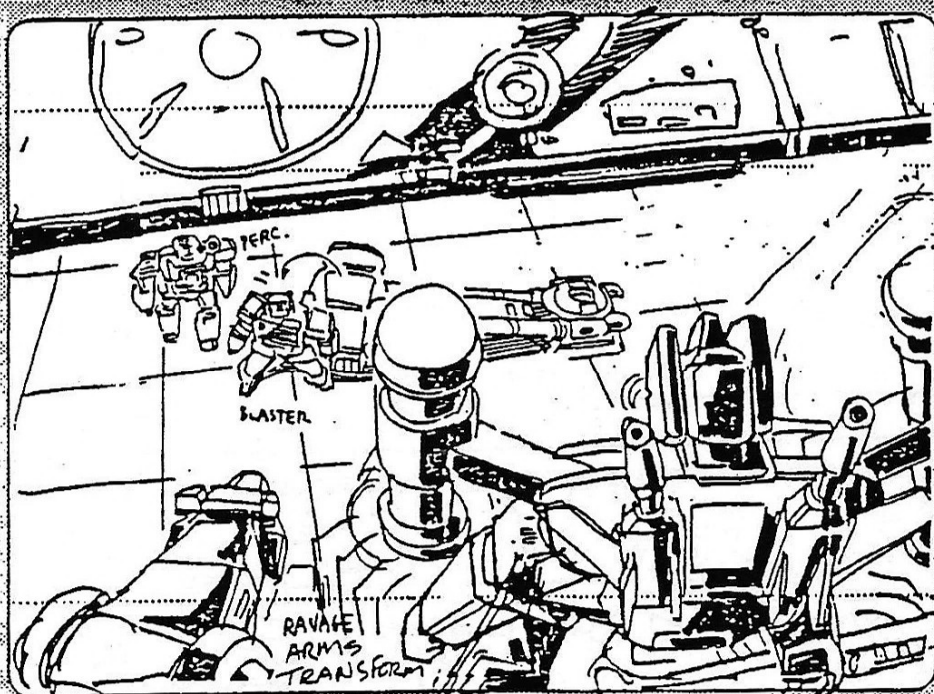
ACTION ...BLASTER TRANSFORMS INTO ROBOT MODE AND THE CHAIR LOWERS  
O.S.

DIAL

MUSIC/SFX

CAMERA

SC. 7-94



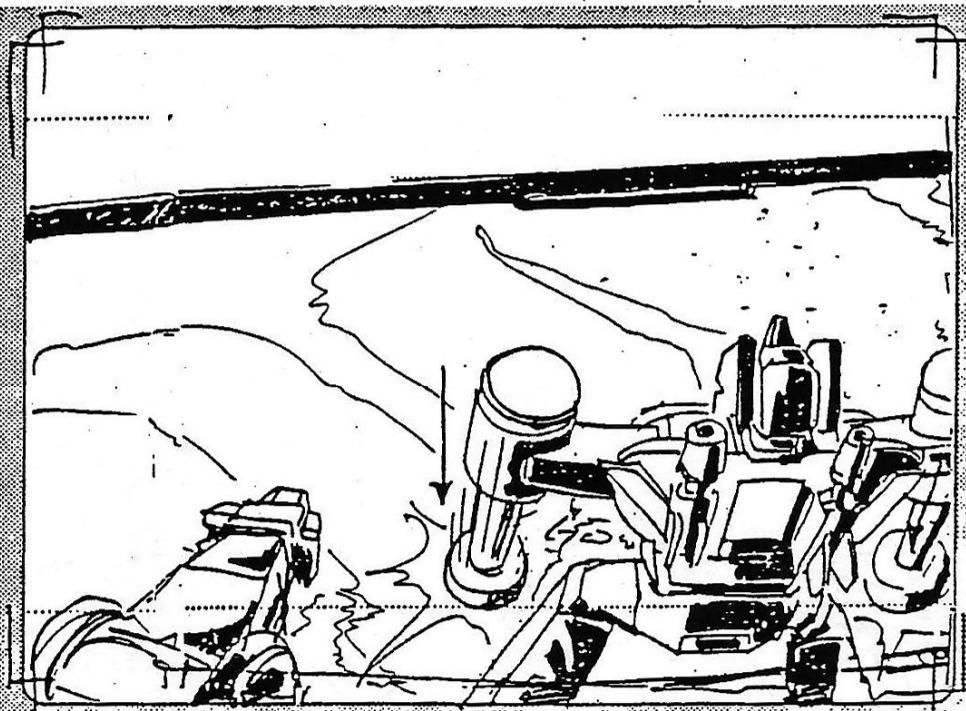
ACTION DOWN SHOT. RUMBLE AND RAVAGE STAND ON THE GLASS TOP TO THE CROW'S NEST BELOW THEM. IN THE DISTANCE ARE BLASTER AND PERCEPTOR. BLASTER GETS OUT OF THE CONTROL CHAIR.

DIAL RUMBLE First we crack the shell.

MUSIC/SFX

SC. CONT

SEQ. 7  
CAM. SHAKE. Page 91



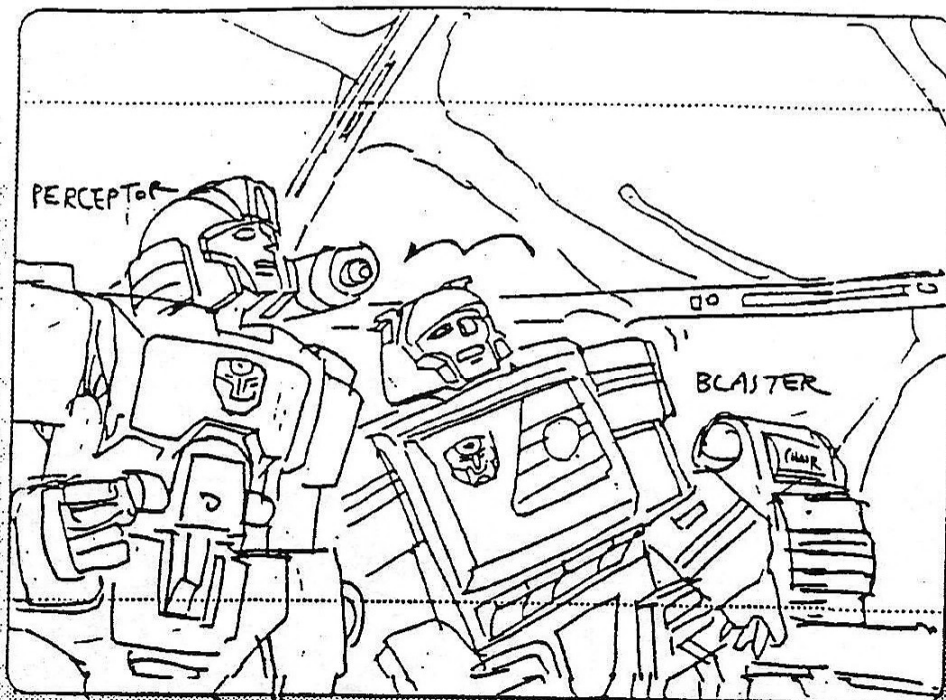
ACTION RUMBLE STARTS TO POUND ON THE GLASS WITH HIS PILE DRIVERS.

DIAL RUMBLE (CONT) then we  
crack the nuts inside.

MUSIC/SFX

CAMERA

SC. 7-95



ACTION 2 SHOT. PERCEPTOR AND BLASTER LOOK UP. THEY ARE SHAKEN BY THE POUNDING. THEY STEP BACK.

DIAL

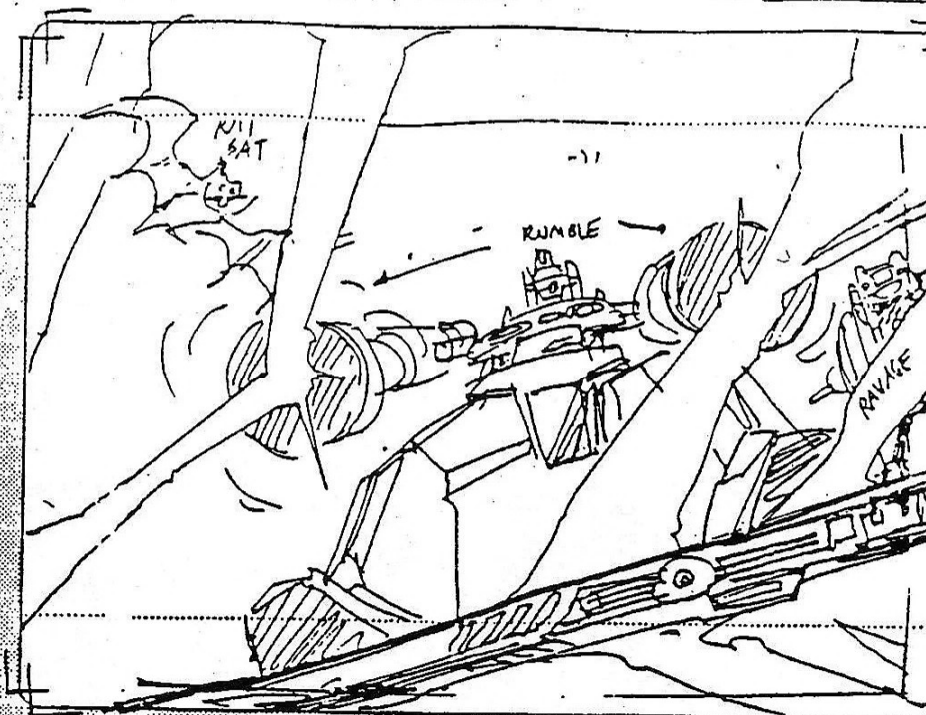
MUSIC/SFX

**TF RAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-96

CAM SHAKE SEQ. 7

Page 92



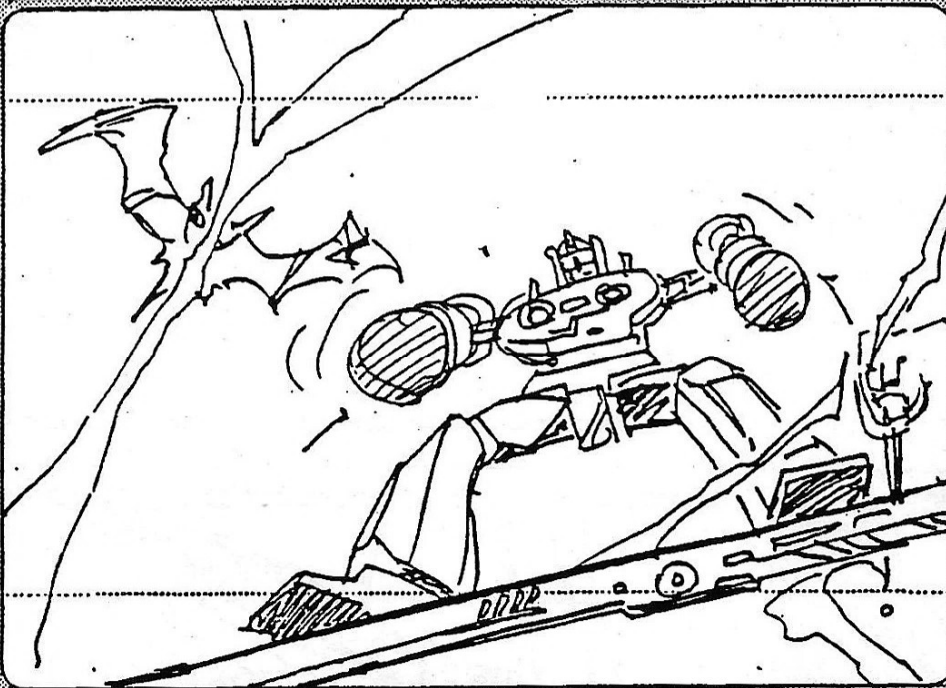
ACTION UP SHOT. RUMBLE POUNDING ON THE GLASS.

DIAL

MUSIC/SFX



SC. CONT 7-96



ACTION HE RAISES HIS PILE DRIVERS AND SEND THEM DOWN...

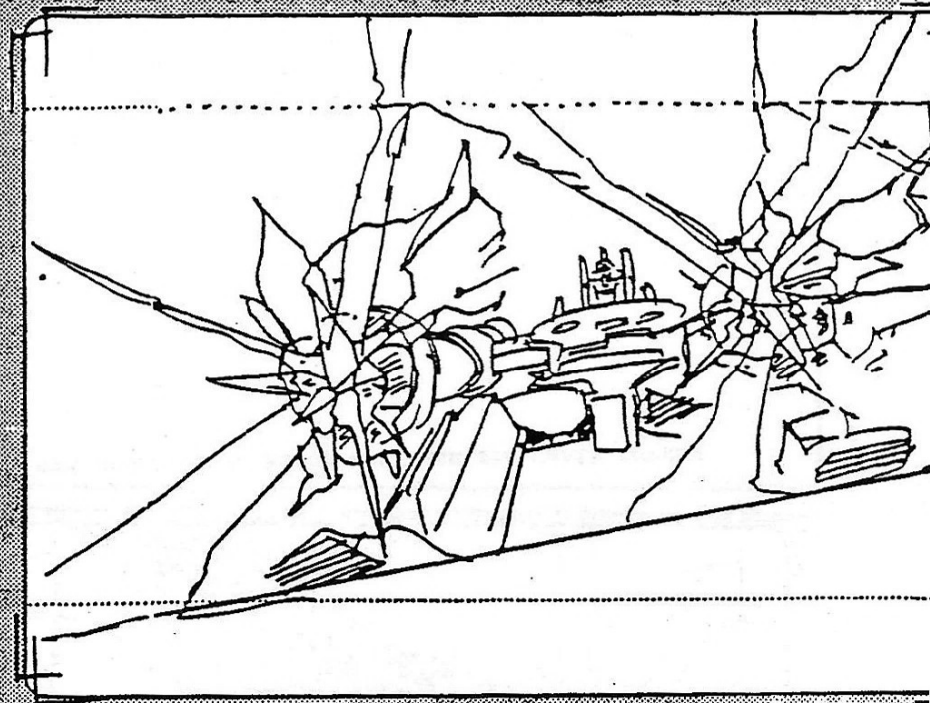
DIAL

MUSIC/SFX

CAMERA

SC. CONT CAM SHAKE. SEQ. 7

Page 93



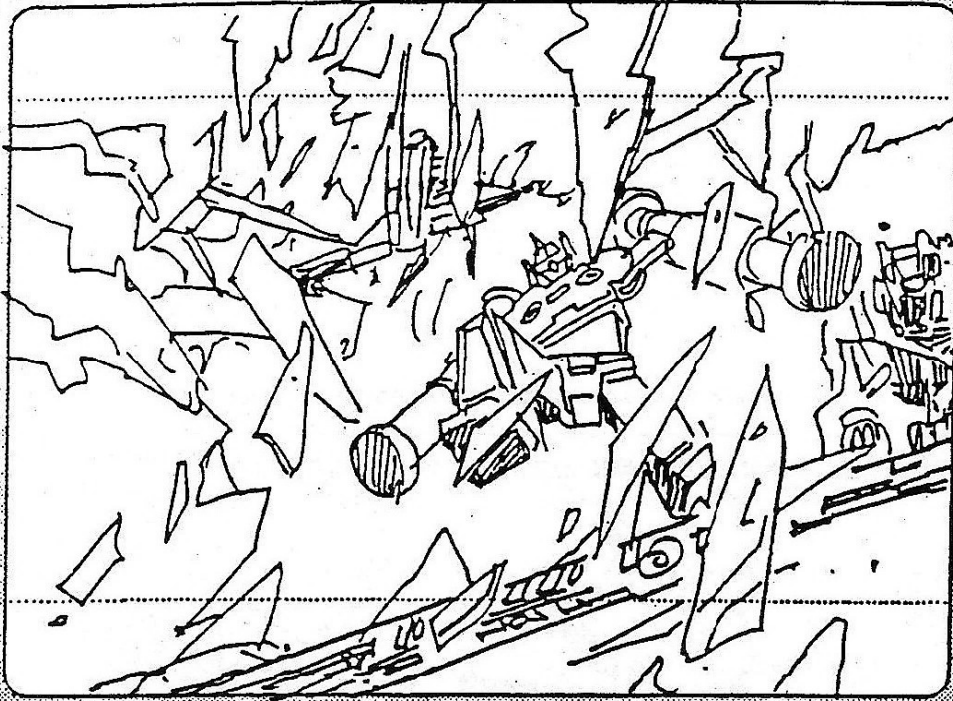
ACTION ...SMASHING INTO THE WINDOW, CRACKING IT.

DIAL

MUSIC/SFX

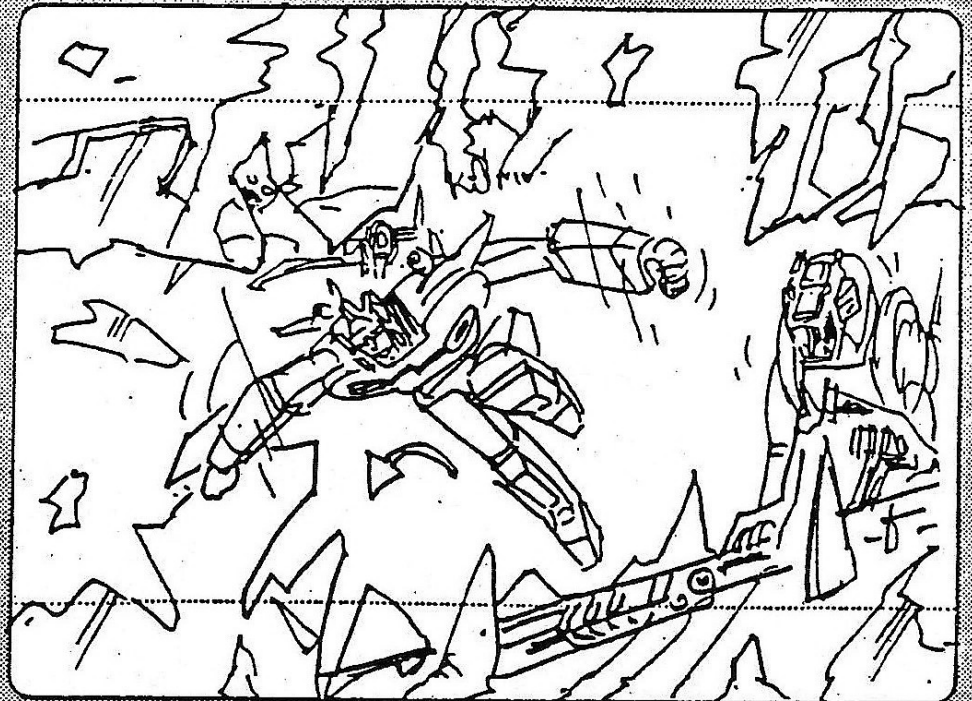
CAMERA

SC. CONT 7-96



SC. CONT

SEQ. 7 Page 94



ACTION THE GLASS FALLS IN.

DIAL

MUSIC/SFX

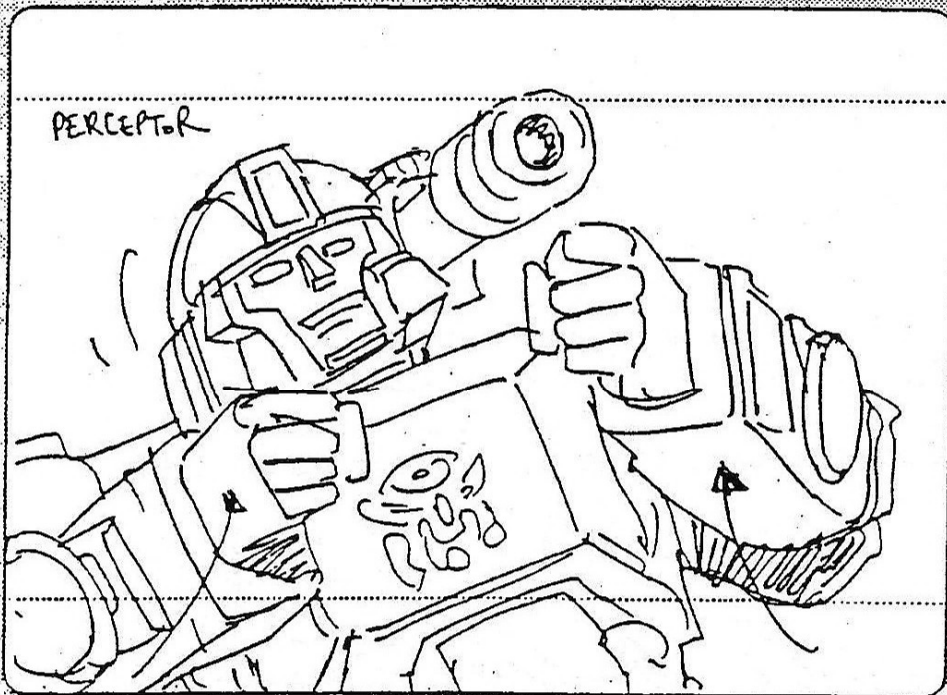
**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION RUMBLE, RAVAGE, FRENZY AND RAT BAT FLY AND JUMP DOWN INTO THE CROW'S NEST.

DIAL

MUSIC/SFX

SC. 7-97



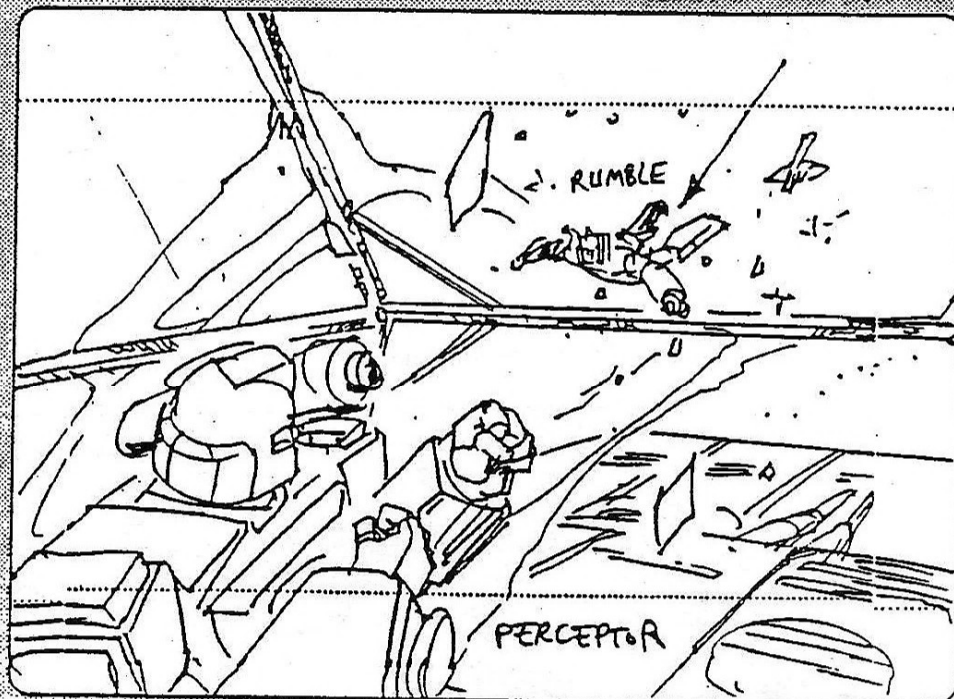
ACTION M.C.U. PERCEPTOR. HE PUTS HIS FISTS UP, GETTING READY TO FIGHT.

DIAL

MUSIC/SFX

SC. 7-98

SEQ. 7 Page 95



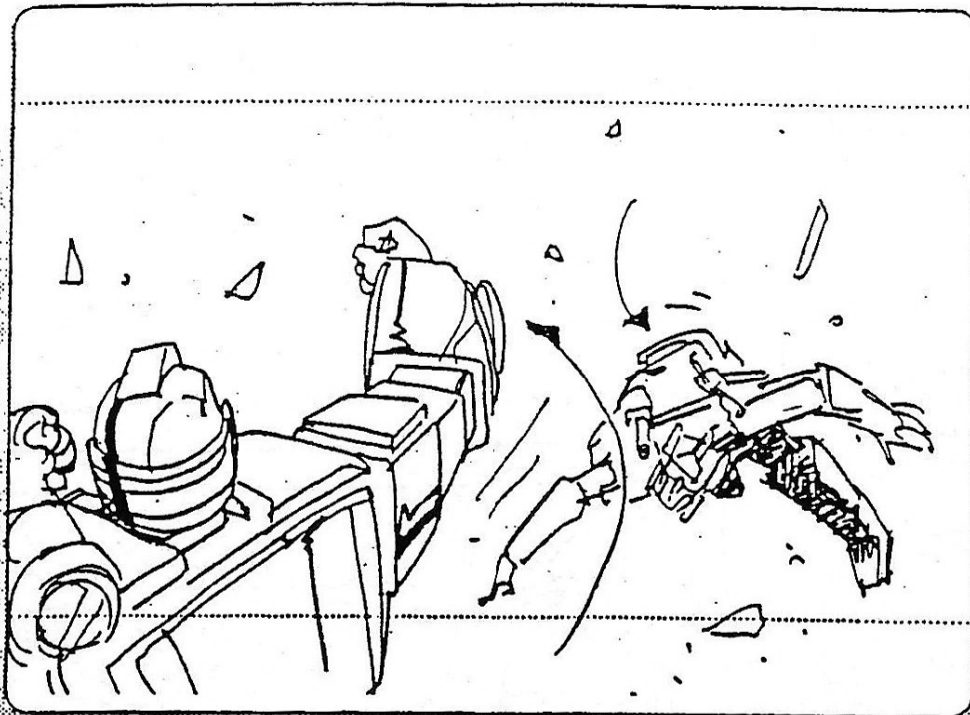
ACTION UP SHOT. PERCEPTOR STANDS READY TO FIGHT AS RUMBLE AND THE OTHERS FLY DOWN ATTACKING HIM.

DIAL

MUSIC/SFX

CAMERA

SC. CONT 7-78



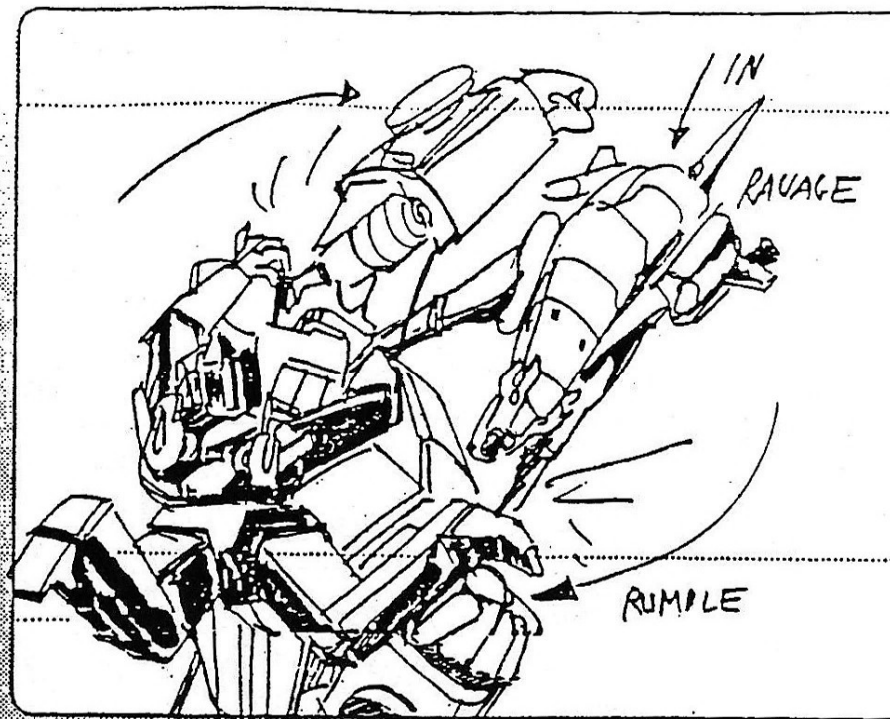
ACTION PERCEPTOR SWINGS HIS FIST, RUMBLE DUCKS UNDER IT  
AND GRABS ONTO PERCEPTOR'S HEAD.

DIAL

MUSIC/SFX

SC. CONT

SEQ. 7 Page 10



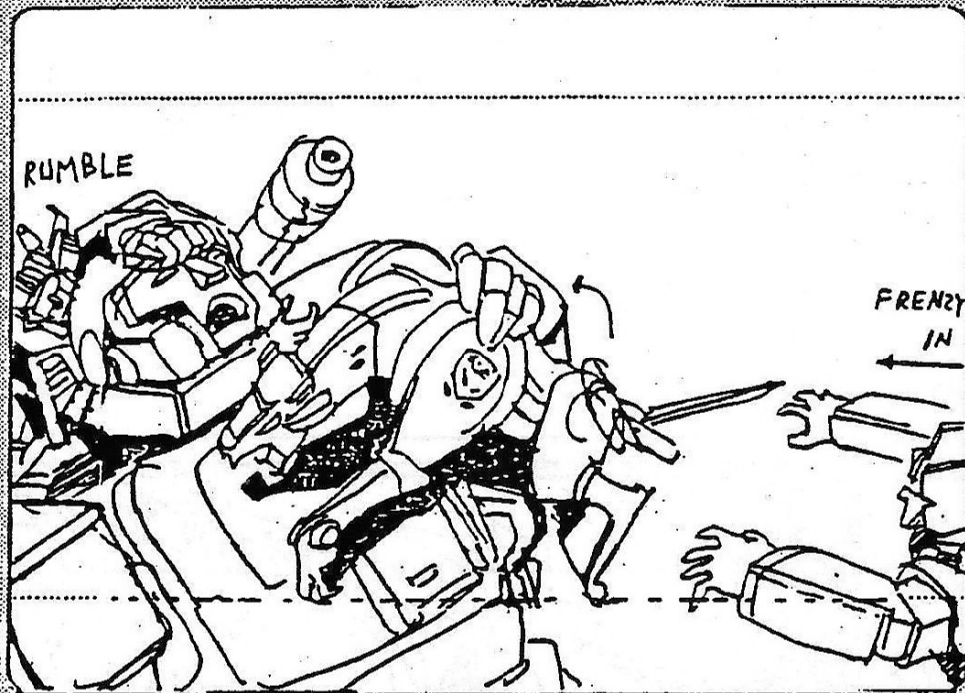
ACTION ...BUT HE IS OVERWHELMED BY RAVAGE.

DIAL

MUSIC/SFX



SC. CONT. 7-98



ACTION FRENZY COMES FLYING INTO SCENE.

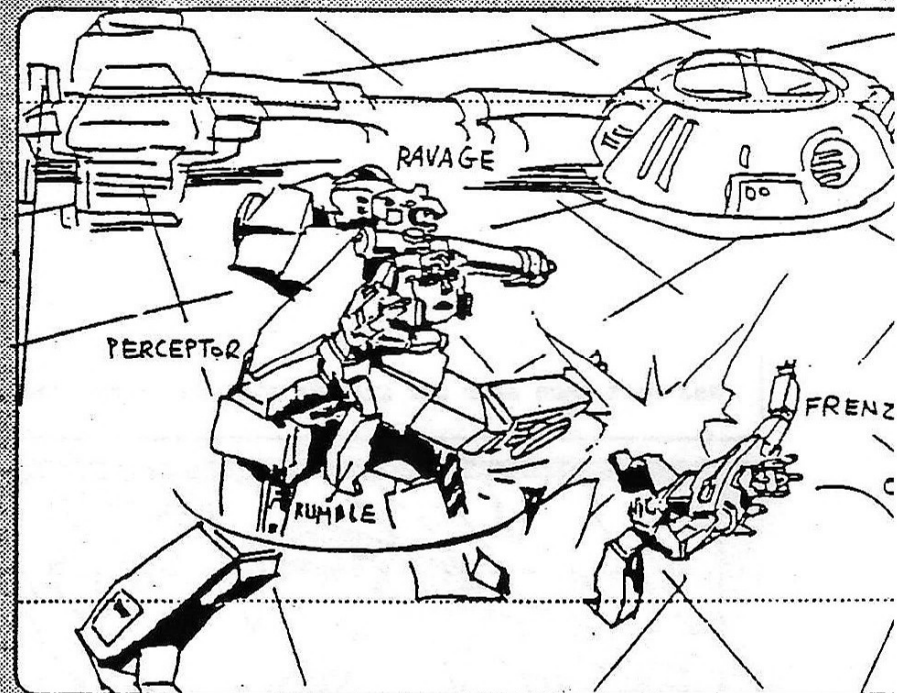
DIAL

MUSIC/SFX

CAMERA

SC. 7-99

SEQ. 7 Page 97



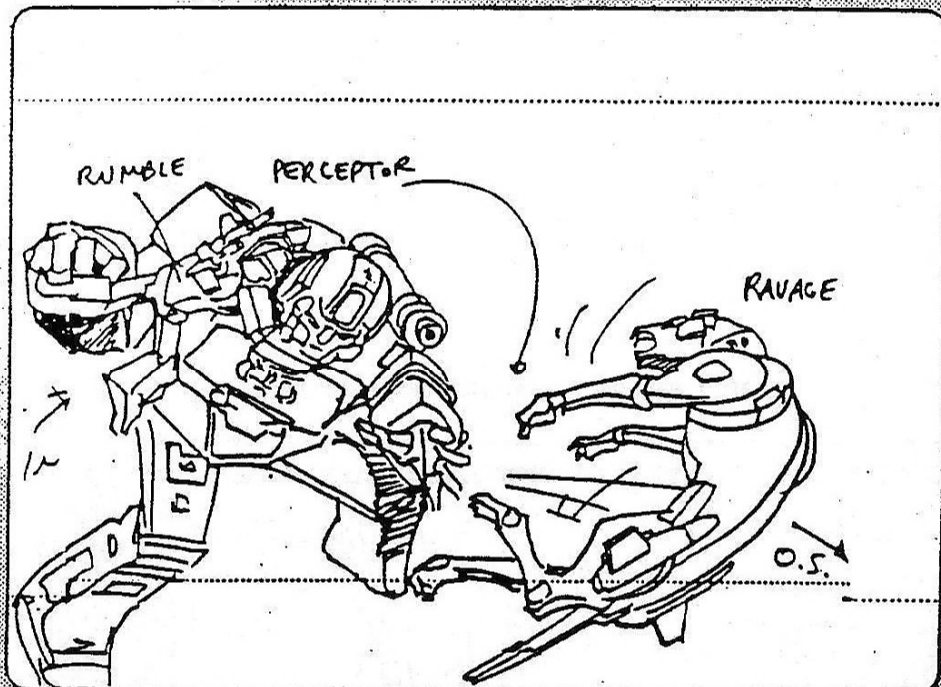
ACTION L.S. PERCEPTOR WITH RAVAGE AND RUMBLE ON HIS BACK TAKES A SWING AT FRENZY KNOCKING HIM O.S.

DIAL

MUSIC/SFX

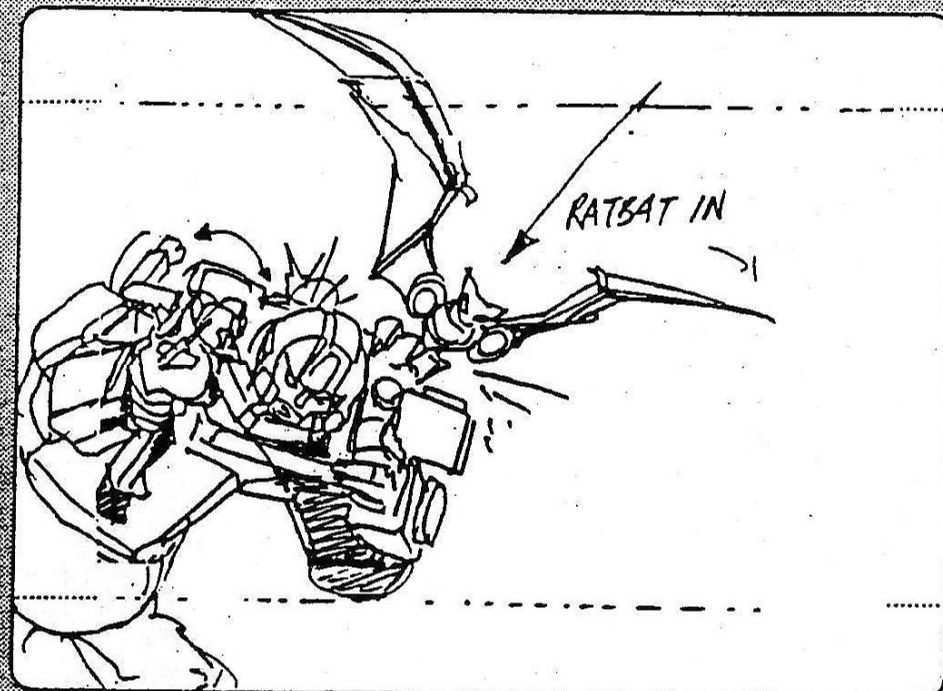
CAMERA

SC. CONT 7-99



SC. CONT

SEQ. 7 Page 98



ACTION PERCEPTOR THEN REACHES BACK AND PULLS RAVAGE OFF AND THROWS HIM O.S. RUMBLE ATTACKS PERCEPTOR.

DIAL

MUSIC/SFX

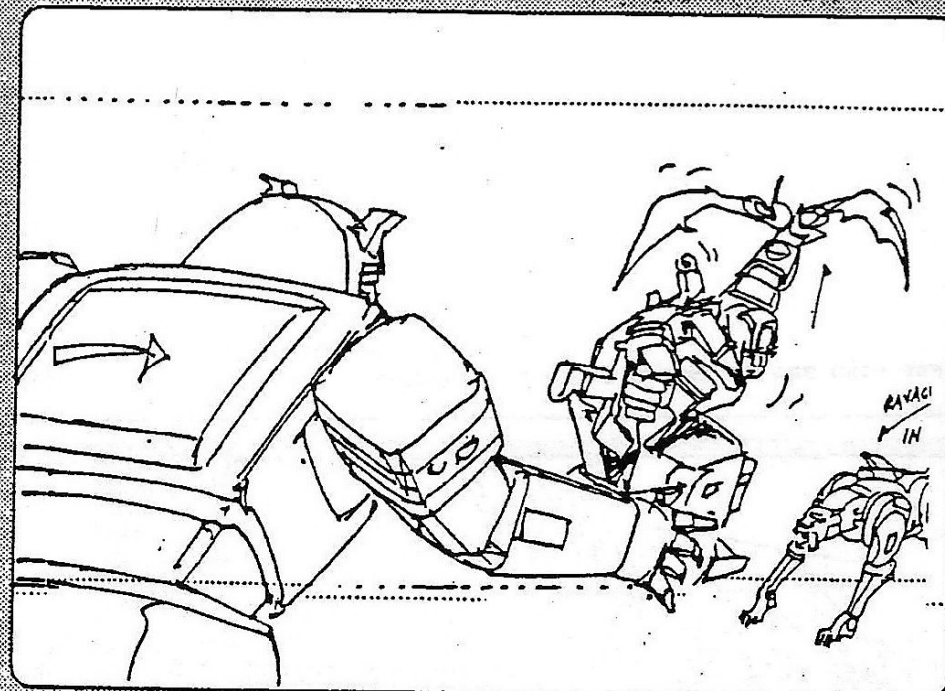
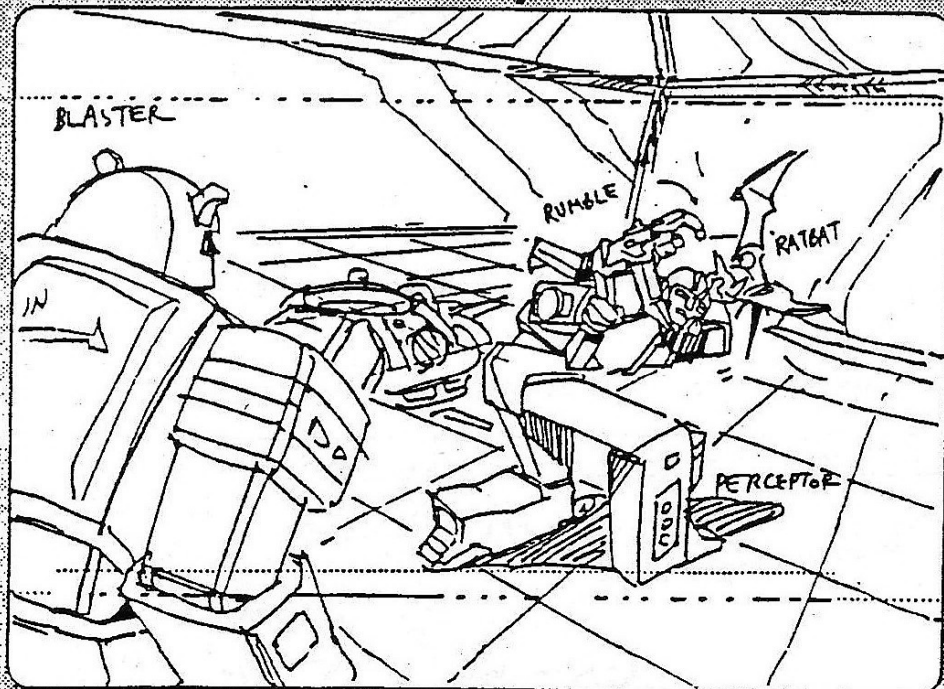
IFRAW  
from Generation 1 to Beast Hunters and Beyond!!!  
CAMERA

ACTION RAT BAT DROPS IN FROM ABOVE HITTING PERCEPTOR IN THE BACK.

DIAL

MUSIC/SFX

CAMERA



ACTION L.S. PERCEPTOR BEING BEATEN DOWN BY RUMBLE AND RAT BAT.  
HE TURNS TO BLASTER WHO ENTERS THE SCENE...

DIAL PERCEPTOR Run, Blaster! Save yourself!

MUSIC/SFX

CAMERA

**IFRAW**  
From Generation 1 to Reboot Hunters and Beyond!!!

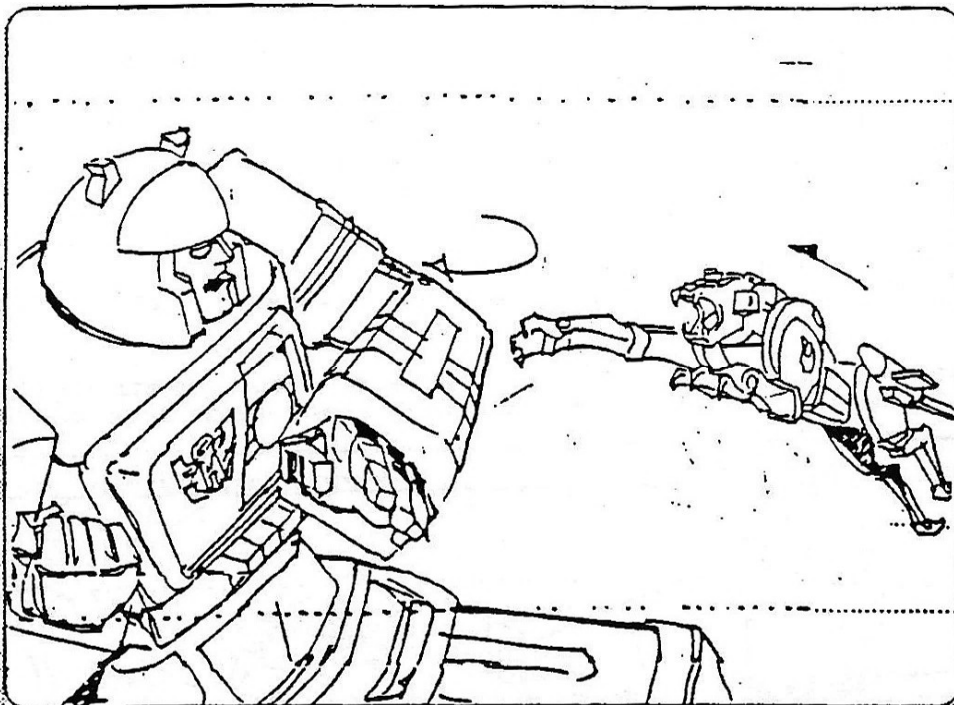
ACTION ...BLASTER MOVES FORWARD AS RAVAGE ENTERS THE SCENE TO  
ATTACK HIM.

DIAL BLASTER No way...

MUSIC/SFX

CAMERA

SC. CONT 7-100



ACTION BLASTER GETS READY TO STRIKE OUT AT RAVAGE WHO LEAPS AT HIM.

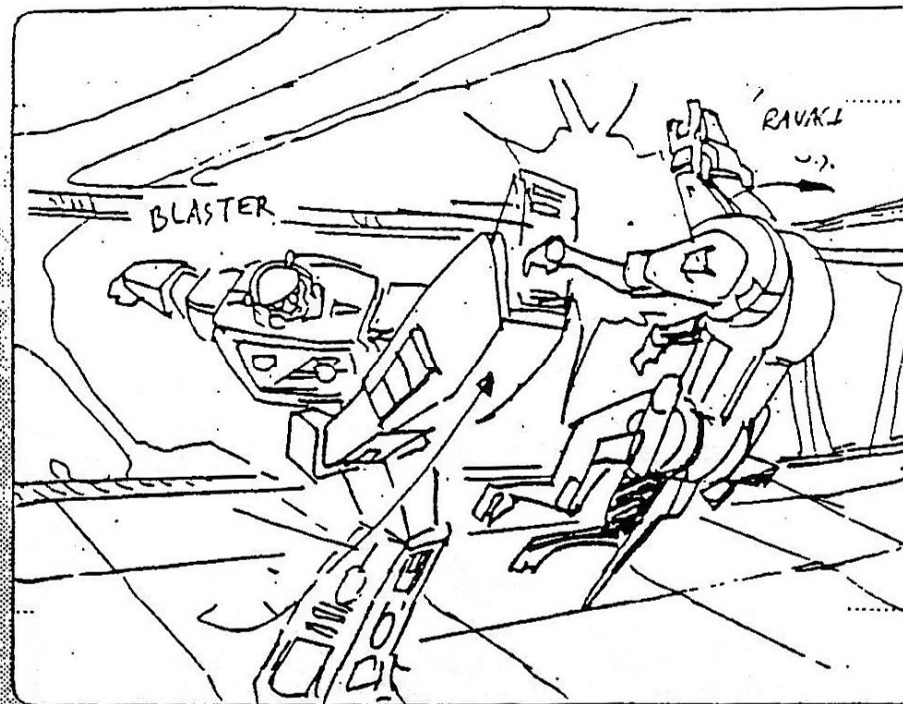
DIAL BLASTER (CONT) Two can play!

MUSIC/SFX

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-101

SEQ. 7 Page 100



ACTION L.S. BLASTER. HE KICKS RAVAGE IN THE CHIN SENDING HIM SAILING O.S.

DIAL

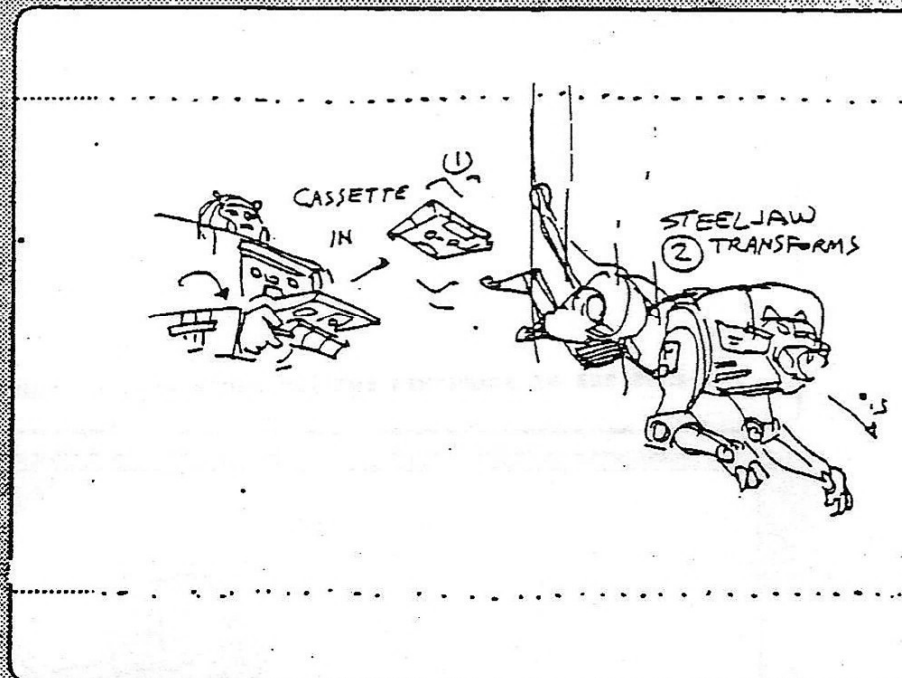
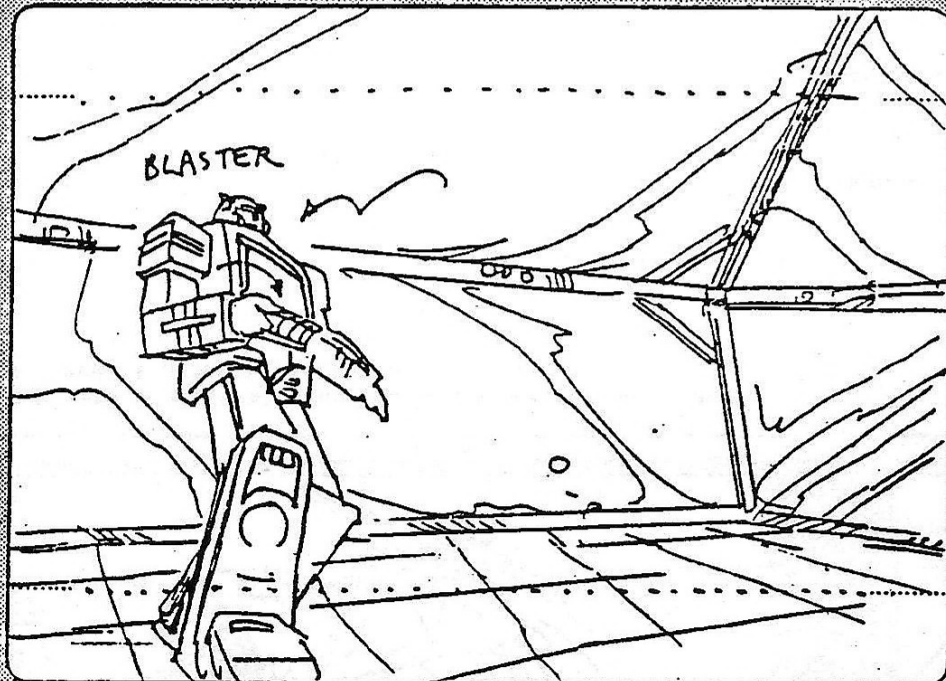
MUSIC/SFX



SC. CONT 7-101

SC. CONT

SEQ. 7 Page 101



ACTION BLASTER STRAIGHTENS UP, PUSHES A BUTTON ON HIS CHEST...

DIAL

MUSIC/SFX

CAMERA

ACTION ...WHICH OPENS HIS CHEST DOOR. OUT POP HIS CASSETTES WHICH TRANSFORM INTO STEELJAW...

DIAL BLASTER Sic 'em!

MUSIC/SFX

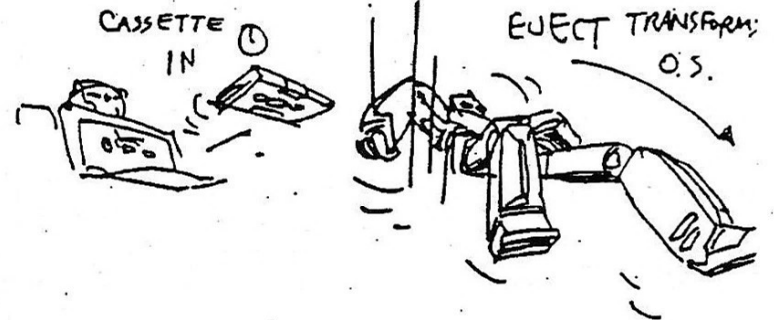
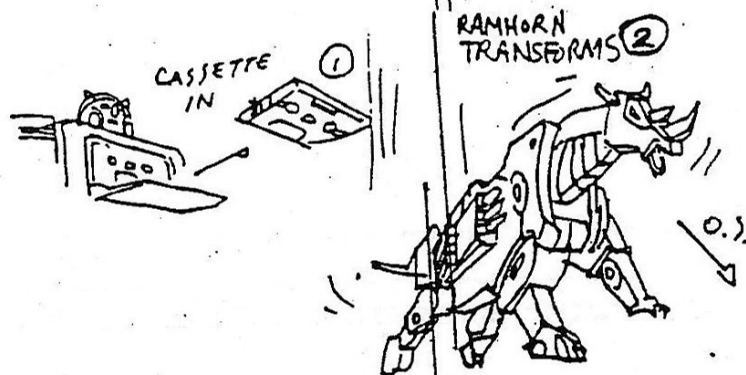
CAMERA

SC. CONT 7-101

SC. CONT

SEQ. 7

Page 102



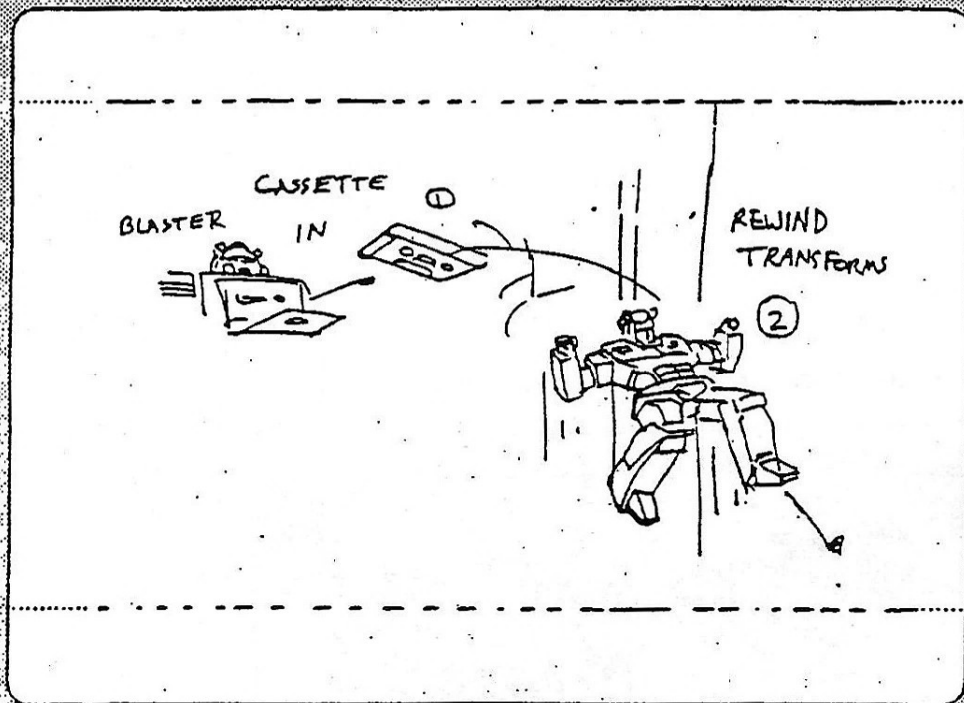
ACTION ...AND RAM HORN.

DIAL

ACTION ...EJECT...

DIAL

MUSIC/SFX



ACTION

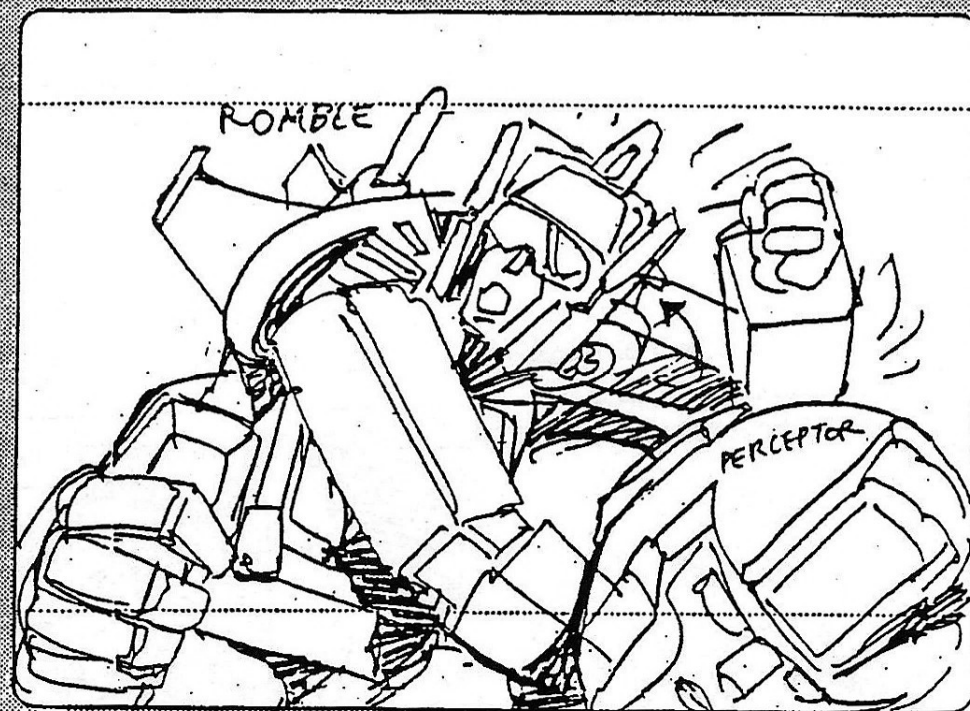
...REWIND...

DIAL

MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!



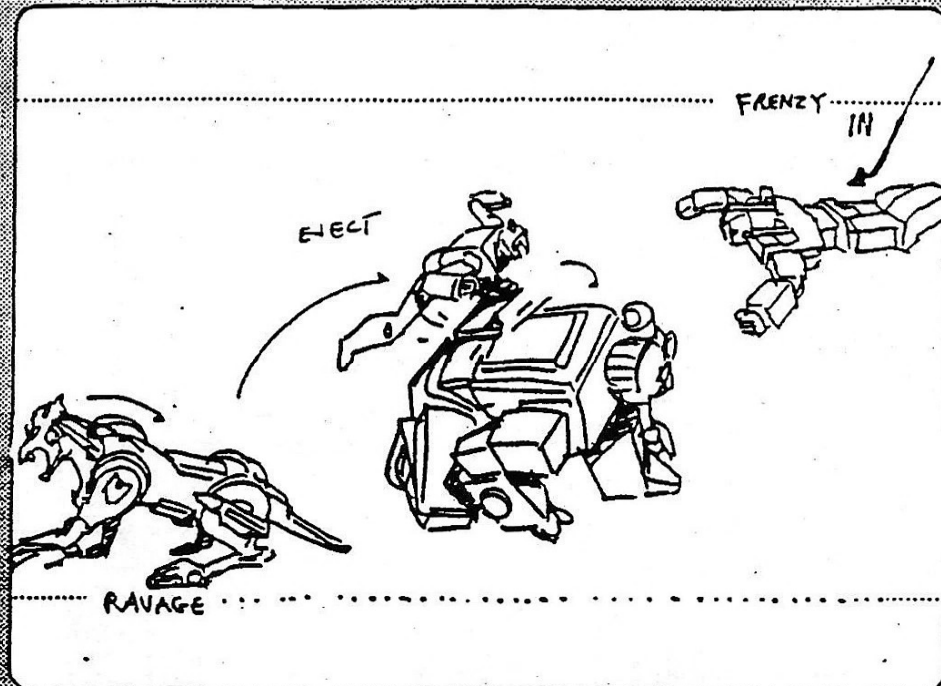
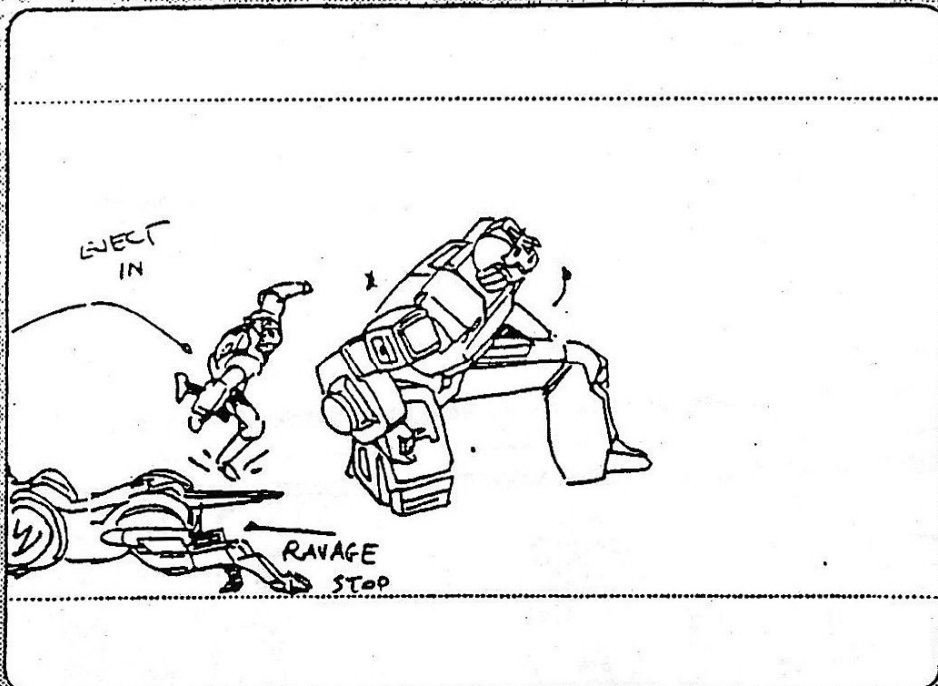
ACTION

M.C.U. RUMBLE AND PERCEPTOR. RUMBLE POUNDS ON PERCEPTOR'S HEAD. THEN LOOKS UP AS...

DIAL

MUSIC/SFX

CAMERA



ACTION RAVAGE RUNS THROUGH THE SCENE. EJECT JUMPS IN.

DIAL

MUSIC/SFX

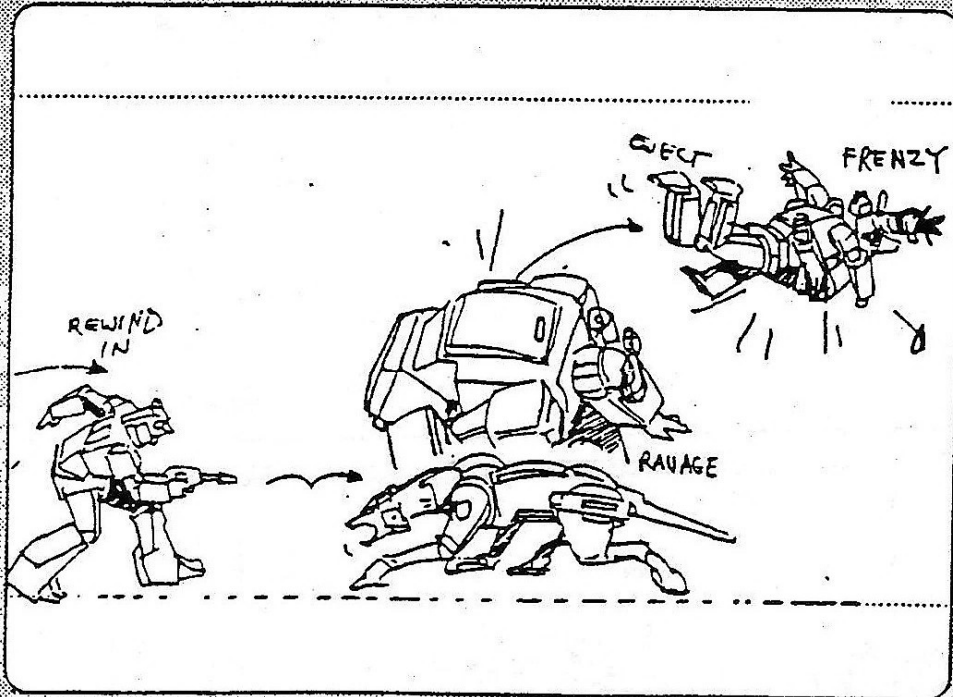
**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION AND ON TOP OF PERCEPTOR'S BACK AS FRENZY DROPS IN FROM ABOVE.

DIAL

MUSIC/SFX

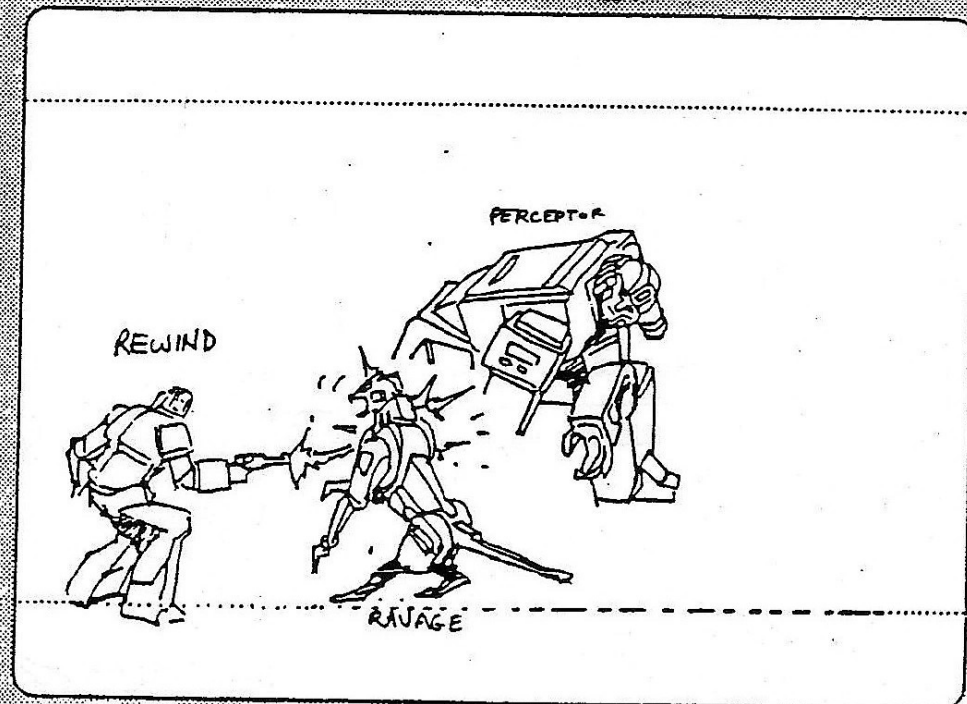




ACTION EJECT JUMPS INTO FRENZY. THEY BOTH FALL O.S. REWIND ENTERS THE SCENE AND ATTACKS RAVAGE.

DIAL

MUSIC/SFX



ACTION REWIND SHOOTS RAVAGE WITH A STUN BEAM.

DIAL

MUSIC/SFX

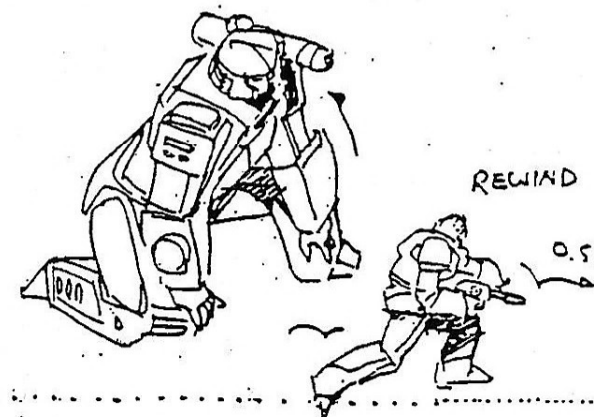
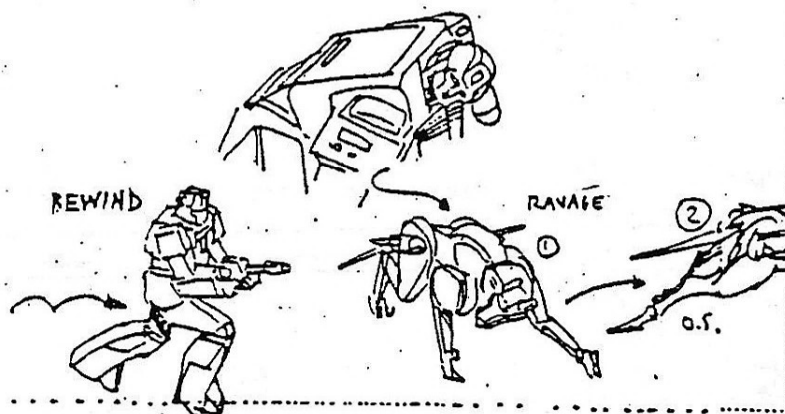
CAMERA

SC. CONT 7-103

SC. CONT.

SEQ. 7

Page 10



ACTION

RAVAGE TURNS AND RUNS O.S.

DIAL

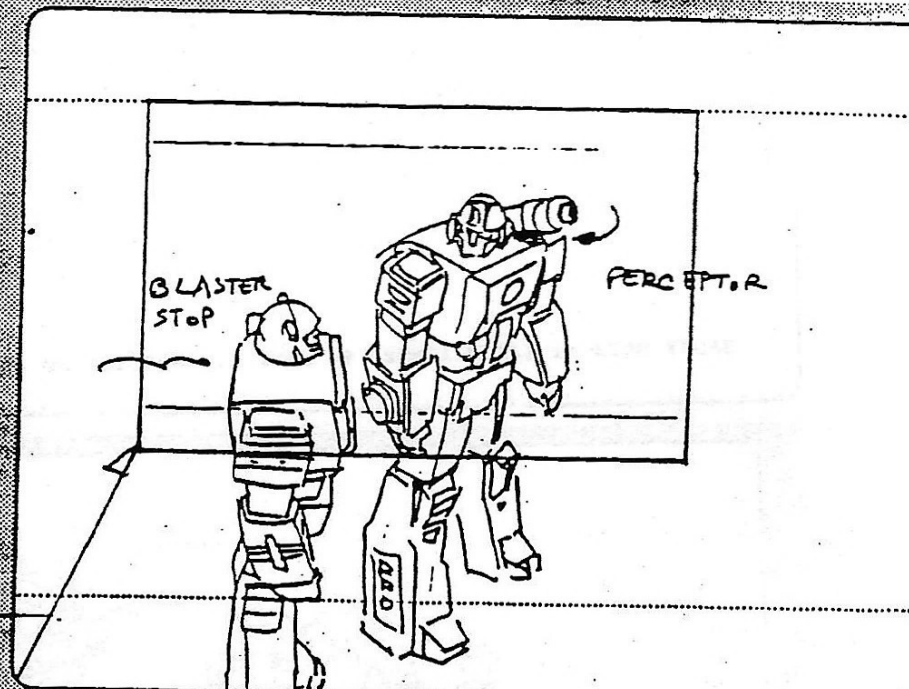
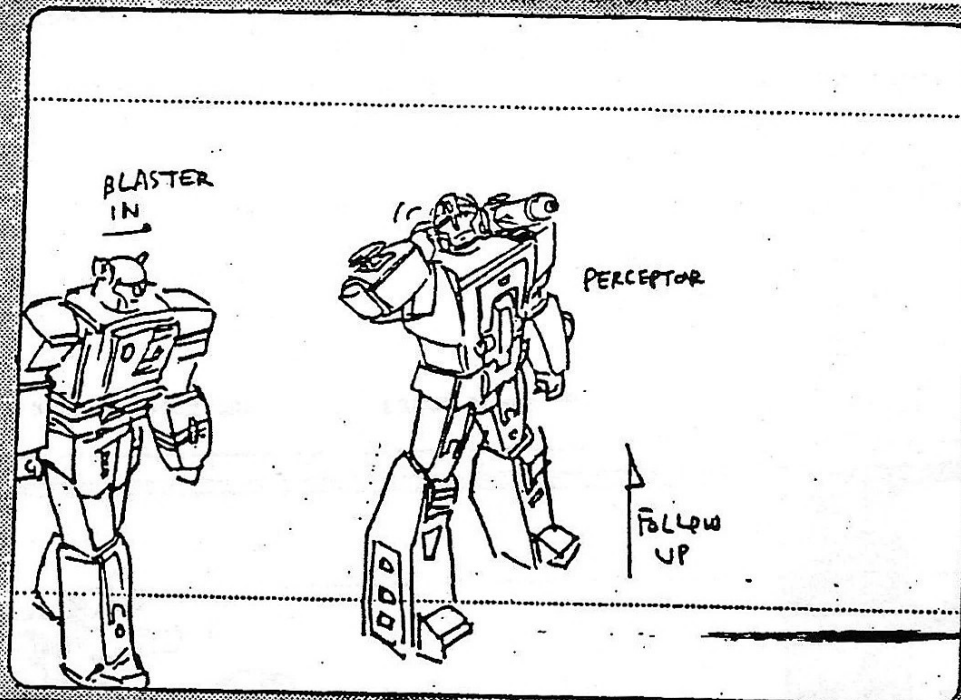
MUSIC/SFX

ACTION

REWIND RUNS OUT AFTER HIM.

DIAL

MUSIC/SFX



ACTION PERCEPTOR STANDS UP AS BLASTER ENTERS THE SCENE AND...

DIAL

MUSIC/SFX

CAMERA

ACTION ...WALKS OVER TO HIM. HE STOPS ALONGSIDE PERCEPTOR WHO TURNS TO WARN HIM.

DIAL PERCEPTOR

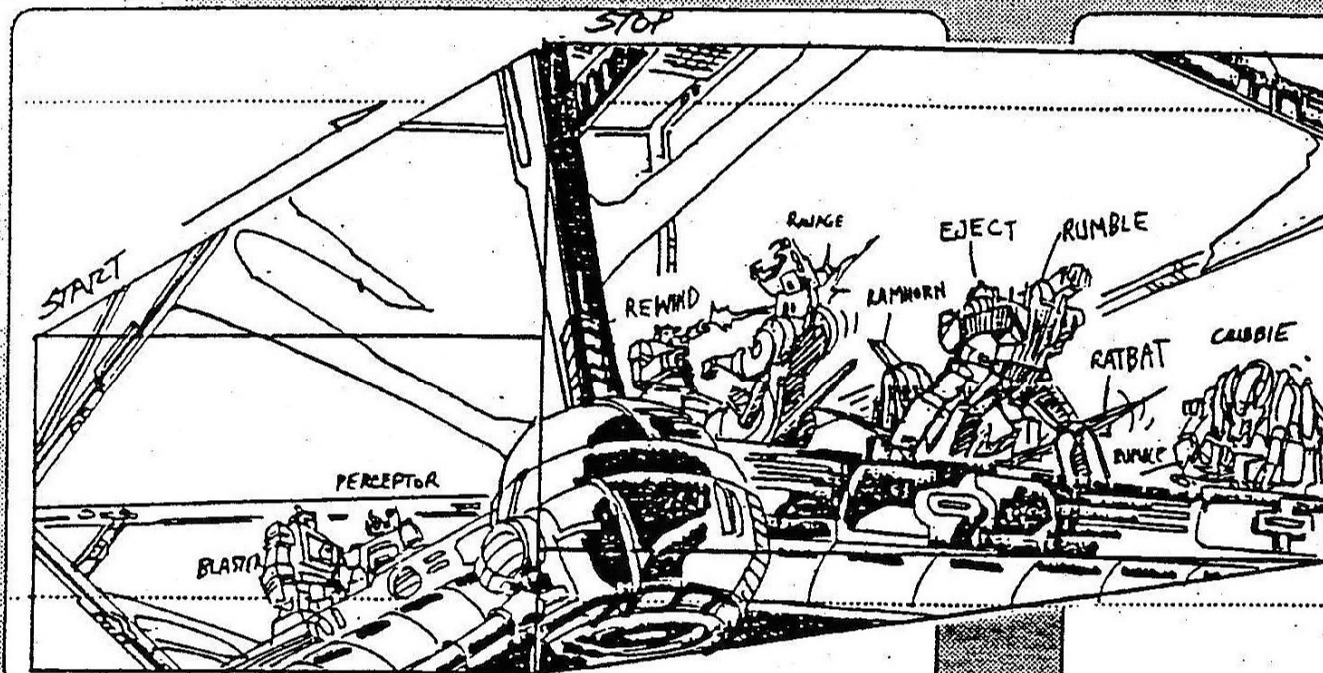
You think you got through to Prime?

BLASTER

Let's hope so! 'Cause if I didn't,

MUSIC/SFX

CAMERA



ACTION X.L.S. BLASTER AND PERCEPTOR (FROM OUTSIDE THE TOWER) LOOKING IN. WE PAN FROM THEM TO SEE BLASTER'S AND SOUND-WAVE'S CASSETTES FIGHTING EACH OTHER.

DIAL BLASTER (CONT) We're gonna look like burnt out toaster ovens.

MUSIC/SFX

CAMERA

ACTION

DIAL

MUSIC/SFX

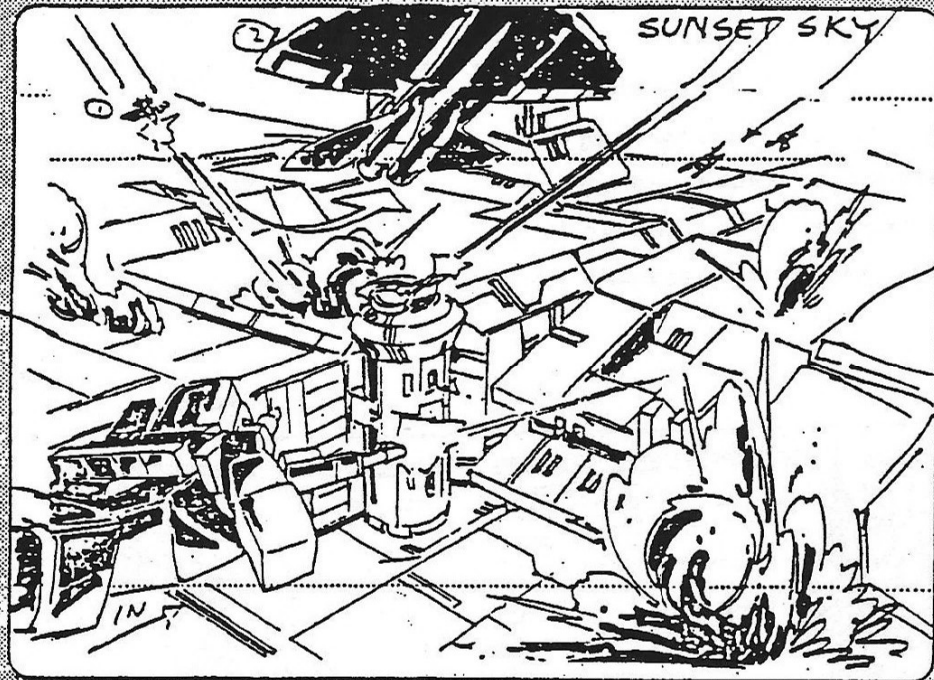
CAMERA

END OF SEQ. 7



SC. 8-1

TRUCK IN



ACTION X.L.S. AUTOBOT CITY (FORTRESS MAXIMUS) BESIEGED. THE DECEPTICONS IN ROBOT AND JET MODE STRAFE THE CITY. SMOKE AND FLAMES RISE FROM MANY AREAS OF THE SEVERELY DAMAGED CITY, ILLUMINATED BY THE WARM COLORS OF THE SUNSET SKY.

DIAL

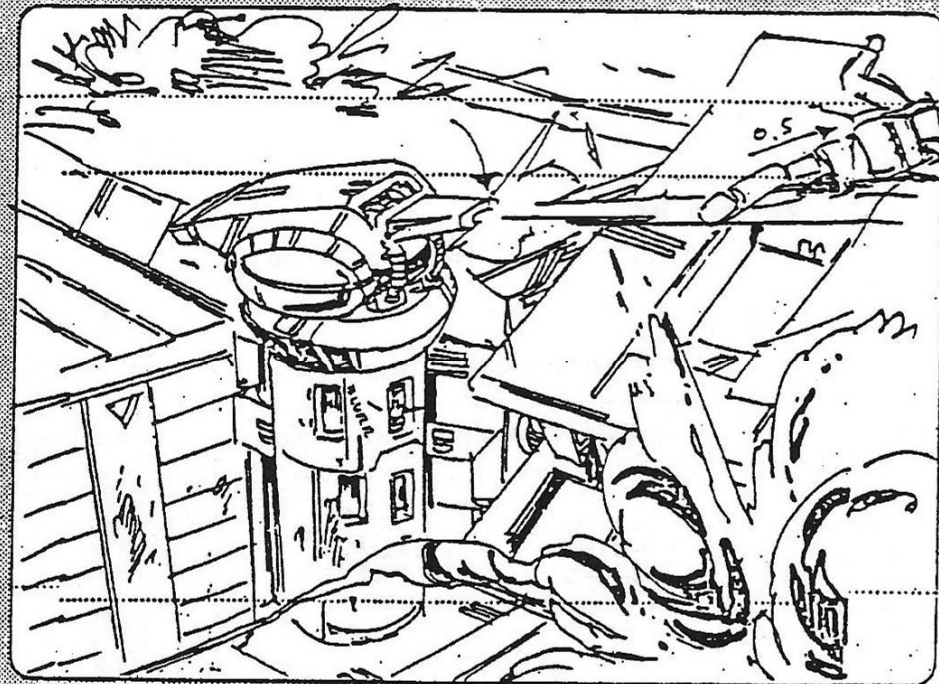
MUSIC/SFX

CAMERA

SC. CONT

TRUCK IN SEQ. 8

Page 1



ACTION WE TRUCK IN ON A LASER CANNON TOWER. INSIDE ONE OF THE WINDOWS IS BLURR. HE FIRES A BLAST AT ONE OF THE DECEPTICONS.

DIAL

BLURR (V.O.) We've got Decepticons at the gates, ...

MUSIC/SFX

CAMERA

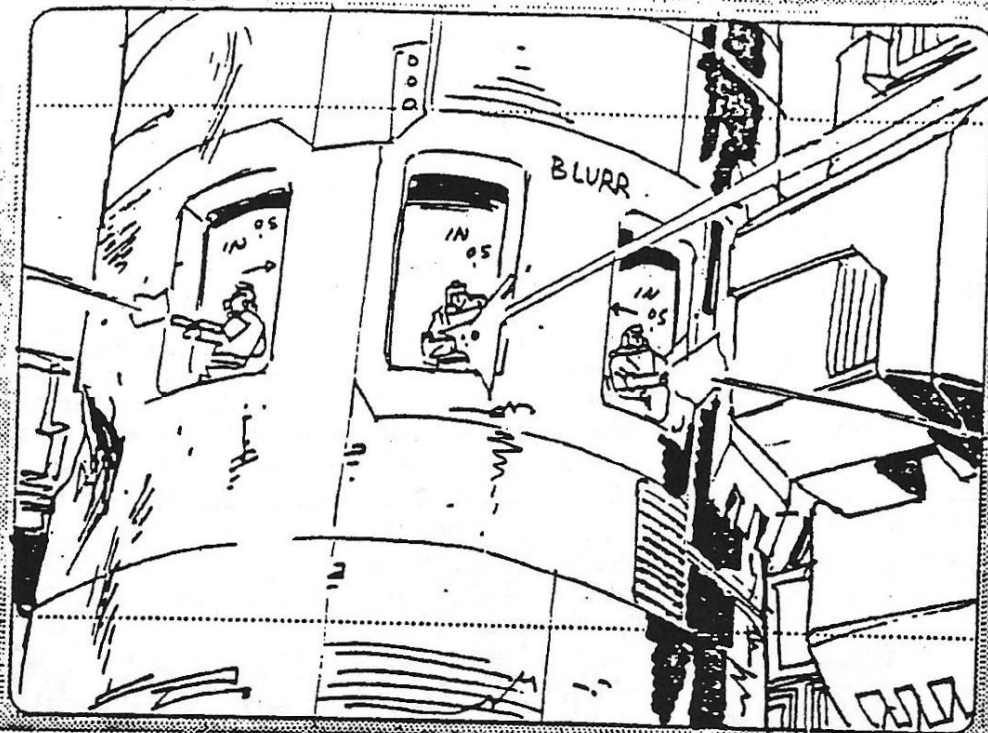
CAMERA

TFRAW

From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT. 8-1

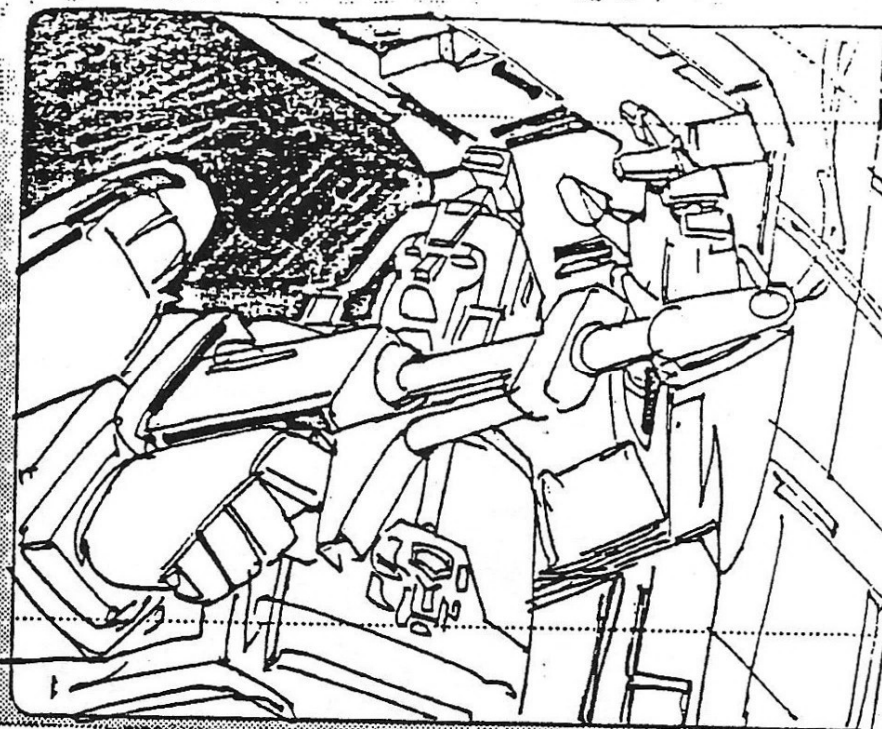
TRUCK IN



SC. 5-2

SEQ. 8

Page 2



ACTION

DIAL BLURR (CONT) (V.O.)

Decepticons in the air,  
Decepticons inside our walls.  
Decepticons, Decepticons,  
Decepticons. If we beat  
them off...

MUSIC/SFX

**T FRAW**  
From Gen. CAMERON East Hunters and Beyond!!!!

ACTION M.S. BLURR. HE CONTINUES TALKING...

DIAL BLURR (CONT) ... the walls, then they're st  
in the air.

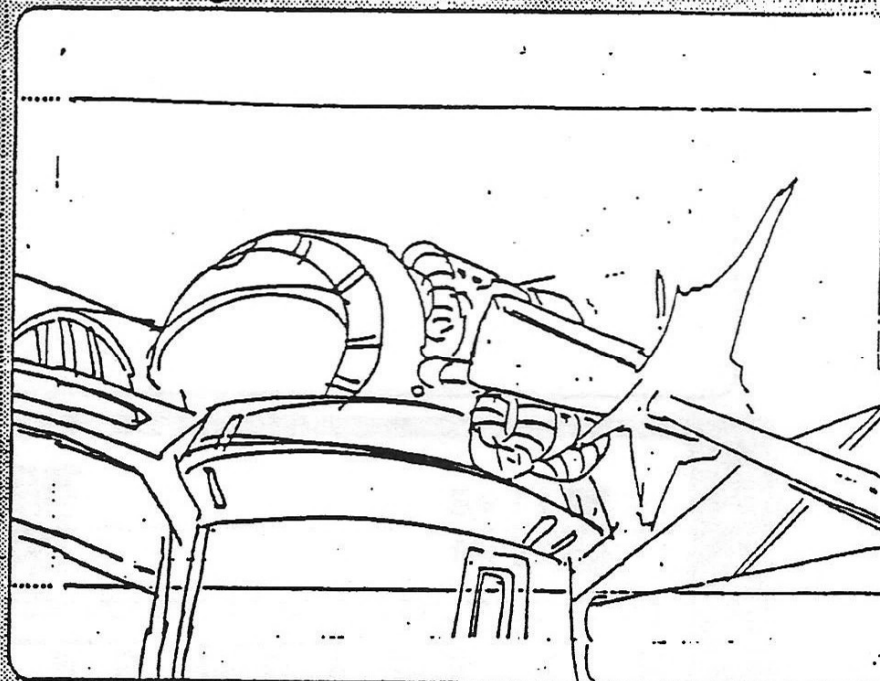
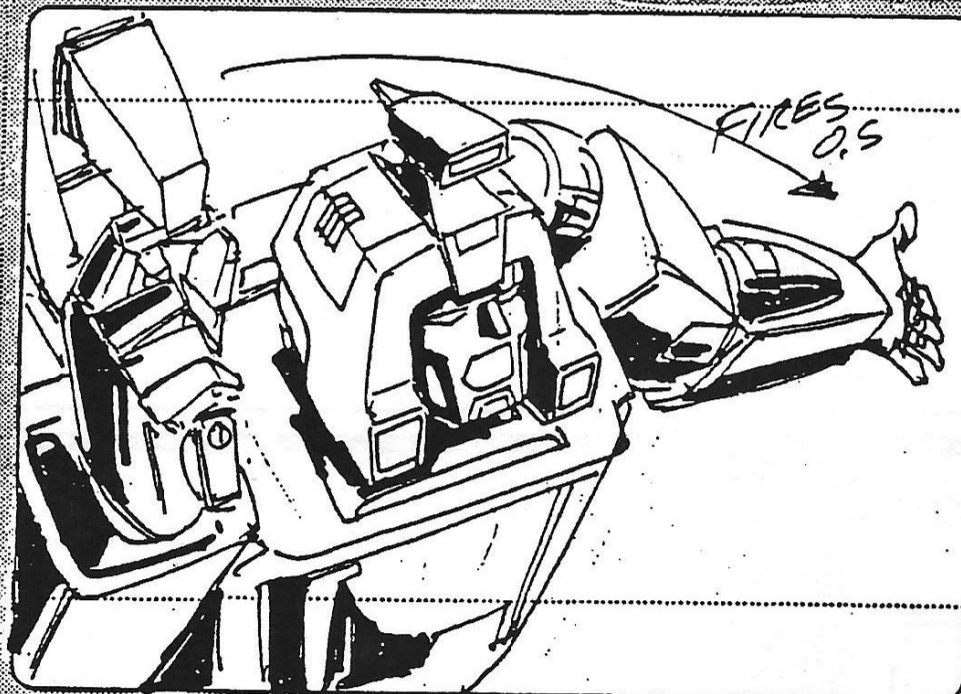
MUSIC/SFX

SC. CONT 8-2

SC. 8-3

SEQ. 8

Page 3



ACTION ...AND MOTIONING.

DIAL BLURR (CONT) | If we shoot them out of the air  
then they're still at the gates.

MUSIC/SFX

CAMERA

ACTION M.C.U. THE LASER CANNON TTURRET. IT FIRES A SHOT AT THE O.  
DECEPTICONS.

DIAL BLURR (CONT) (V.O.) So where does that leave us?

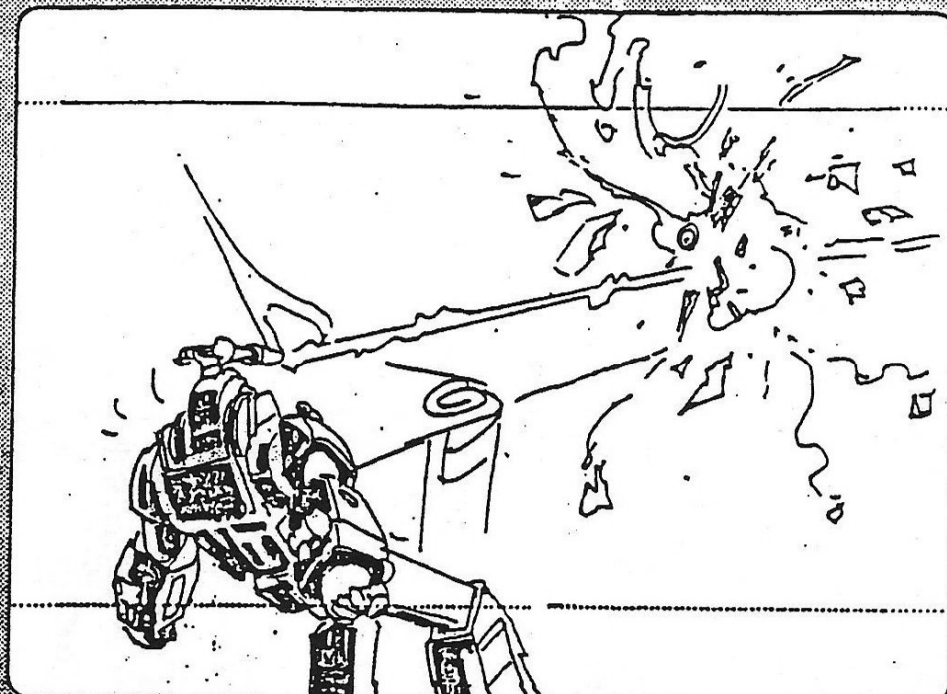
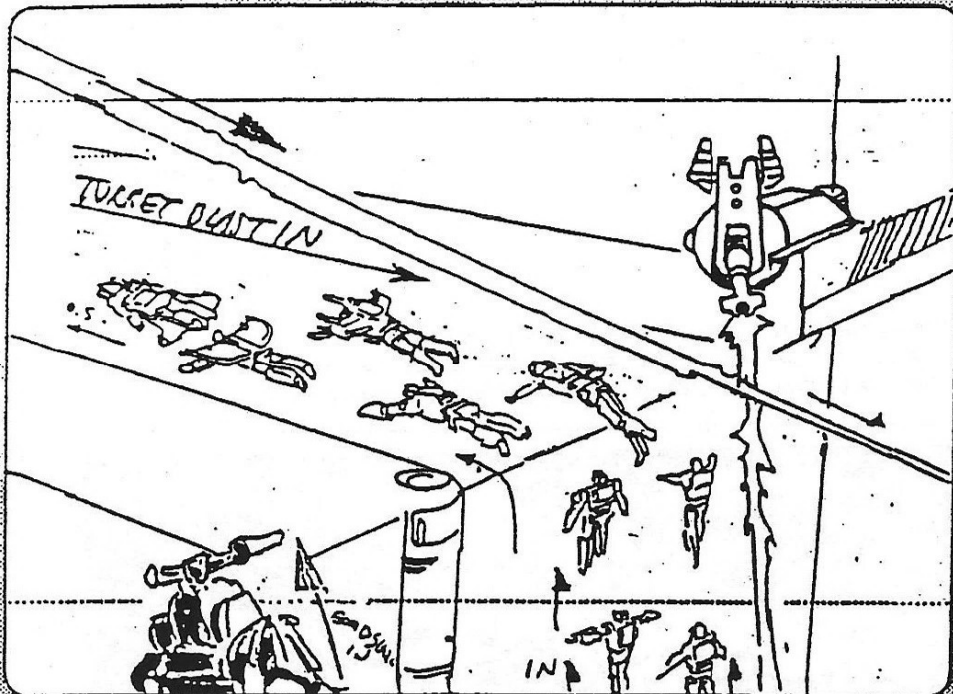
MUSIC/SFX

CAMERA

SC. 8-4

SC. CONT

SEQ. 8 Page 4



ACTION L.S. DECEPTICONS. THEY SNEAK UP AND OVER THE EDGE OF A WALL OF AUTOBOT CITY AS THE BLAST SHOTS THROUGH THE SCENE OVER THE TOP OF THEIR HEADS. BOMSHELL MOVES UP INTO SCENE.

DIAL BLURR (CONT) (V.O.) Nowhere! That's where.

MUSIC/SFX



ACTION ...HE BLASTS A GUN TURRET TO PIECES AS IT IS ABOUT TO TAKE A SHOT AT THE DECEPTICONS.

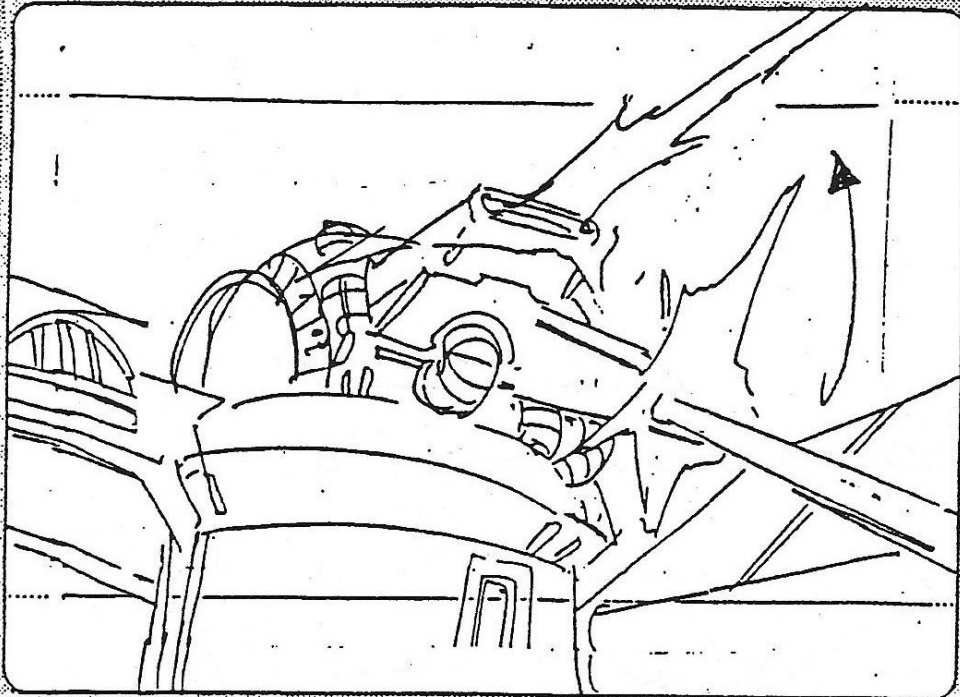
DIAL

MUSIC/SFX

CAMERA



SC. 8-5



ACTION M.C.U. THE LASER CANNON TURRET. IT FIRES A SHOT AT THE O.S. DECEPTICONS.

IT SWIVELS AND FIRES ANOTHER BLAST.

DIAL

MUSIC/SFX

CAMERA

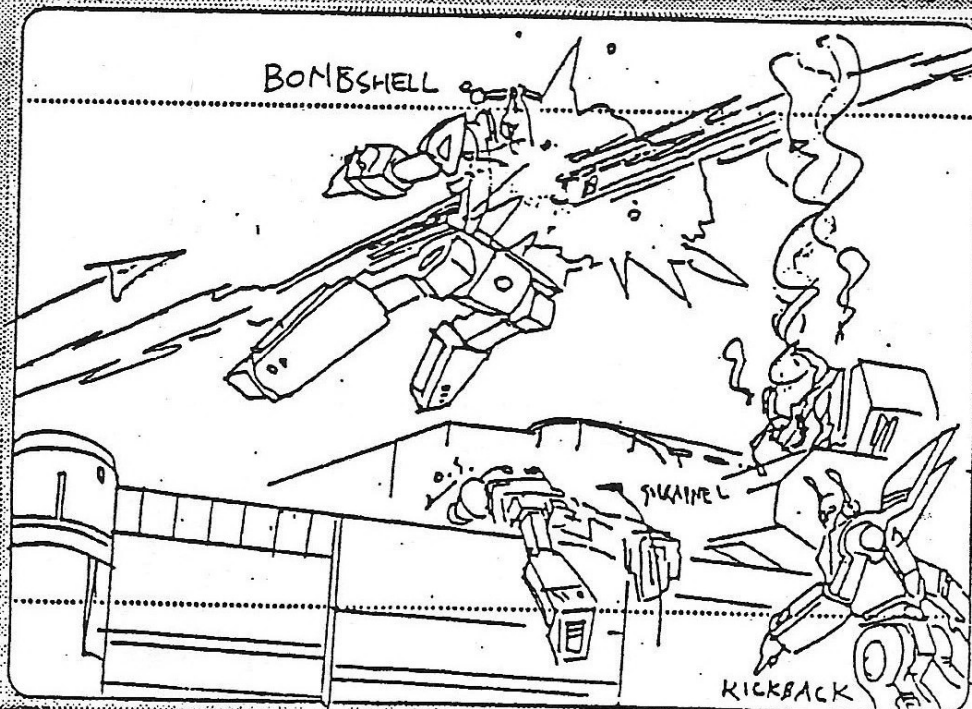
**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-6

SEQ. 8

Page

5



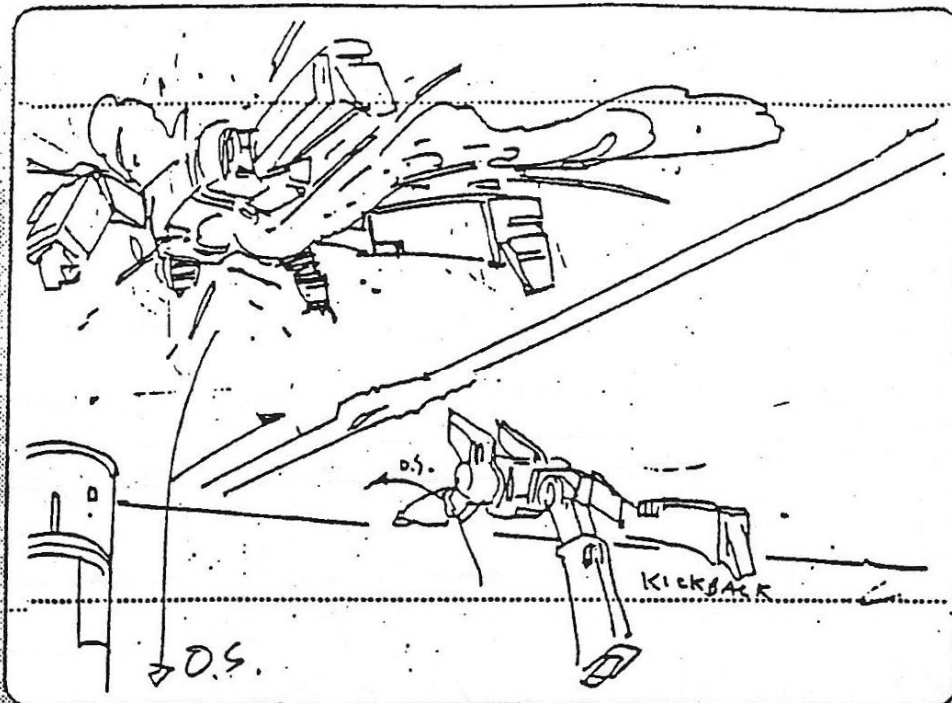
ACTION M.L.S. THE DECEPTICONS SNEAKING OVER THE CITY WALL. THE LASER BLAST ENTERS THE SCENE AND EXPLODES INTO BOMBSHELL...

DIAL

MUSIC/SFX

CAMERA

SC. CONT 070



ACTION ...SENDING HIM BLAZING TO THE GROUND. KICKBACK SLIPS OVER THE EDGE OF THE WALL.

DIAL

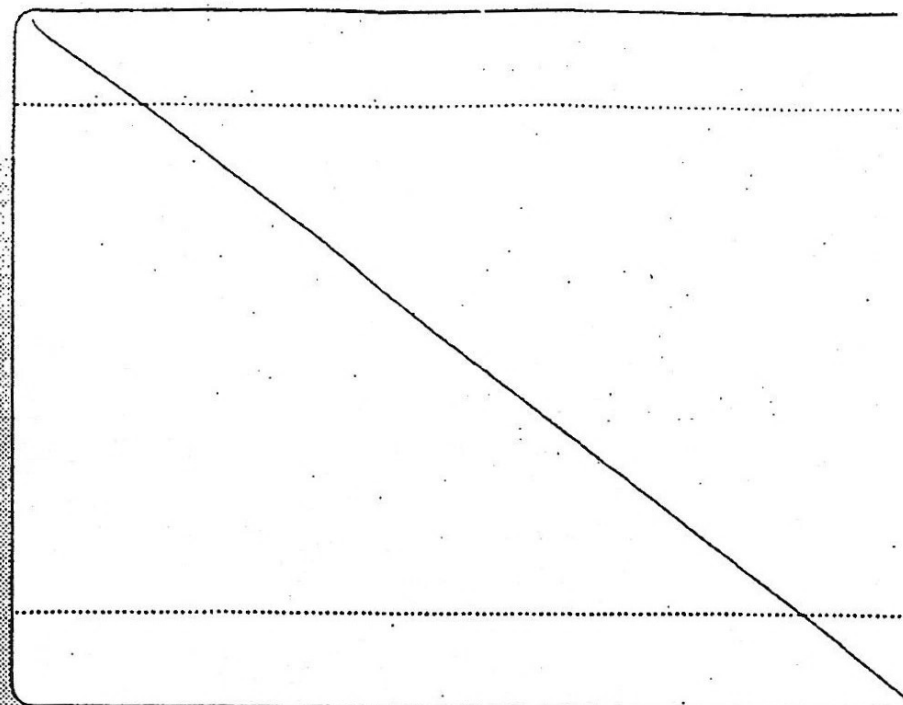
MUSIC/SFX

**T-FRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC.

SEQ. 5

Page 2

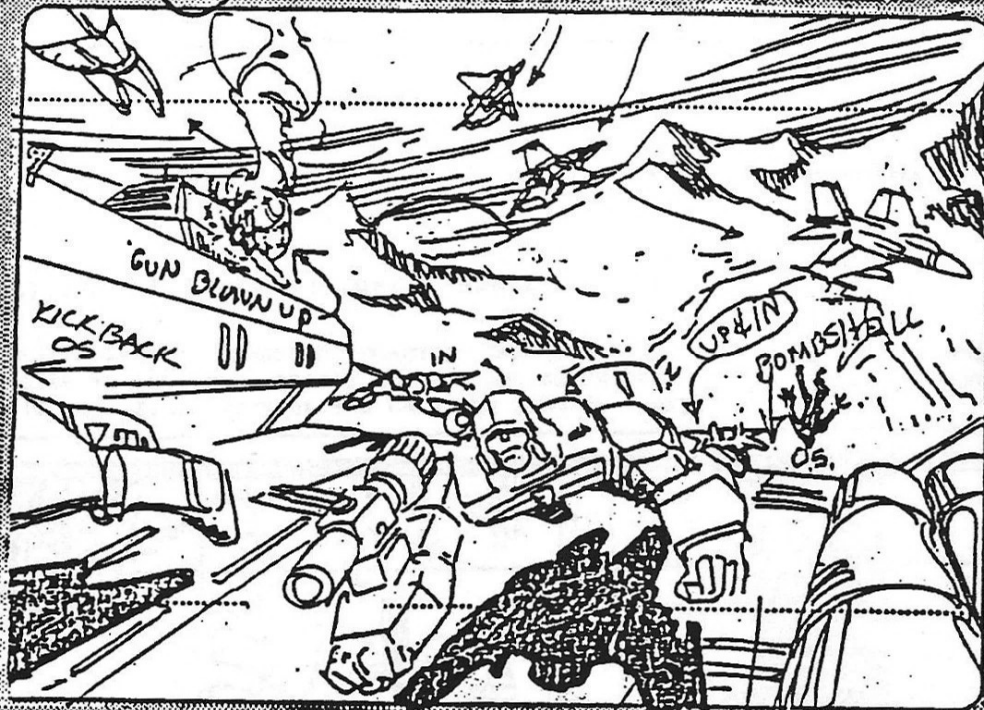


ACTION

DIAL

MUSIC/SFX

SC. 8-7



ACTION M.L.S. THE DECEPTICONS SNEAKING OVER THE WALL OF AUTOBOT CITY. IN THE DISTANCE WE CAN SEE THE SETTING SUN. AS KICKBACK FLIES O.S. MEGATRON COMES INTO SCENE OVER THE WALL.

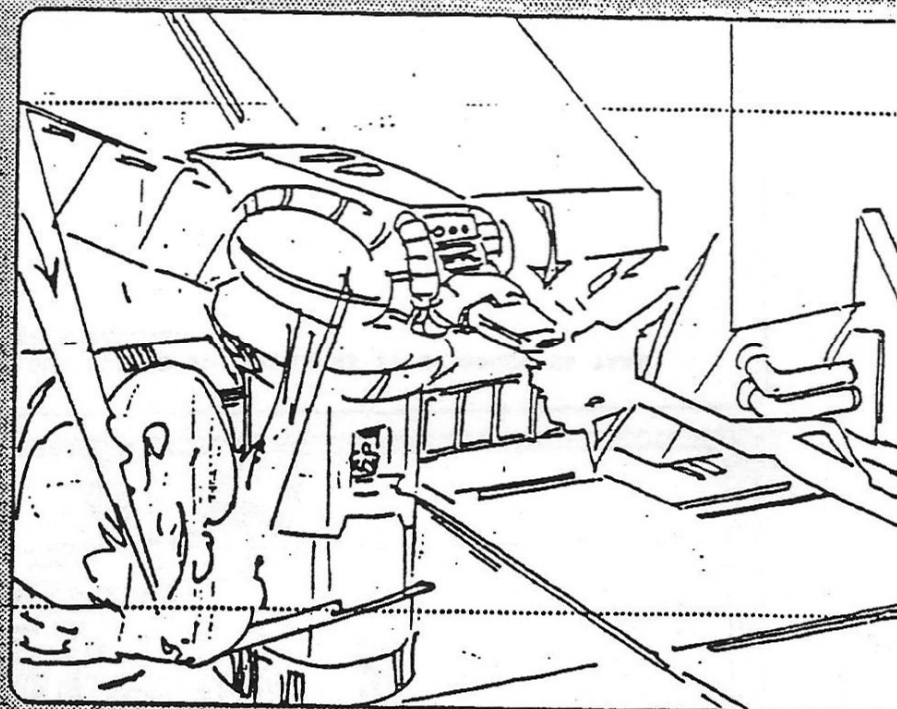
DIAL

MUSIC/SFX

CAMERA

SC. 8-8

SEQ. 8 Page 7



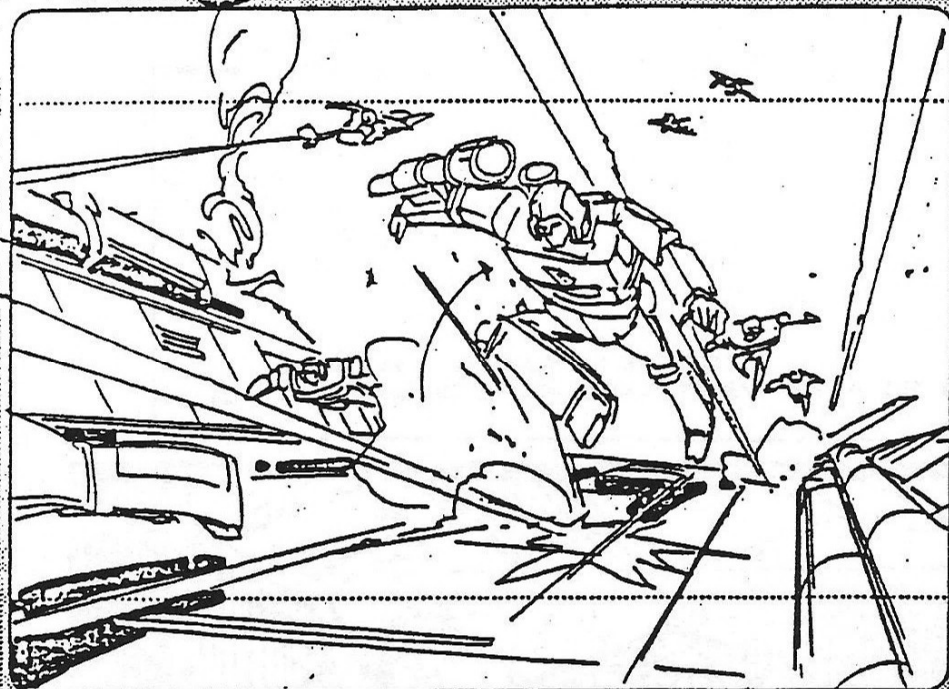
ACTION M.S. THE LASER CANNON. IT FIRES A BLAST AT THE O.S. DECEPT

DIAL

MUSIC/SFX

CAMERA

SC. 8-9

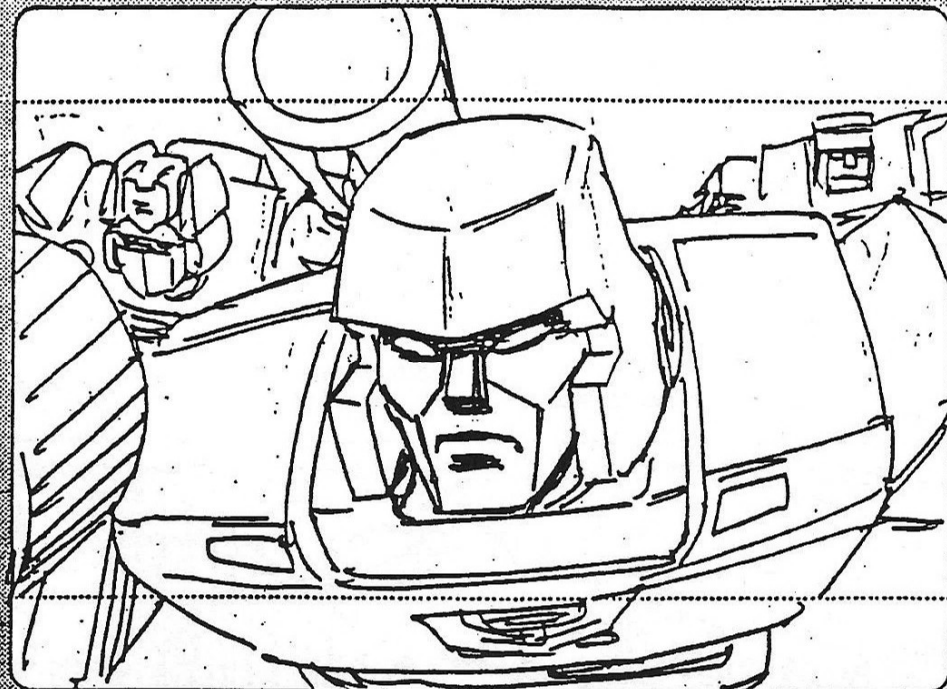


SC. CONT

SEQ. 8

Page

8



ACTION M.L.S. THE DECEPTICONS FLYING OVER THE WALL. MEGATRON JUMPS TO AVOID THE BLAST FROM THE LASER CANNON.

DIAL

MUSIC/SFX

IFRAW  
from Generation 1 to Beast Hunters and Beyond!!!!  
CAMERA

ACTION

...HE FLIES ON INTO A C.U.

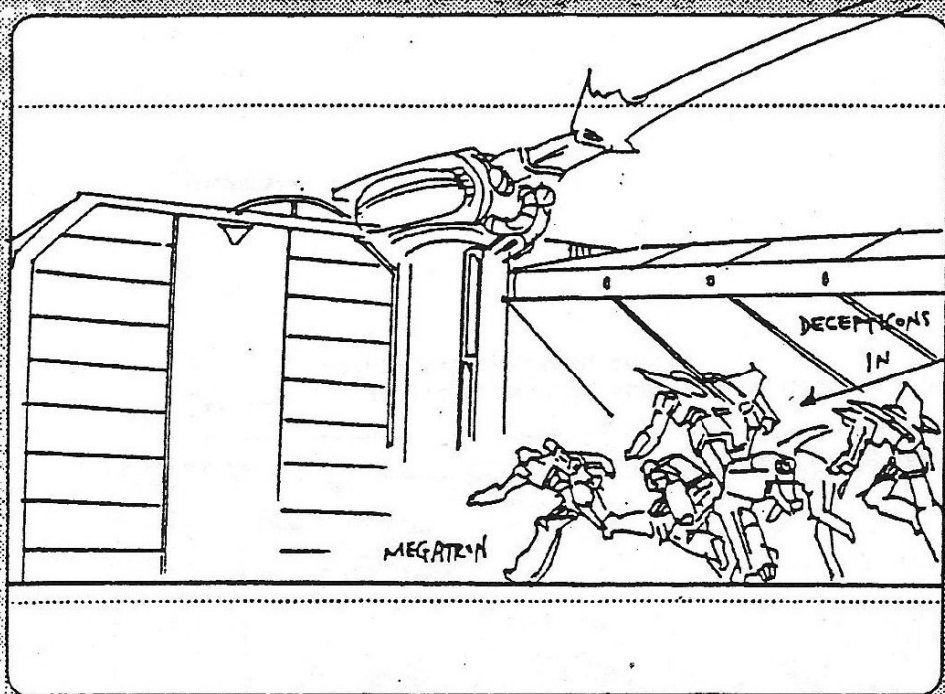
DIAL

MUSIC/SFX

CAMERA



SC. 8-10

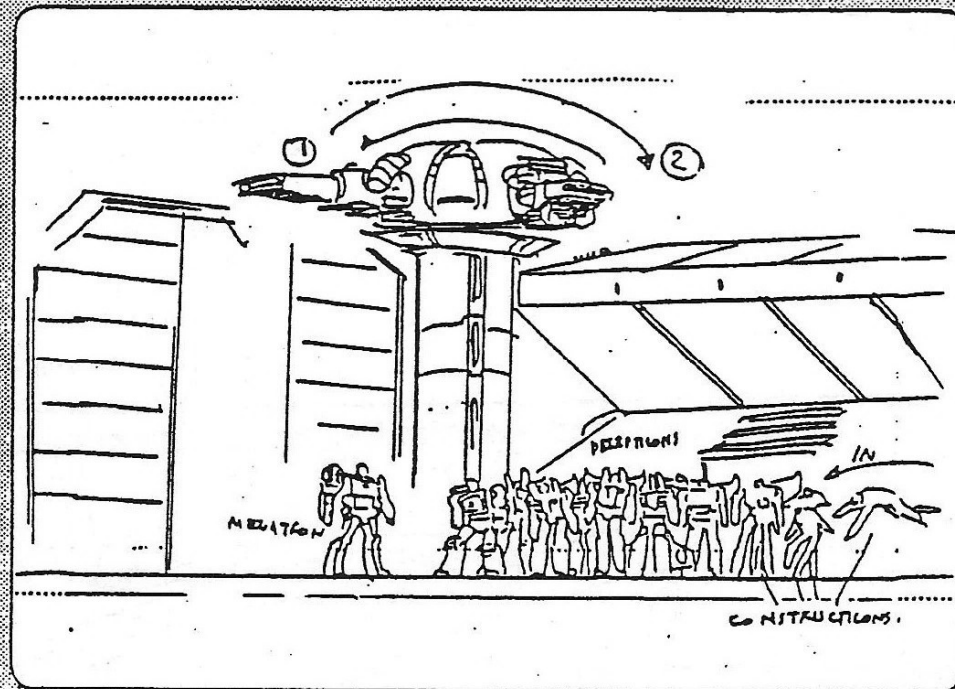


SC. CONT

SEQ. 8

Page

9



ACTION L.S. THE ARMY OF DECEPTICONS HEADED BY MEGATRON LANDS AT THE BASE OF THE AUTOBOTS HUGE LASER CANNON...

DIAL

MUSIC/SFX

CAMERA

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!

ACTION ...THE CONSTRUCTICONS JOIN THEM. THE TURRET OF THE CANNON SWIVELS FROM SIDE TO SIDE IN SEARCH OF THE DECEPTICONS.

DIAL

MUSIC/SFX

CAMERA

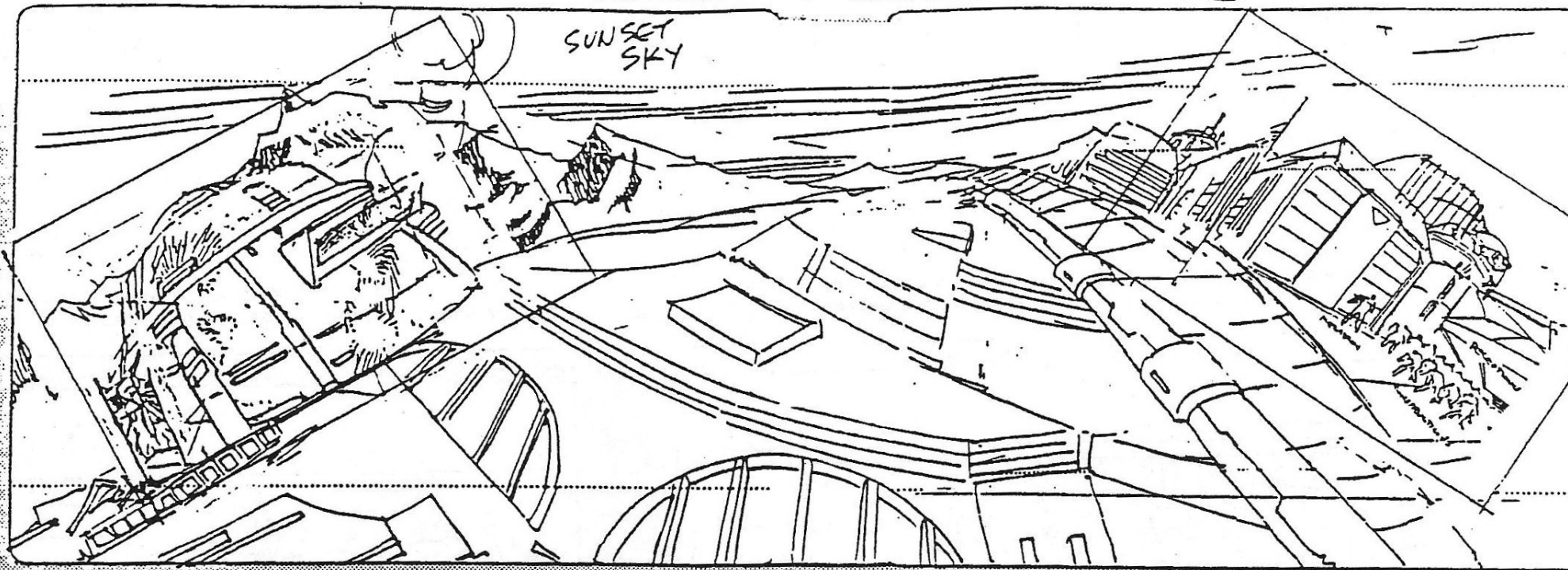
SC. 8-11

STOP

PAN ←

START SEQ. 8

Page 11



ACTION

...WE PAN FROM THE LASER CANNON OVER TO A SEVERELY DAMAGED BUNKER AND TRUCK IN ON IT.

DIAL

MUSIC/SFX

ACTION

DIAL

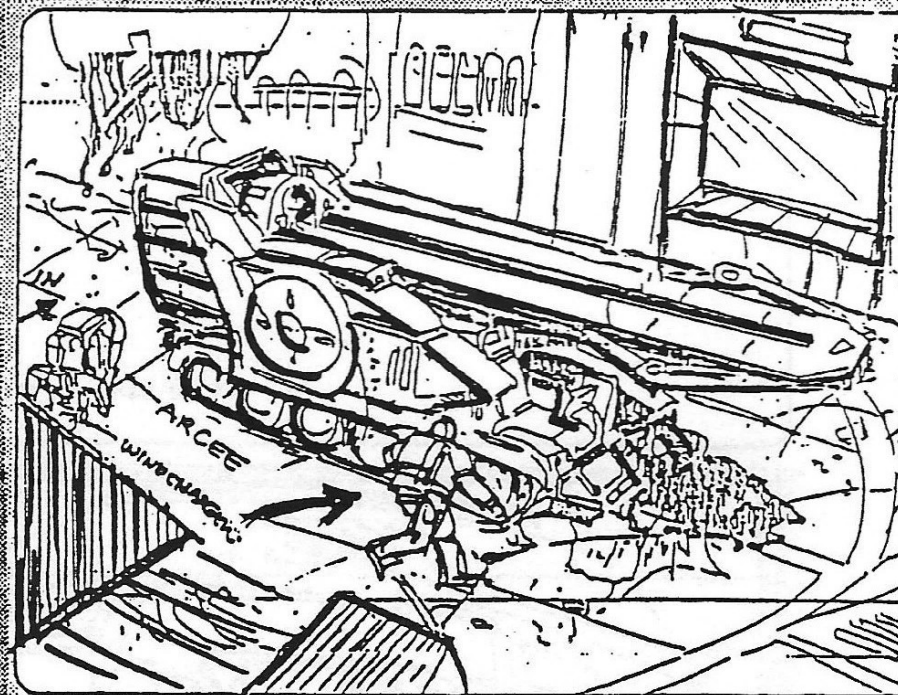
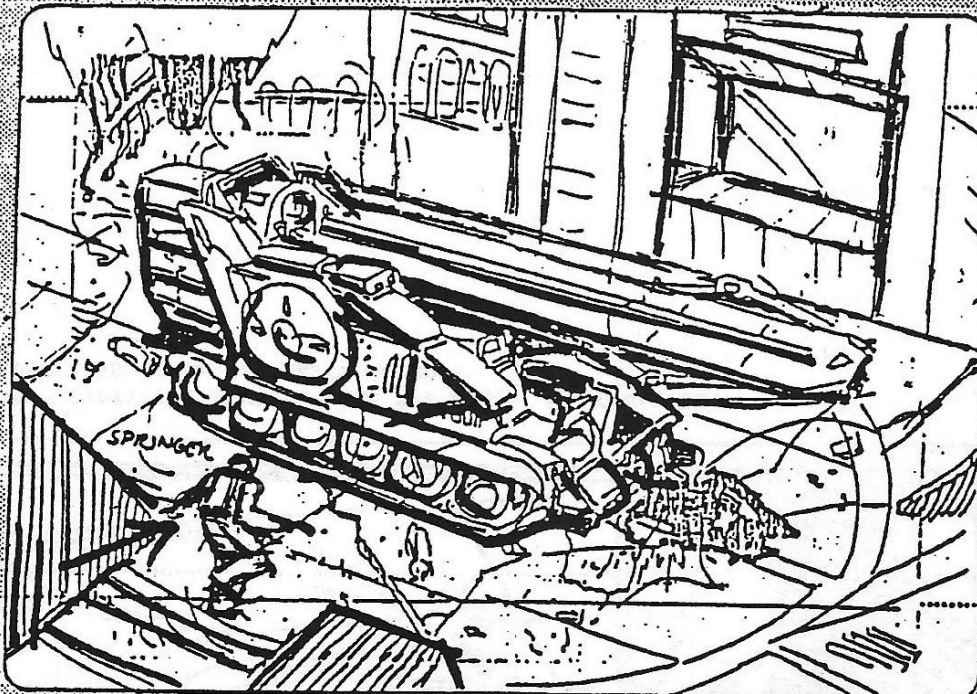
MUSIC/SFX

SC. 8-12

SC. CONT

SEQ. 8

Page 11



ACTION DOWN SHOT INSIDE THE BUNKER WE SEE ONE OF THE AUTOBOT'S HUGE CATAPULTS. SPRINGER IS RUNNING...

DIAL

MUSIC/SFX

CAMERA

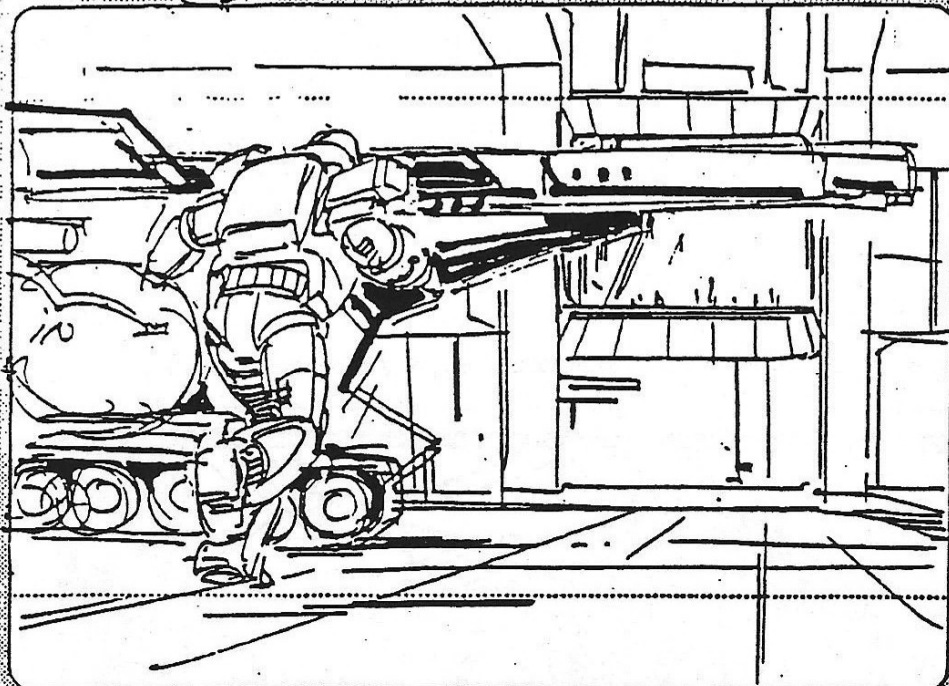
ACTION ...TO THE FRONT OF THE CATAPULT, ARCEE IS PULLING THE WINDCHARGER O.S.

DIAL

MUSIC/SFX

CAMERA

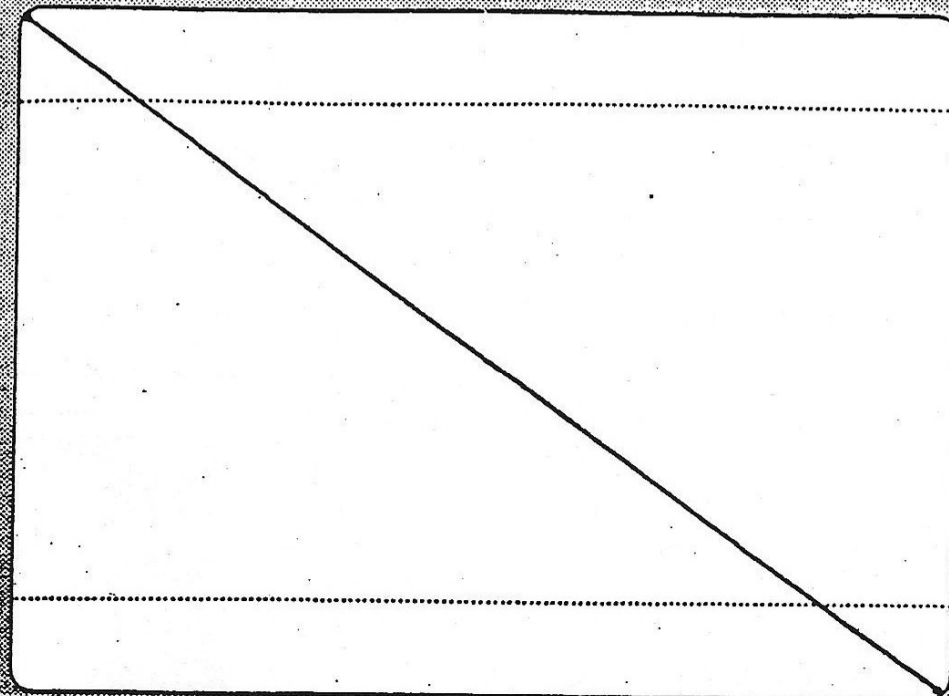
SC. 8-13



SC.

SEQ. 8

Page 12



ACTION M.L.S. SPRINGER. HE IS RUNNING TOWARD A WINDOW IN THE BUNKER.

DIAL

MUSIC/SFX

IFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

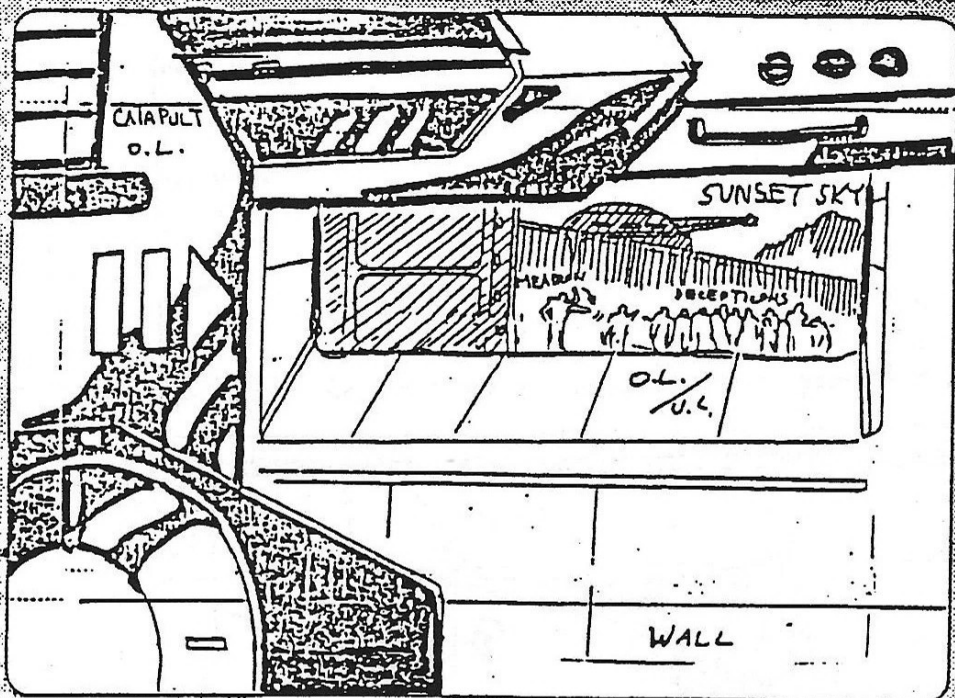
ACTION

DIAL

MUSIC/SFX

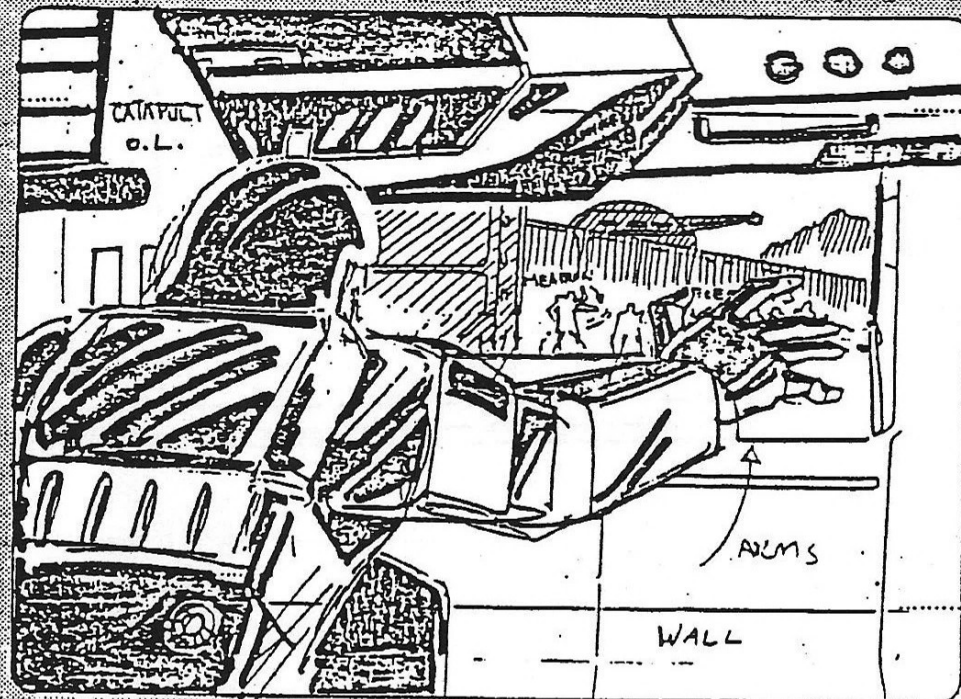


SC. 8-14



SC. CONT

SEQ. 8 Page 13



ACTION C.U. THE WINDOW IN THE BUNKER.

DIAL

MUSIC/SFX

CAMERA

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!

ACTION SPRINGER RUNS INTO THE SCENE AND REACHES UP...

DIAL

MUSIC/SFX

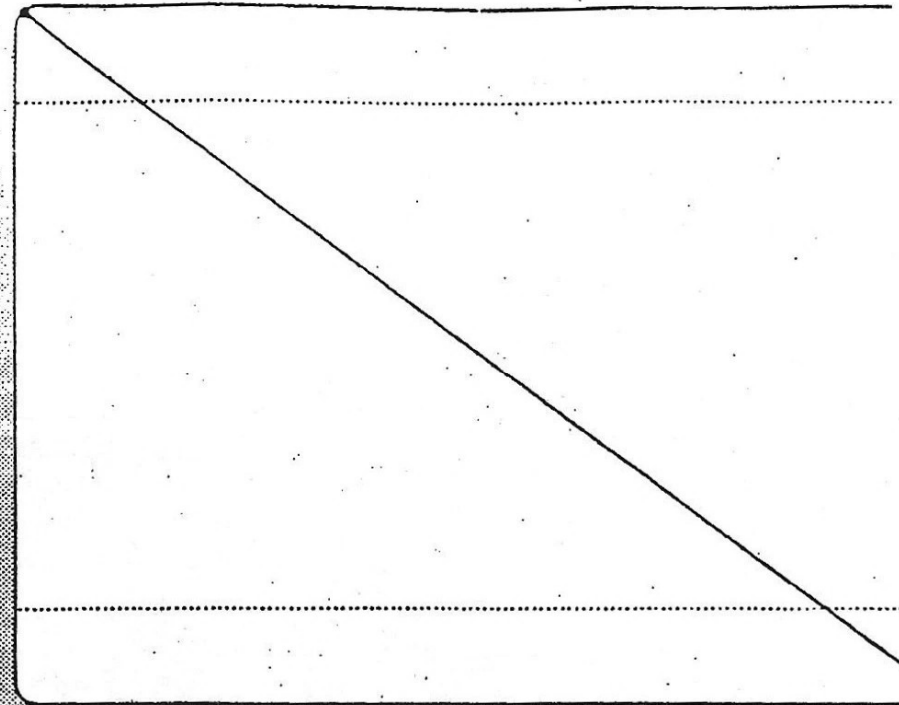
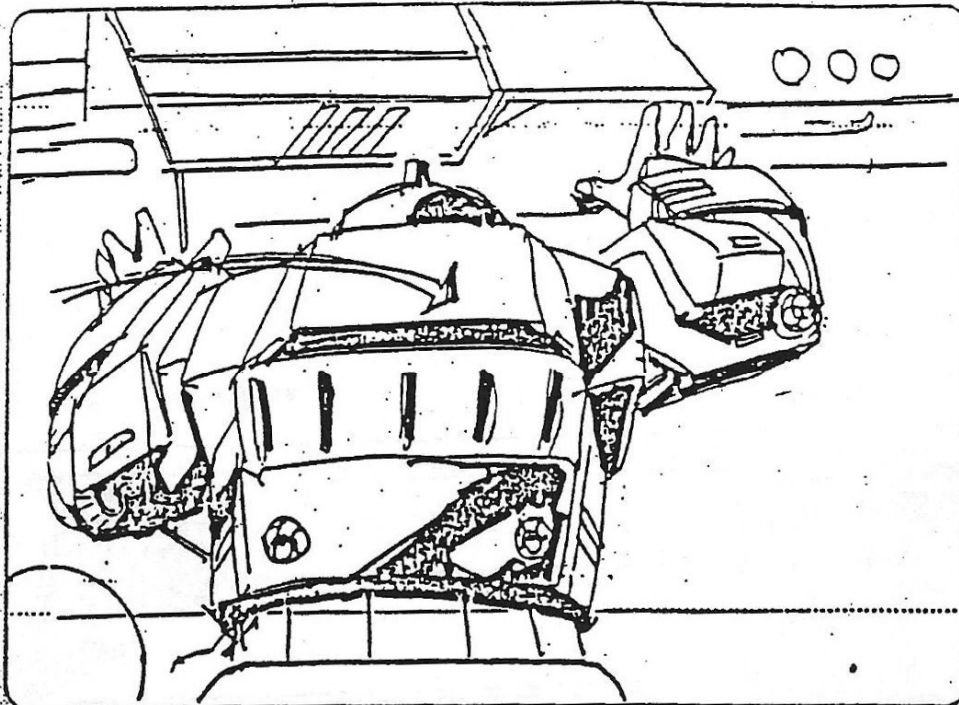
CAMERA

SC. CONT C-14

SC.

SEQ. 5

Page 17



ACTION ...HE POSITIONS HIS HANDS ON THE CATAPULT AND STARTS TO PUSH.

DIAL

MUSIC/SFX

ACTION

DIAL

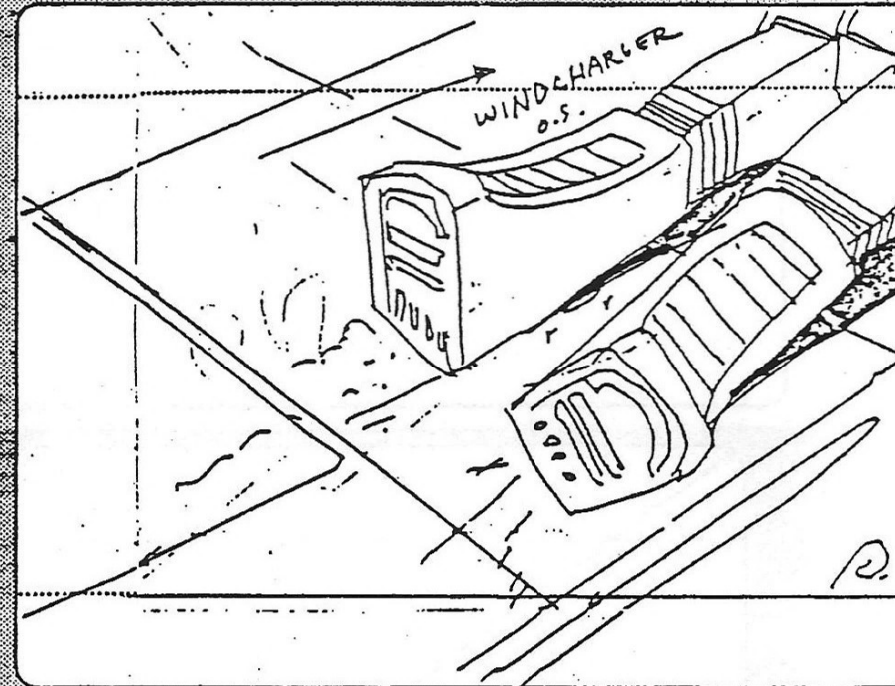
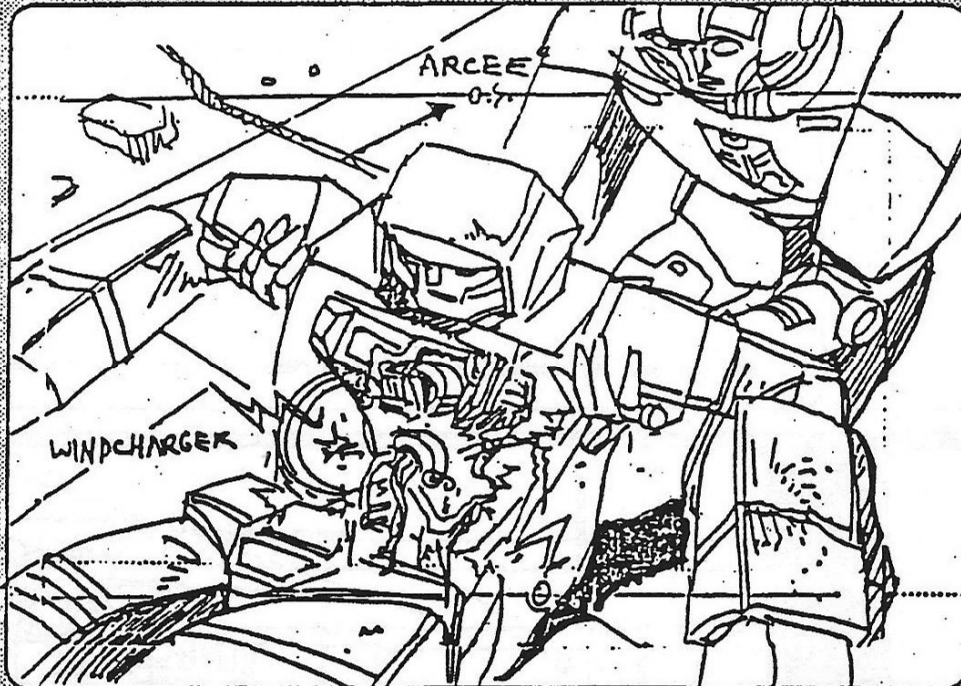
MUSIC/SFX

SC. 8-15

SC. CONT

SEQ. 8

Page 15



ACTION M.S. ARCEE AND WINDCHARGER. ARCEE CONTINUES TO DRAG THE WOUNDED...

DIAL

MUSIC/SFX

CAMERA

ACTION ...WINDCAHRGER O.S.

DIAL

MUSIC/SFX

CAMERA

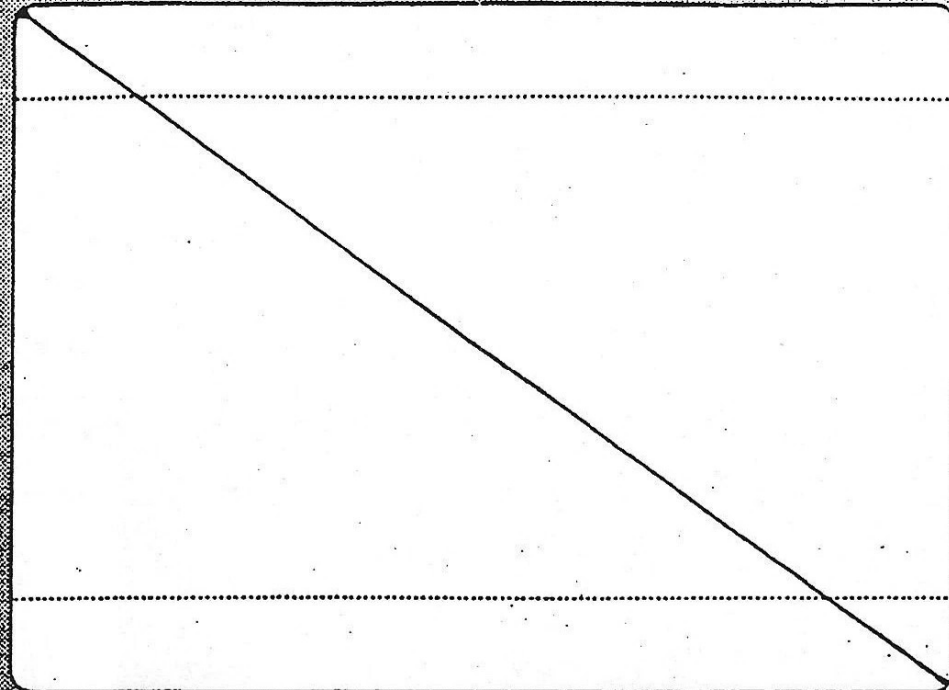
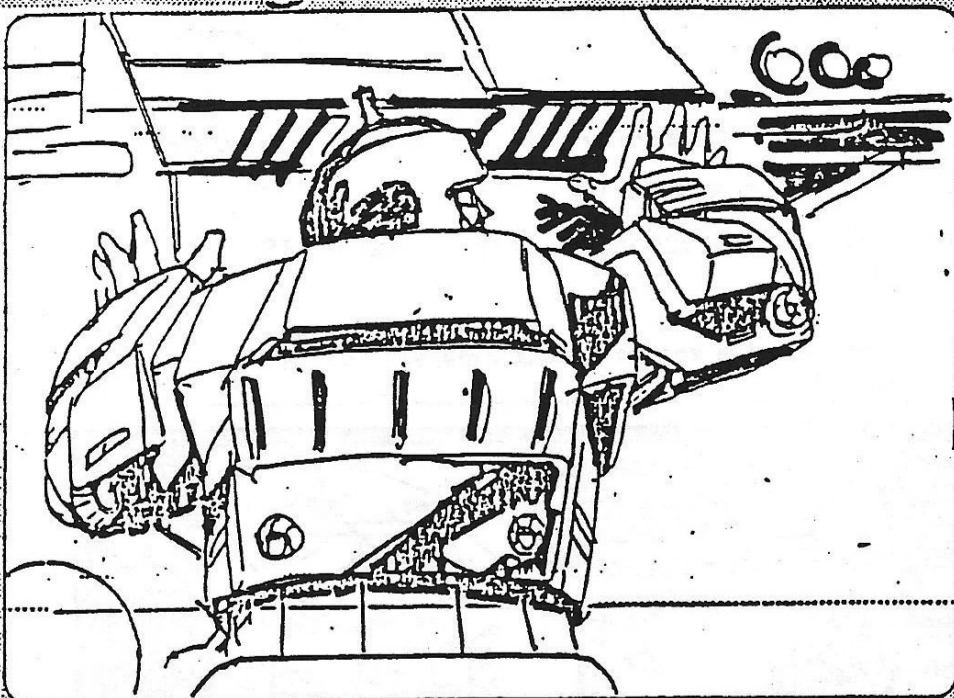
SC. 8-16

SC.

SEQ. 8

Page

16



ACTION. M.S. SPRINGER. HE PUSHES ON THE CATAPULT, THEN TURNS TO HIS RIGHT.

DIAL SPRINGER Great! Megatron's making his . . .

**TFRAW**  
MUSIC/SFX  
From Generation 1 to Beast Hunters and Beyond!!!!

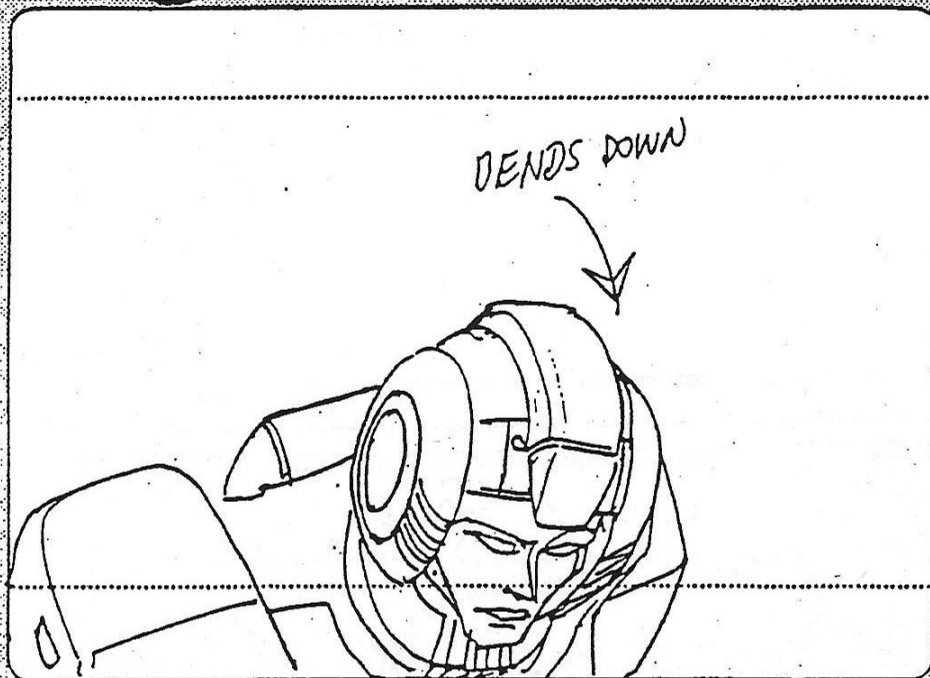
ACTION

DIAL

MUSIC/SFX



SC. 8-17



ACTION M.S. ARCEE. SHE BENDS DOWN TO CHECK THE O.S. WINDCHARGER.

DIAL SPRINGER (CONT) (V.O.) big push and ...

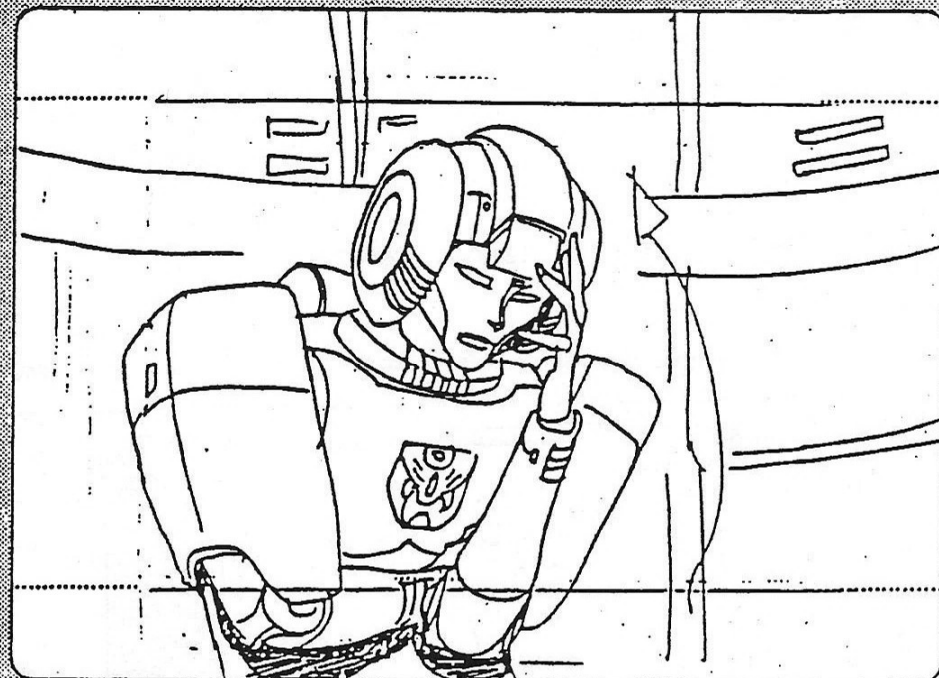
MUSIC/SFX

CAMERA

SC. CONT

SEQ. 8

Page 17



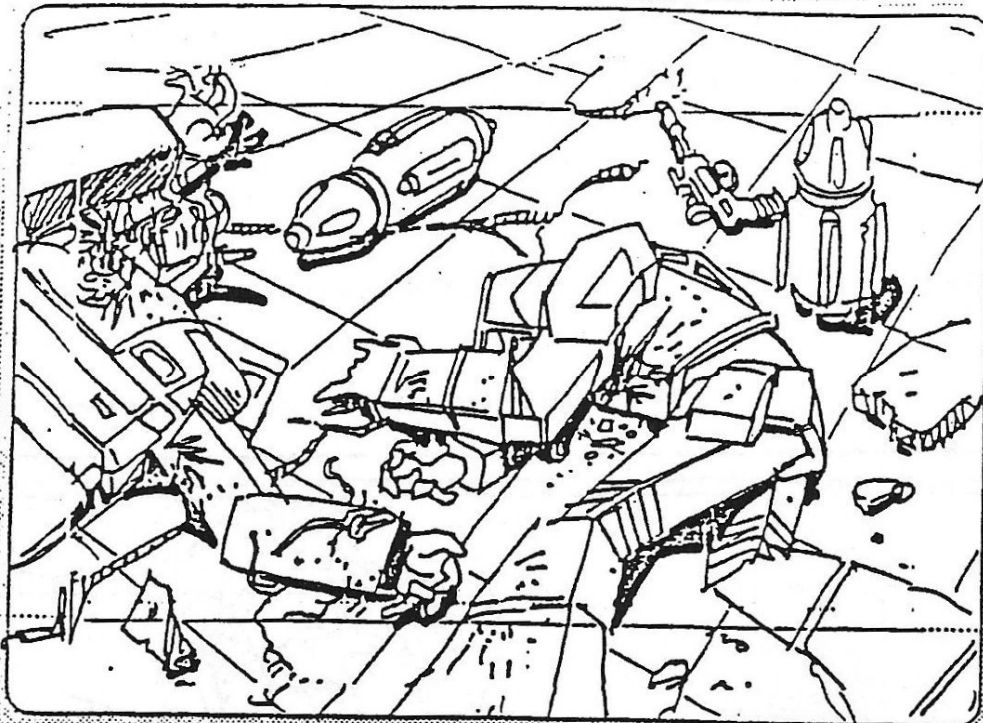
ACTION ...THEN STRAIGHTENS UP AND REACTS SADDENED BY HIS DEATH.

DIAL SPRINGER (CONT) (V.O.) ... we can't even ...

MUSIC/SFX

CAMERA

SC. 8-18



ACTION TWO SHOT WINDCHARGER AND ANOTHER AUTOBOT ON THE FLOOR DEAD.

DIAL

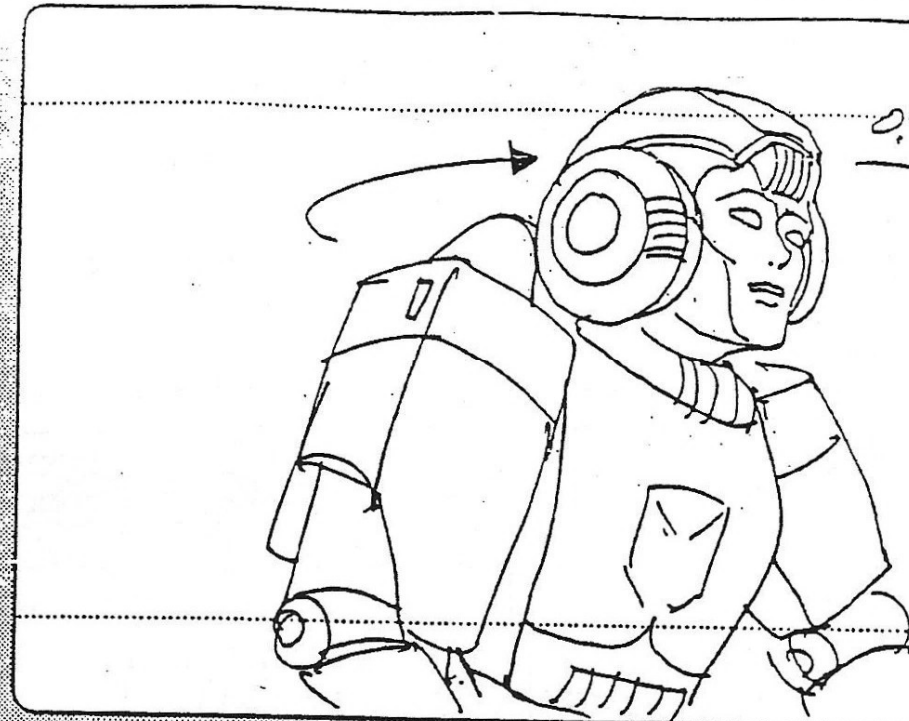
MUSIC/SFX

**TFR**  
From Generation 1 to Beast Hunters and Beyond!!!

SC. 8-19

SEQ. 5

Page 13



ACTION M.S. ARCEE. SHE TURNS AND WALKS O.S.

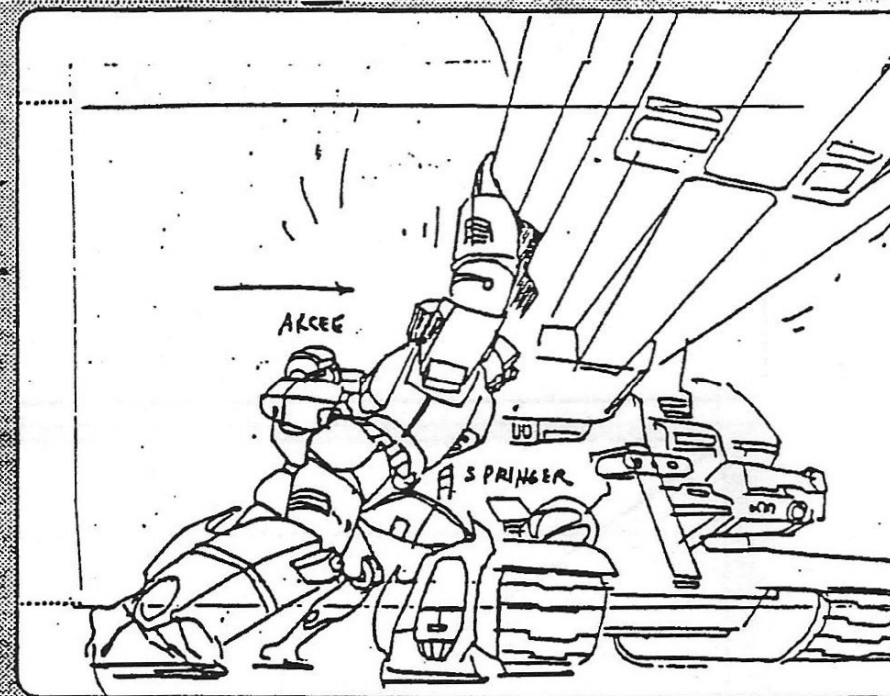
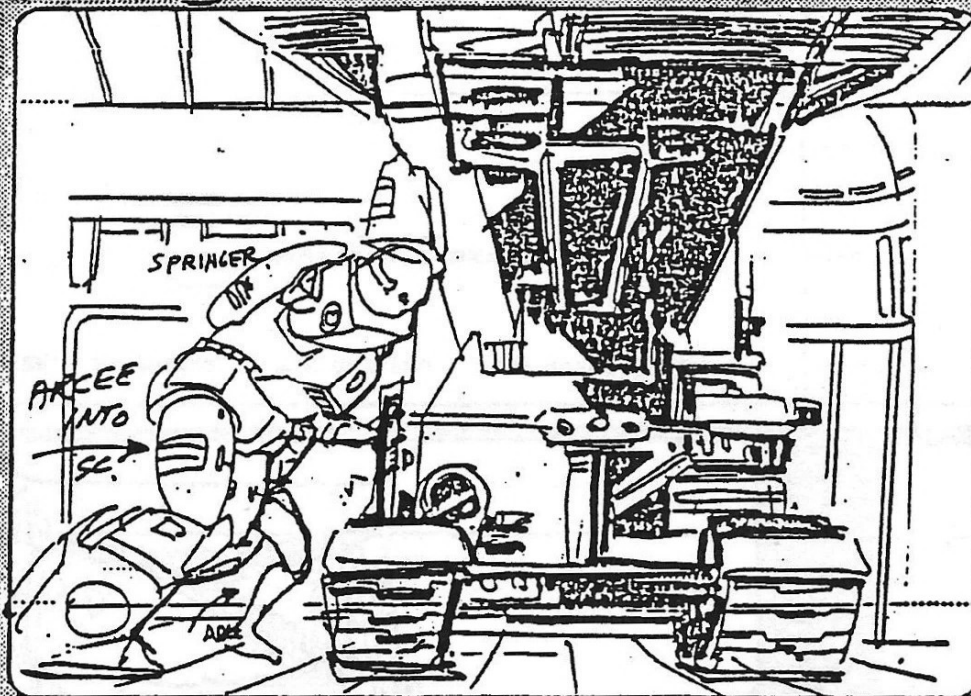
DIAL SPRINGER (CONT) (V.O.) ... push....

MUSIC/SFX

SC. 8-20

SC. CONT

SEQ. 8 Page 19



ACTION M.L.S. SPRINGER PUSHES ON THE HUGE CATAPULT. ARCEE MOVES IN FROM BEHIND AND...

DIAL SPRINGER (V.O.) (STRUGGLING TO TURN CATAPULT AROUND TO RE-AIM IT)

MUSIC/SFX ....back!

CAMERA

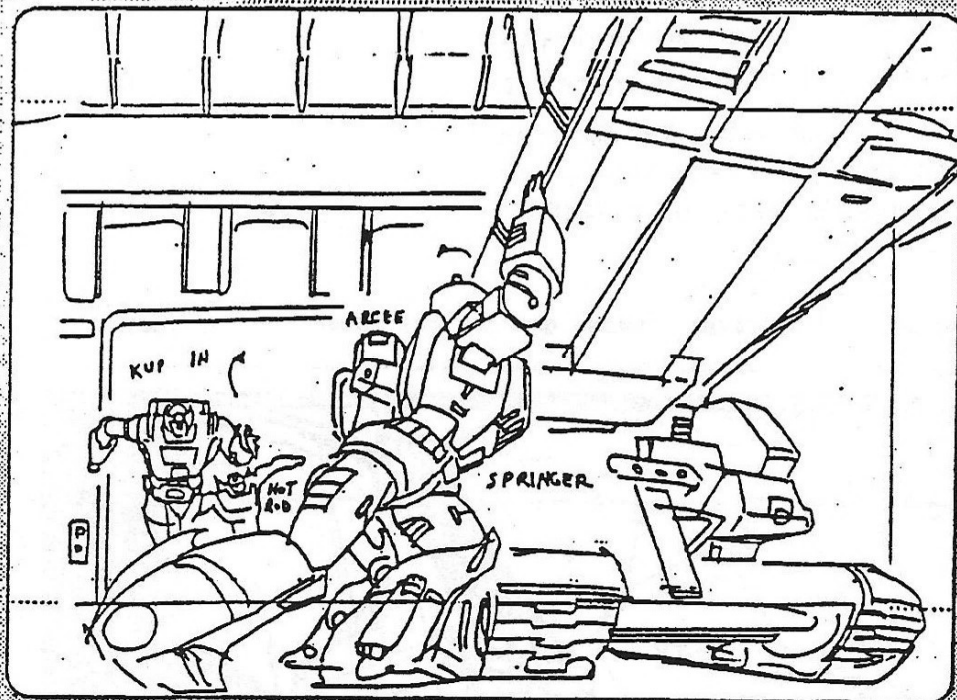
ACTION ...JOINS IN TO HELP MOVE THE CATAPULT.

DIAL

MUSIC/SFX

CAMERA

SC. 8-21



ACTION ...KUP AND HOT ROD COME RUNNING INTO THE BUNKER.

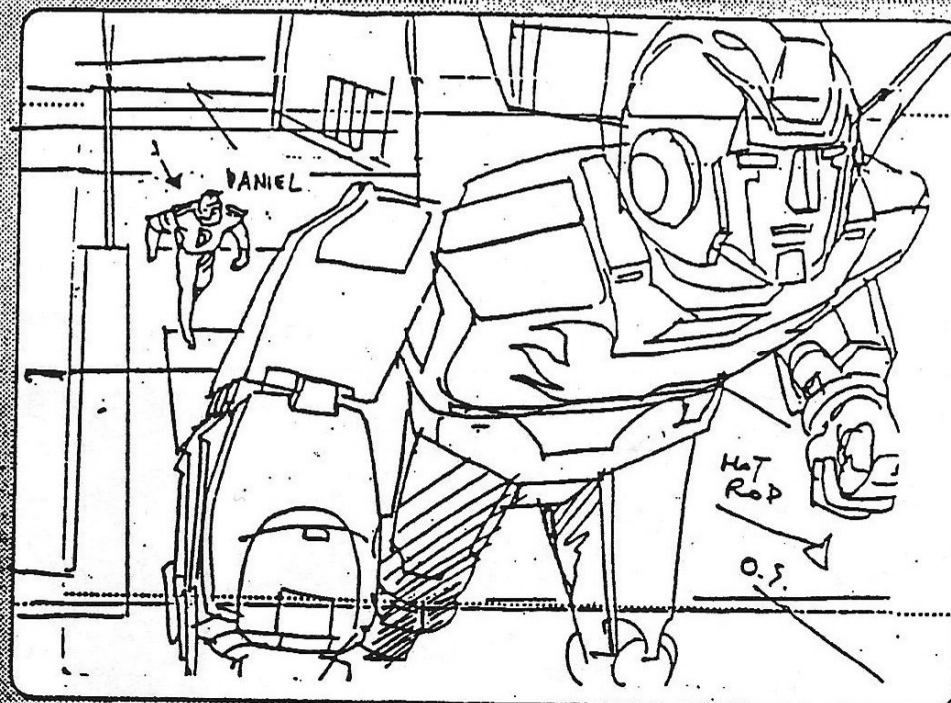
DIAL KUP Keep at it, Springer, lad! Help's at hand!



MUSIC/SFX

SC. 8-22

SEQ. 8 Page 20



ACTION M.S. HOT ROD. HE RUNS O.S. FOLLOWING BEHIND HIM IS DANIEL.

DIAL

MUSIC/SFX



SC. CONT 8-22



ACTION ...DANIEL RUNS O.S. AFTER HOT ROD.

DIAL

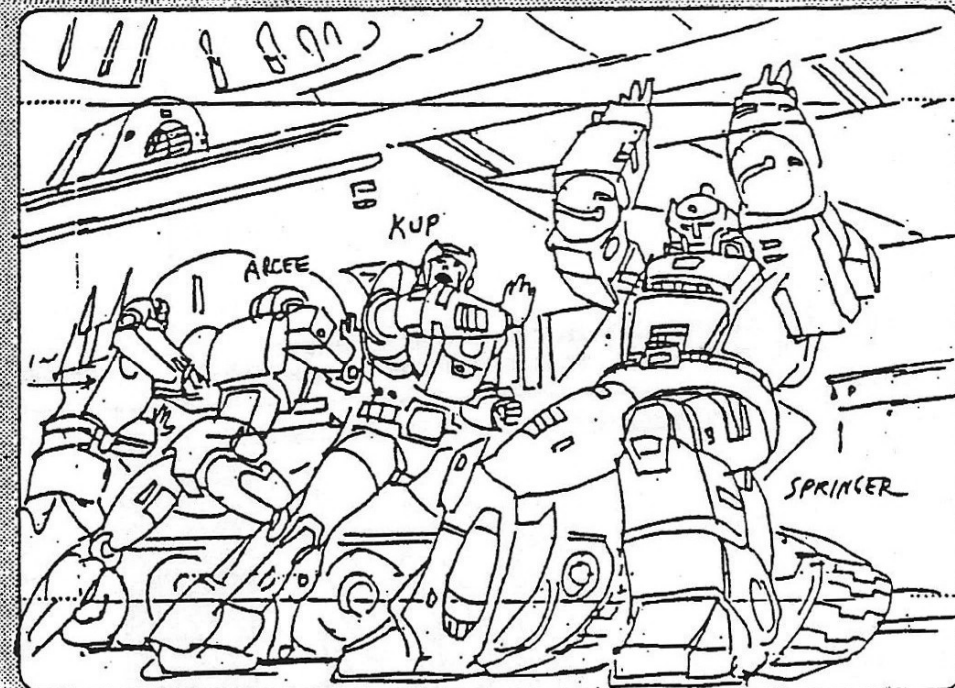
MUSIC/SFX

CAMERA

SC. 8-23

SEQ. 8

Page 21



ACTION M.L.S. HOT ROD, ARCEE, KUP AND SPRINGER. HOT ROD AND KUP JOIN ARCEE AND SPRINGER. THEY ALL PUSH TOGETHER TO MOVE THE CATAPULT.

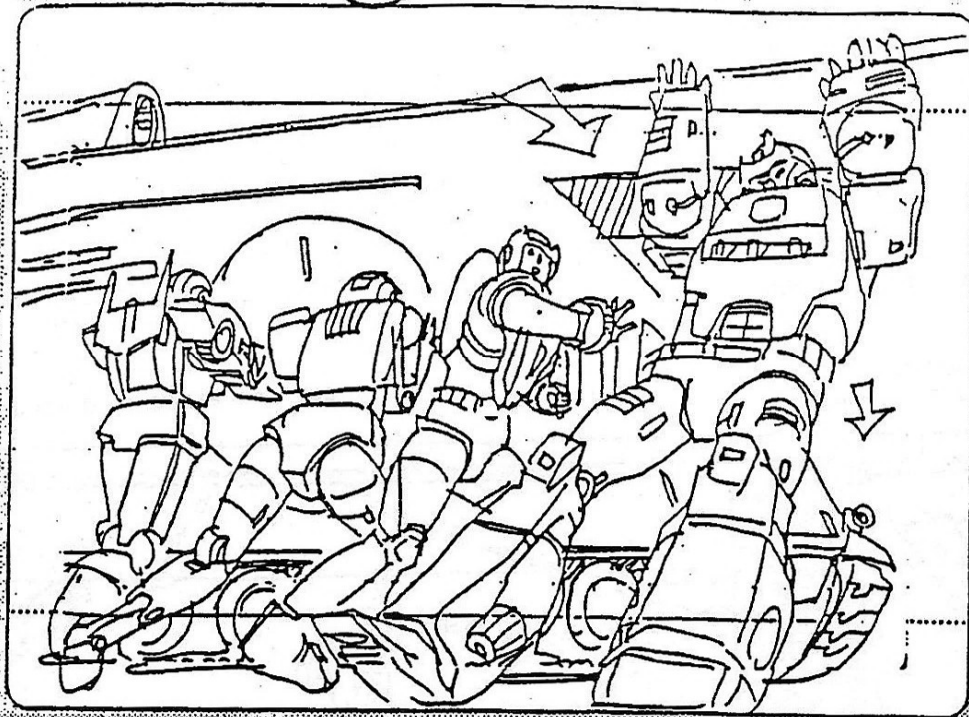
DIAL KUP (CONT)

Together now!

MUSIC/SFX

CAMERA

SC. CONT 8-23



ACTION ...AS THEY WORK TOGETHER THE CATAPULT IS SLOWLY TURNED AROUND.

DIAL

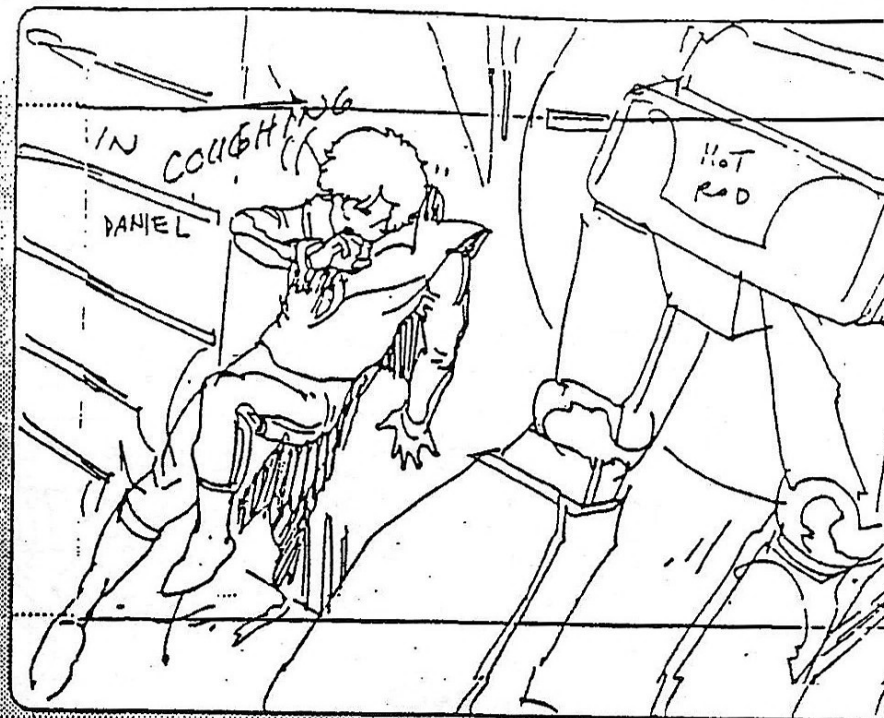
MUSIC/SFX

**T FRAW**  
From Gen  
CAMERA ast Hunters and Beyond!!!!

SC. 8-24

SEQ. 8

22



ACTION M.C.U. HOT ROD'S LEGS. DANIEL MOVES IN NEXT TO HOT ROD AND LEANS WITH ALL HIS WEIGHT AGAINST THE CATAPULT.

DIAL

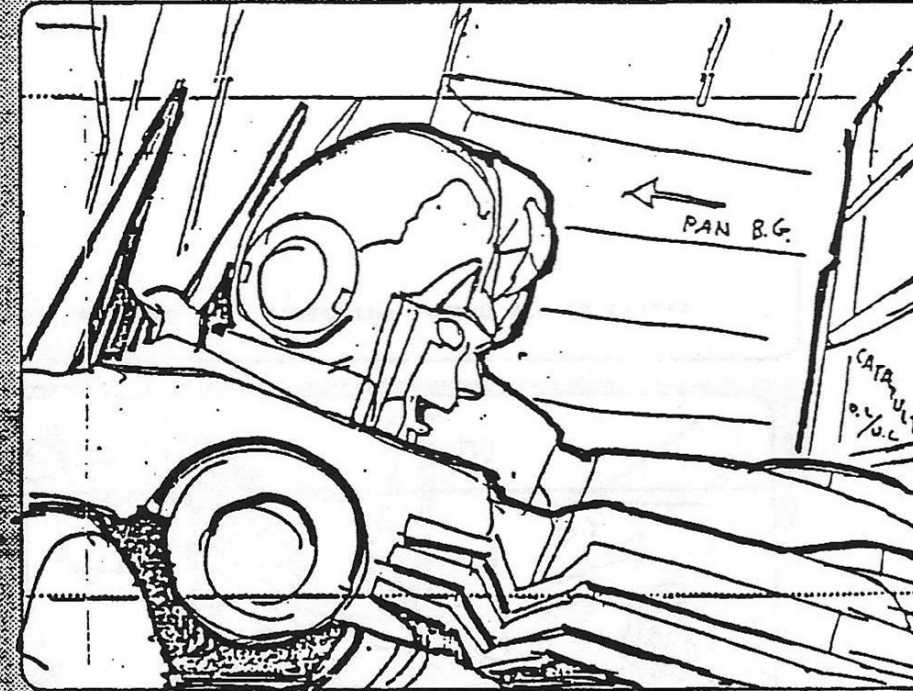
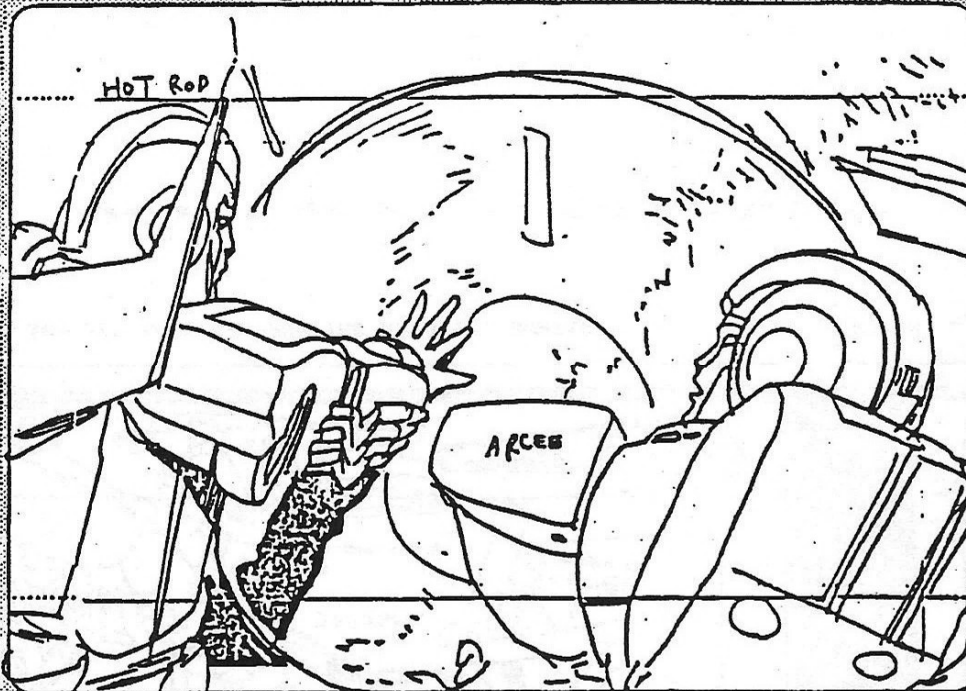
MUSIC/SFX

SC. 8-25

SC. 8-26

SEQ. 8

Page 23



ACTION TWO SHOT, HOT ROD AND ARCEE. THEY ARE PUSHING ON THE CATAPULT.

DIAL ARCEE

(PUSHING, MANAGES TO SPEAK TO HOT ROD. SHE LIKES HIM BUT DOESN'T WANT TO GO TOO FAR)

MUSIC/SFX

I was afraid you'd be trapped outside the city ...

CAMERA

ACTION M.C.U. HOT ROD. HE TALKS TO ARCEE WHILE HE PUSHES ON THE CATAPULT.

DIAL HOT ROD

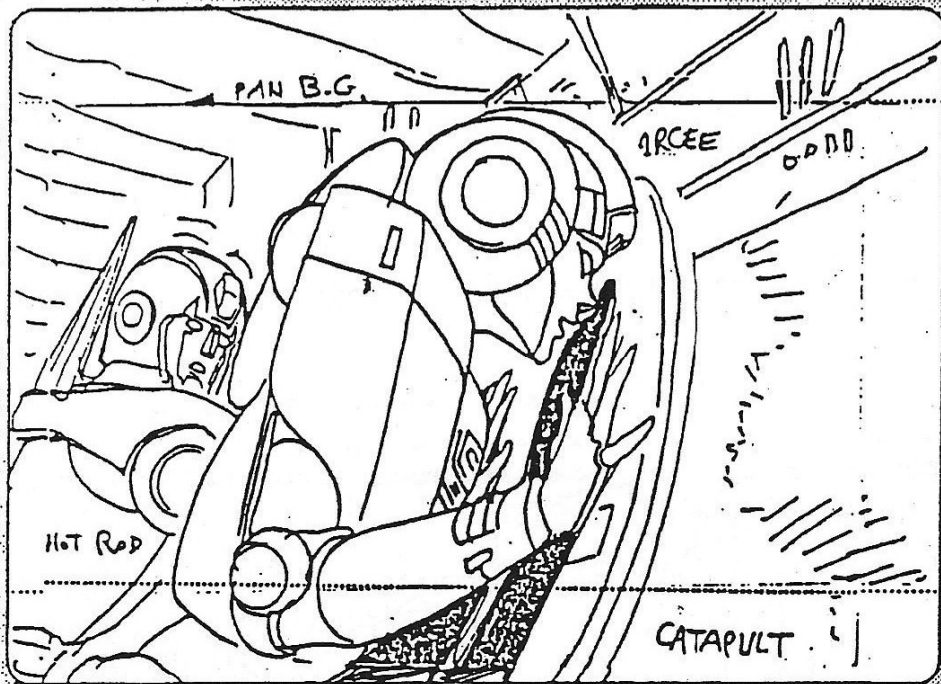
(LIKES HER, TOO, BUT TRIES TO BE COOL AND COLLECTED)

MUSIC/SFX

Hey, I wasn't worried for a micro-second!

CAMERA

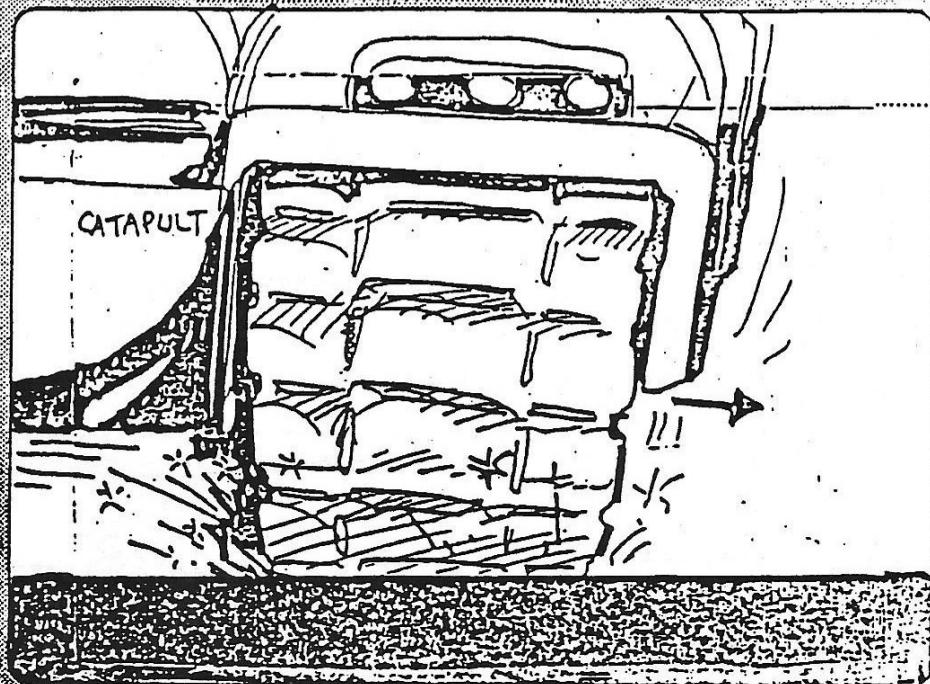
SC. 8-27



SC. 8-28

SEQ. 8

Page 24



ACTION TWO SHOT HOT ROD AND ARCEE. THEY TALK AND CONTINUE TO SHOVE ON THE CATAPULT.

DIAL ARCEE (ENJOYING LETTING HIM HAVE IT)  
Then you probably didn't understand the situation.

MUSIC/SFX  
IFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

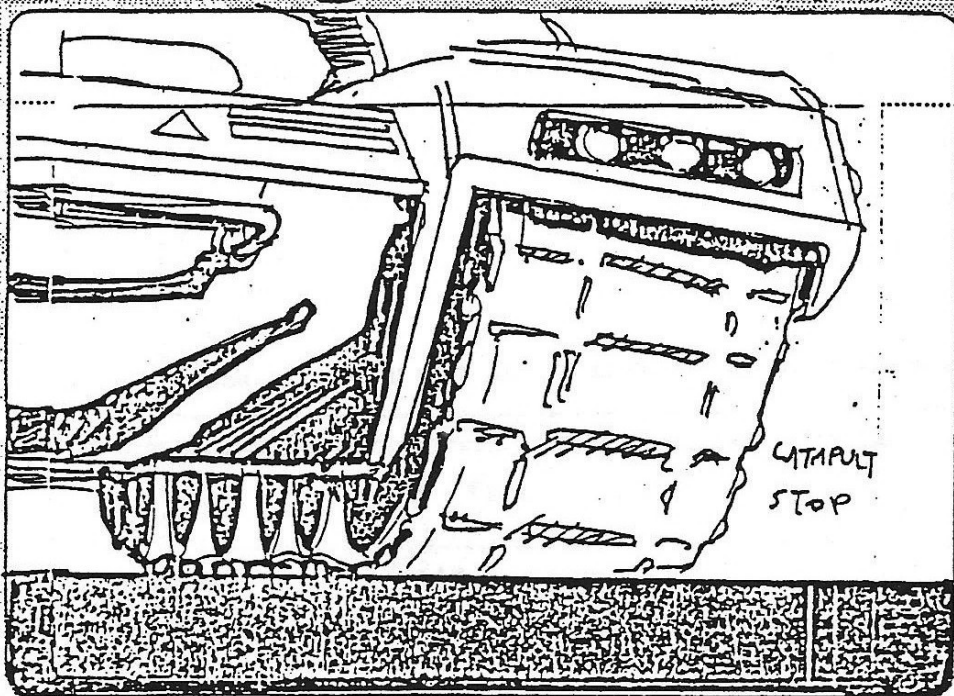
ACTION C.U. THE TREAD OF THE CATAPULT AS IT SCRAPES AND SPARKS ALONG ACROSS THE FLOOR...

DIAL

MUSIC/SFX



SC. CONT 8-28



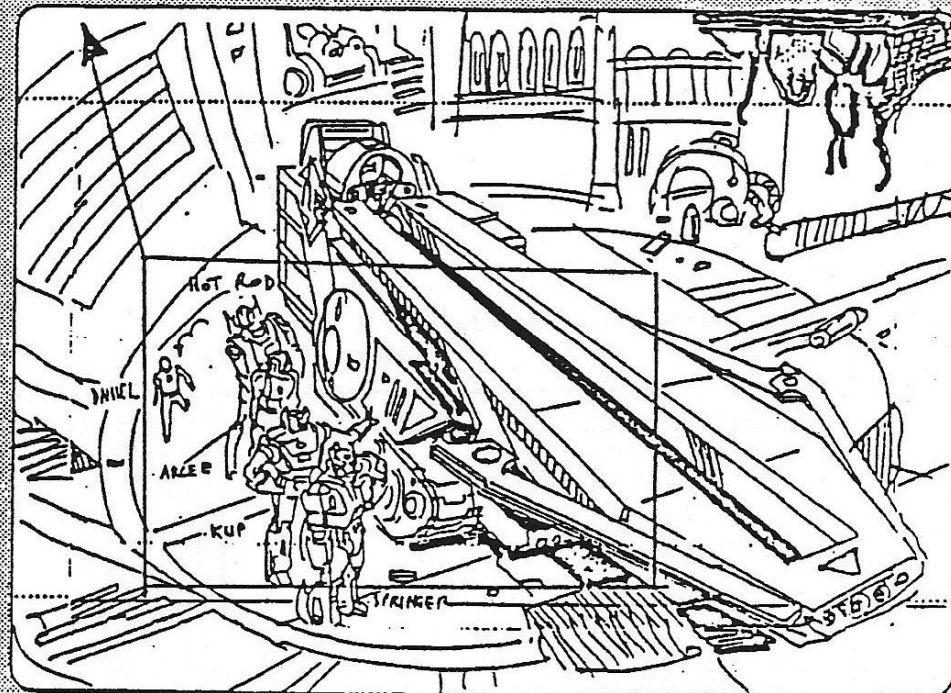
ACTION ...UNTIL IT COMES TO A STOP.

DIAL

MUSIC/SFX

CAMERA  
**TFRAW**  
*From Generation 1 to Beast Hunters and Beyond!!!!*

SC. 8-29 TRUCK-OUT SEQ. 8 Page 25



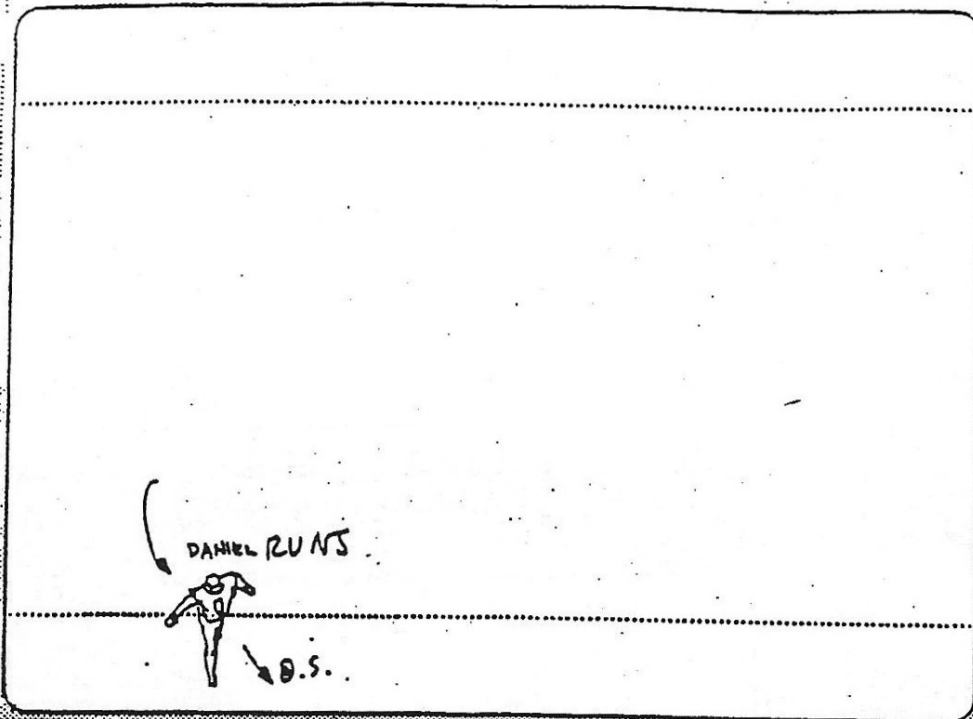
ACTION L.S. THE HUGE CATAPULT. WE TRUCK IN ON THE AUTOBOTS SPRINGER, KUP, ARCEE, HOT ROD, DANIEL.

DIAL KUP That did it!

MUSIC/SFX

CAMERA

SC. CONT 8-29

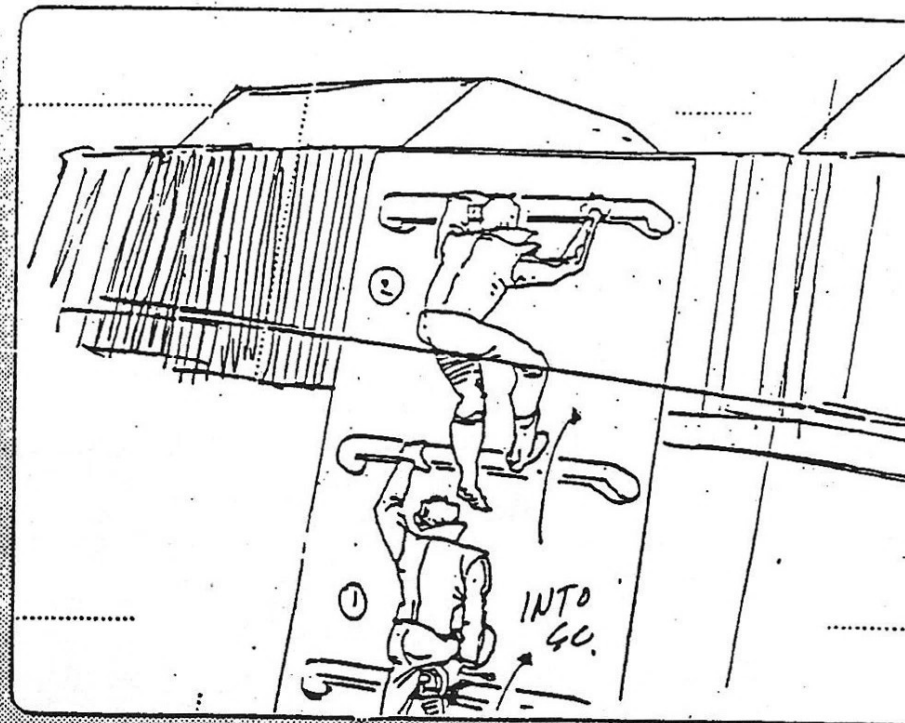


ACTION ...DANIEL RUNS TO THE FRONT OF THE AUTOBOTS AND O.S.

DIAL.

MUSIC/SFX

SC. 8-30



ACTION M.S. DANIEL. HE CLIMBS UP LARGE METAL  
HOLDS TO THE WINDOW OF THE BUNKER.

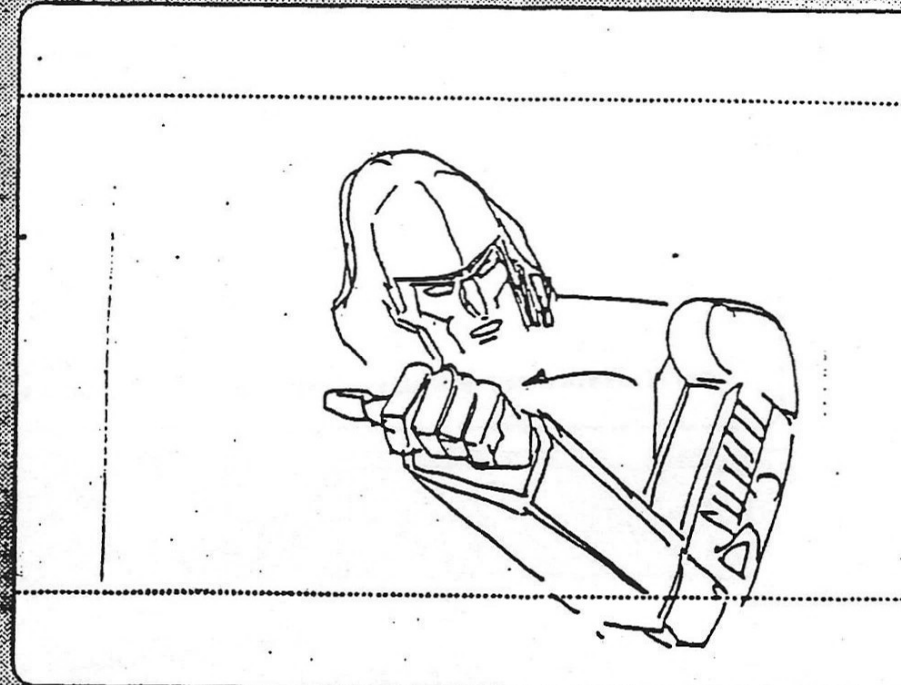
DIAL

MUSIC/SFX

SC. 8-31

SC. CONT

SEQ. 8 Page 27



ACTION M.S. MEGATRON. HE TALKS...

DIAL MEGATRON Constructicons, ...

MUSIC/SFX

CAMERA

ACTION ...AND MOTIONS TO THE O.S. DECEPTICONS.

DIAL MEGATRON (CONT) ... merge for the kill!

MUSIC/SFX

CAMERA

SC. 8-32



SC. 8-33

SEQ. 8

Page 28



ACTION M.C.U. DANIEL AS HE MOVES INTO SCENE AND PEERS OUT OF THE WINDOW.

ACTION X.L.S. THE ARMY OF DECEPTICONS.

DIAL

DIAL

MUSIC/SFX

MUSIC/SFX

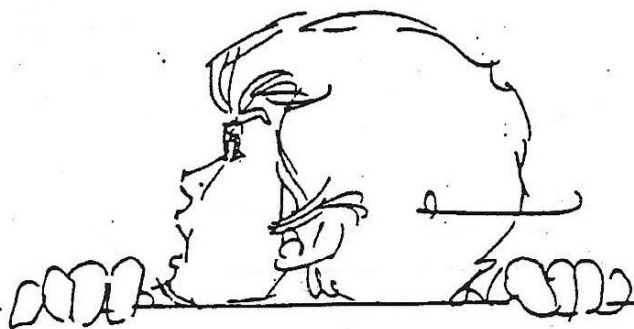
TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!  
AMERICA



SC. 8-34

SC. CONT

SEQ. 8 Page 29



ACTION C.U. DANIEL. HE TURNS TO THE O.S. AUTOBOTS, THEN...

DIAL DANIEL Kup, Hot Rod!

MUSIC/SFX

CAMERA

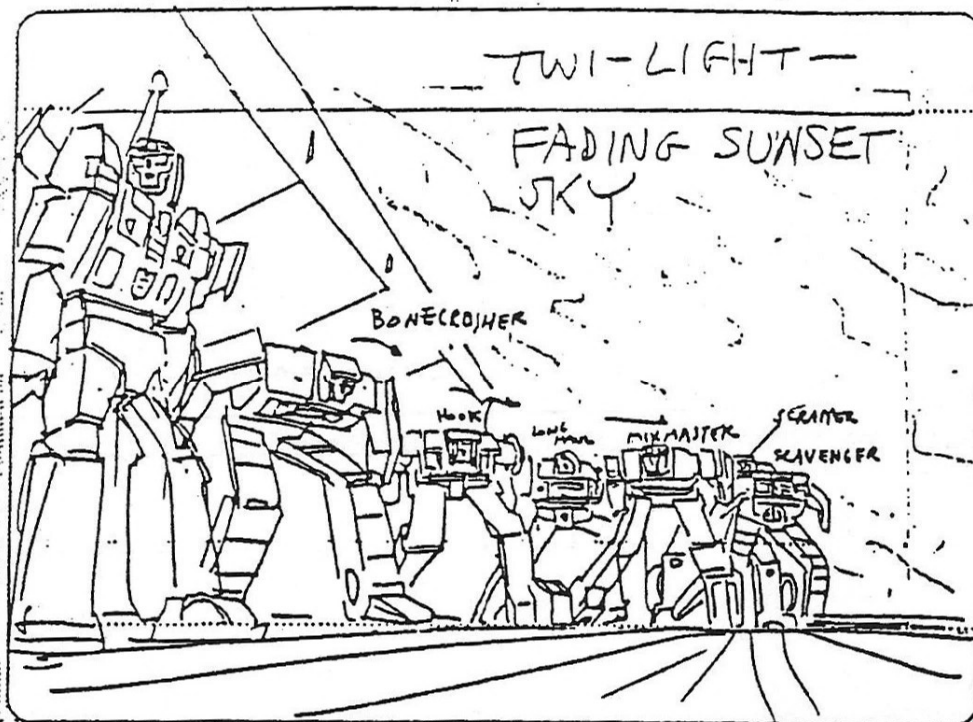
ACTION ...WAVES THEM OVER AND LOOKS BACK OUT THE WINDOW.

DIAL DANIEL (CONT) (HE POINTS)  
Look!

MUSIC/SFX

CAMERA

SC. 8-35



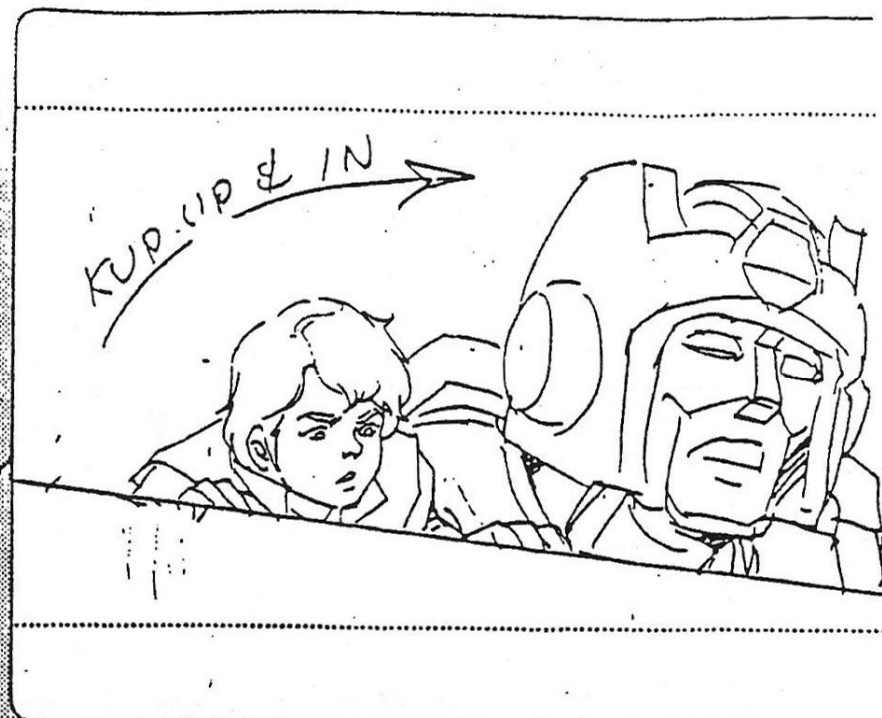
ACTION L.S. THE ARMY OF DECEPTICONS. NIGHT IS APPROACHING, THE SKY IS GROWING DARK.

DIAL

MUSIC/SFX

SC. 8-35

SEQ. 5



ACTION M.S. DANIEL LOOKING OUT THE WINDOW. KUP MOVES INTO SCENE NEXT TO HIM.

DIAL KUP Devastator!

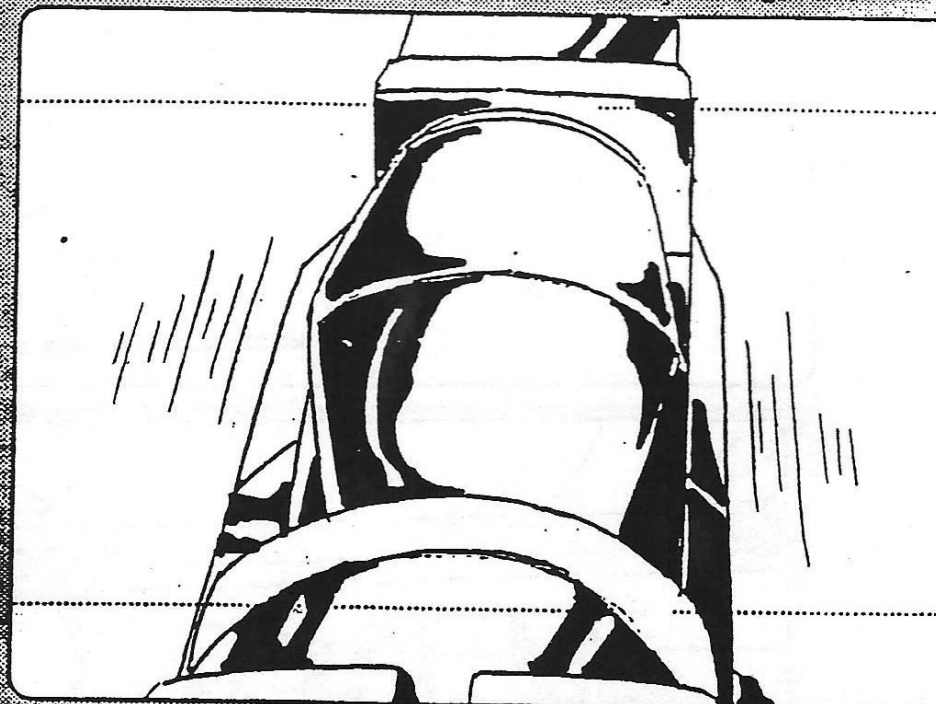
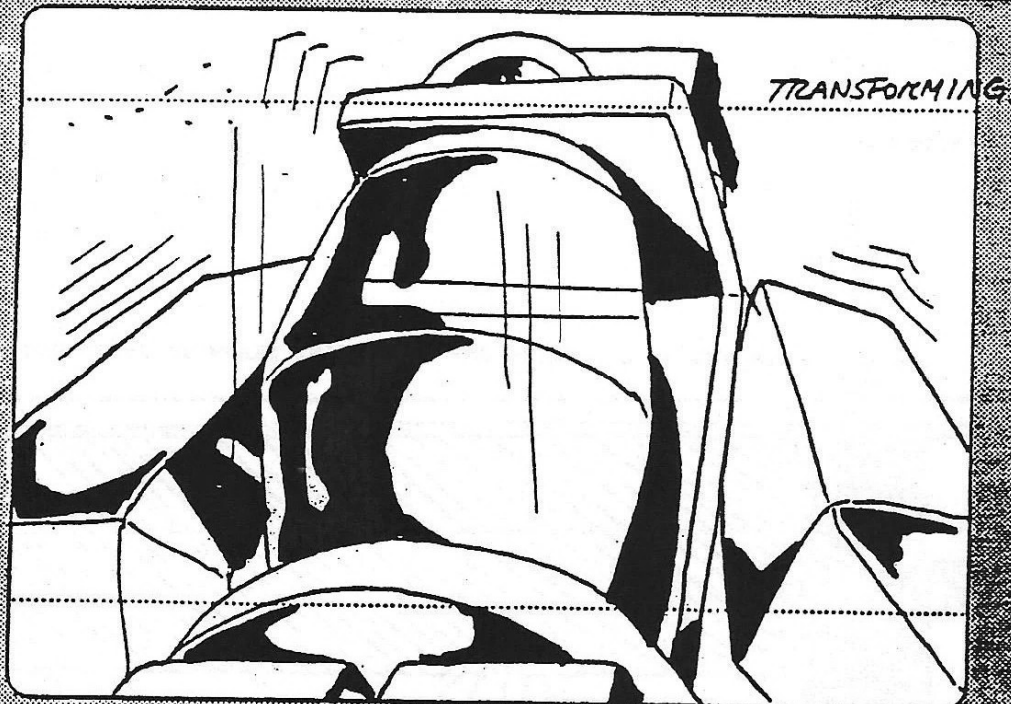
MUSIC/SFX

SC. 8-37

SC. CONT

SEQ 8

Page 31



ACTION C.U. MIXMASTER. HE TRANSFORMS...

DIAL

MUSIC/SFX

CAMERA

ACTION ...INTO POSITION AS ONE OF DEVASTATOR'S LEGS.

DIAL

MUSIC/SFX

CAMERA

FROM  
Generation 1 to Reast Hunters and Beyond!!!!

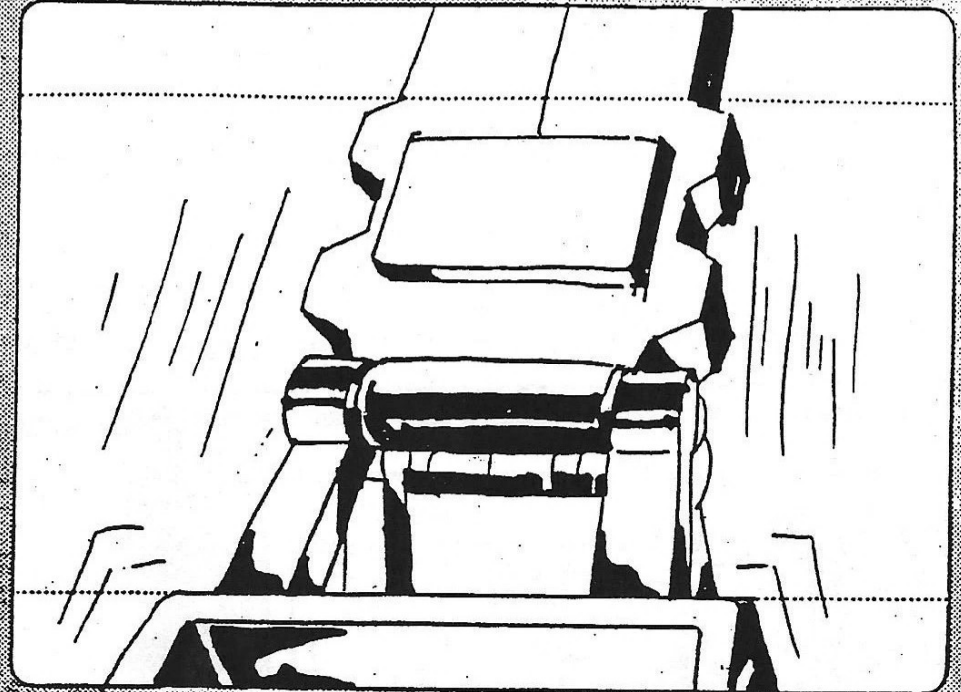
SC. 8-37A



SC. CONT.

SEQ 8

Page 31A



NEXT PAGE: 32

ION

M.S. SCRAPER. HE TRANSFORMS.

ACTION ...TO TAKE UP HIS PLACE AS DEVASTATOR'S OTHER LEG.

DIAL

MUSIC/SFX

IC/SFX

**TFR**AW

From Generation 1 to Beast Hunters and Beyond!!!!

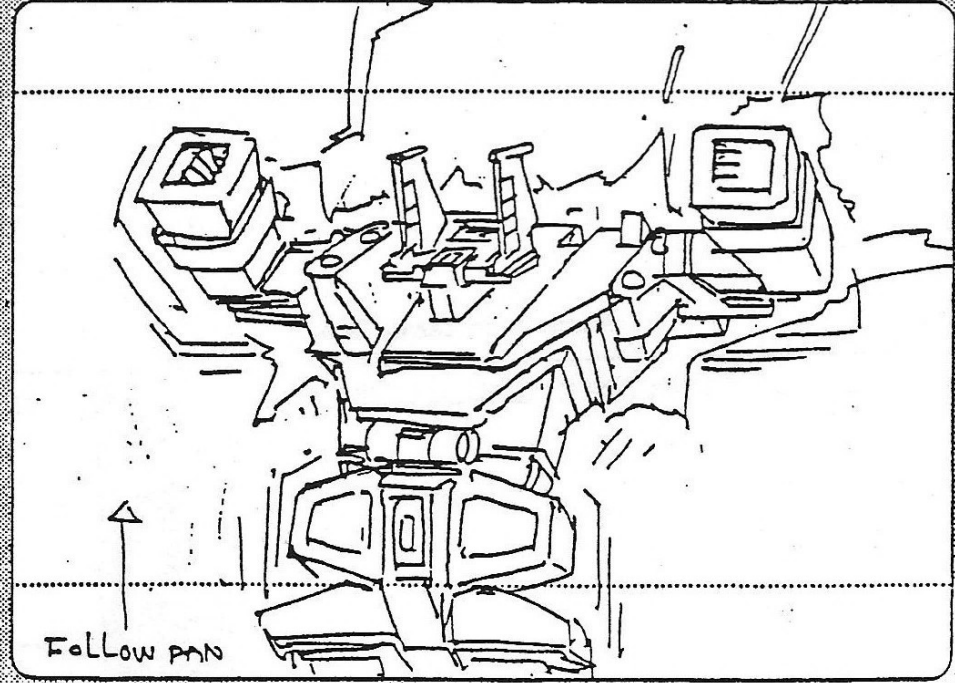
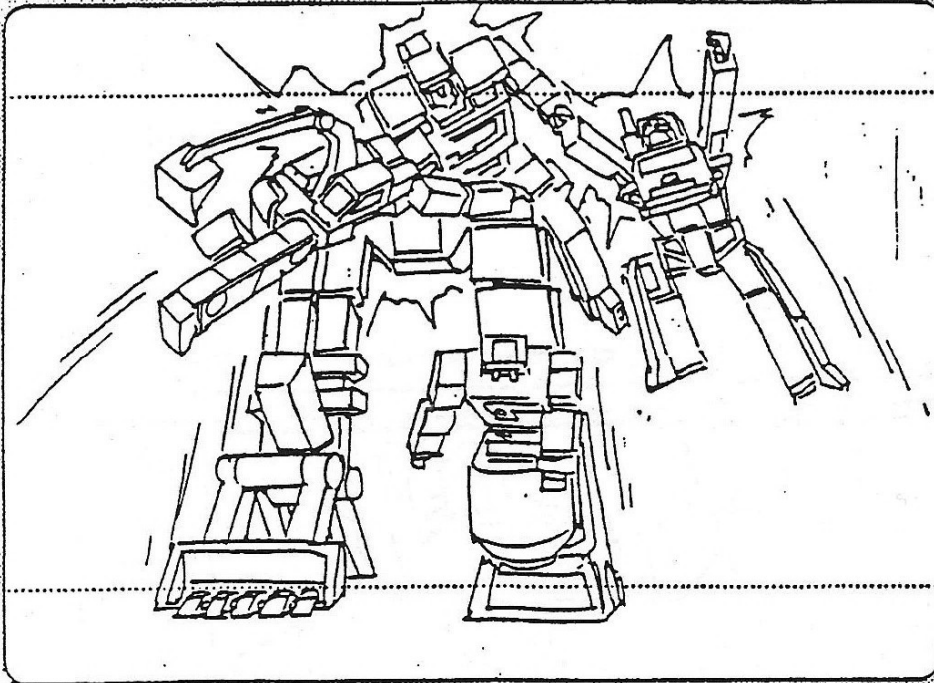


SC. 8-38

SC. CONT.

SEQ. 8

Page 32



ACTION L.S. THE CONSTRUCTICONS JOIN TOGETHER TO FORM...

DIAL

MUSIC/SFX

CAMERA

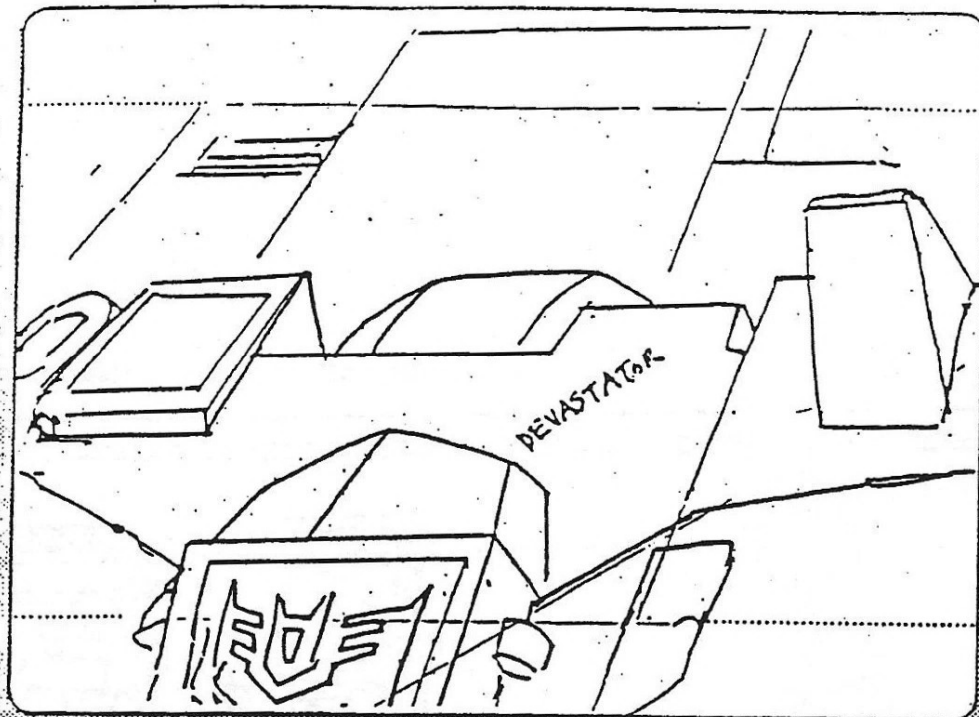
ACTION ...THE POWERFUL DEVASTATOR.

DIAL

MUSIC/SFX

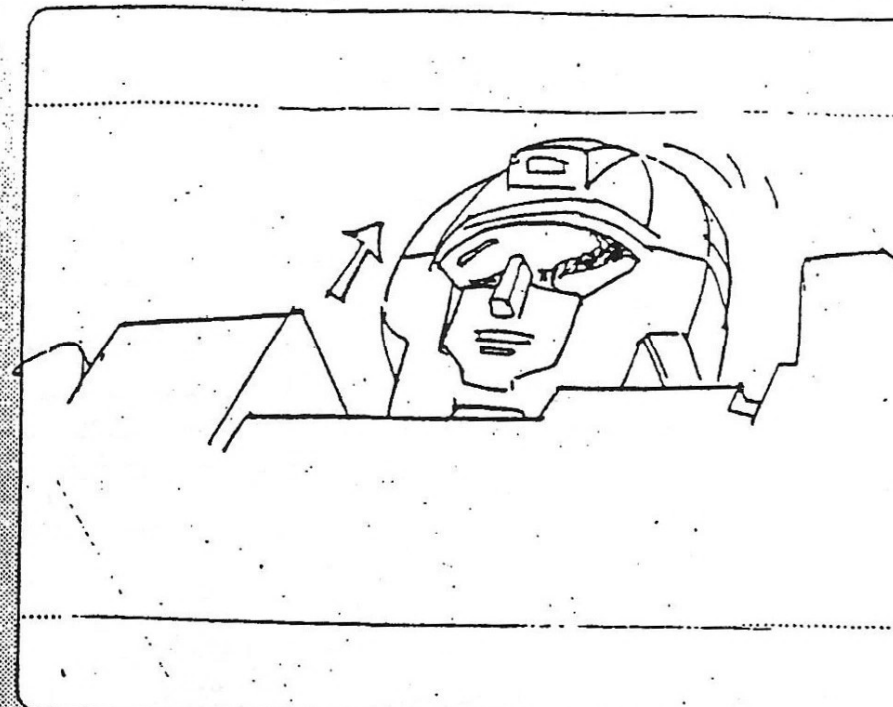
CAMERA

SC. 3-37



SC. 3-39 CON-

SSX 3 33



ACTION C.U. DEVASTATOR AS HIS...

DIAL

MUSIC/SFX

ACTION ...HEAD MOVES INTO PLACE.

DIAL

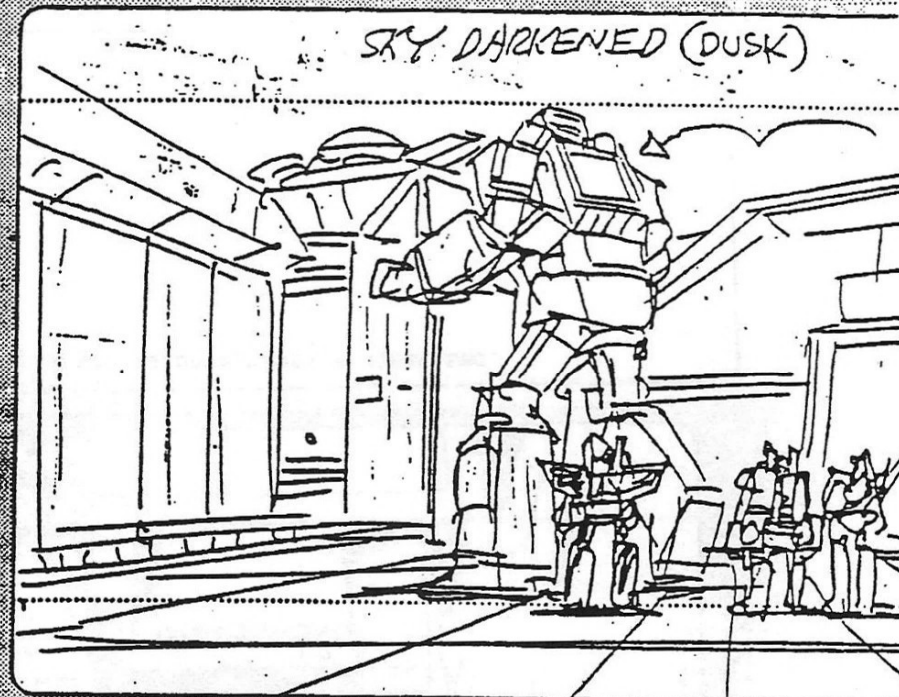
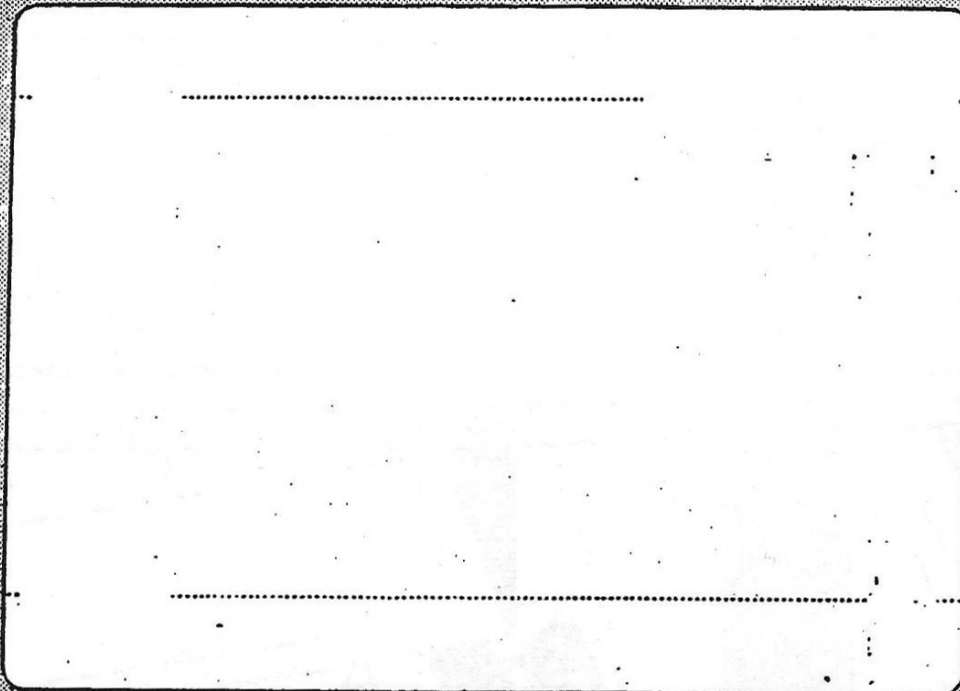
MUSIC/SFX

SC. 8-40

SC. 8-41

SEQ. 8

Page 34



ACTION

M.S. DECEPTICONS AS WE PAN UP AS DEVASTATOR STRAIGHTENS UP AND WALKS PAST.

DIAL

MUSIC/SFX

CAMERA

ACTION

X.L.S. THE DECEPTICONS AND DEVASTATOR AS DEVASTATOR WALKS T THE LASER CANNON.

DIAL

MUSIC/SFX

CAMERA

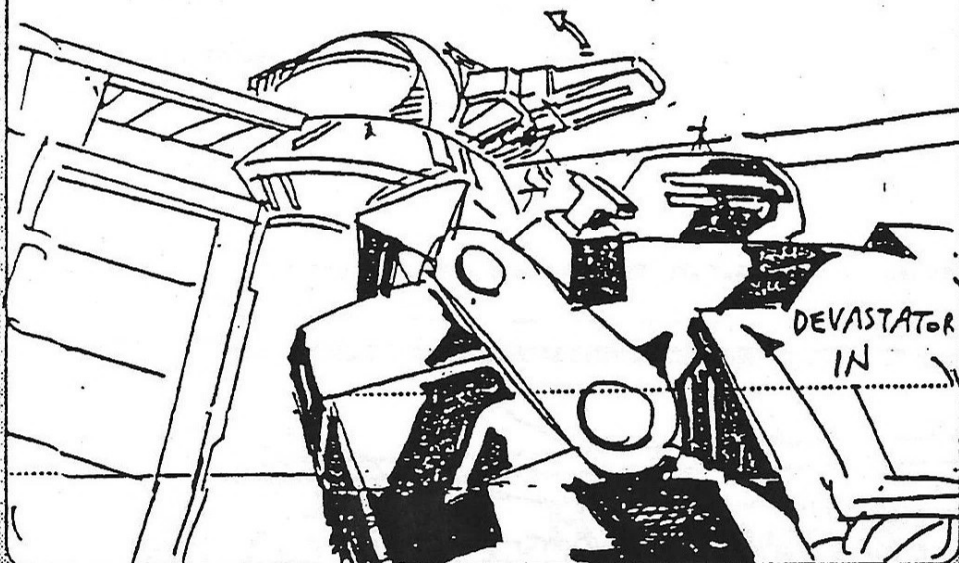
SC. 8-42

SC.

SEQ. 8

Page 35

DWSK SPLY



ACTION UP SHOT THE LASER CANNON TURRET. DEVASTATOR MOVES INTO SCENE.

DIAL

MUSIC/SFX

TFRAW

From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

DIAL

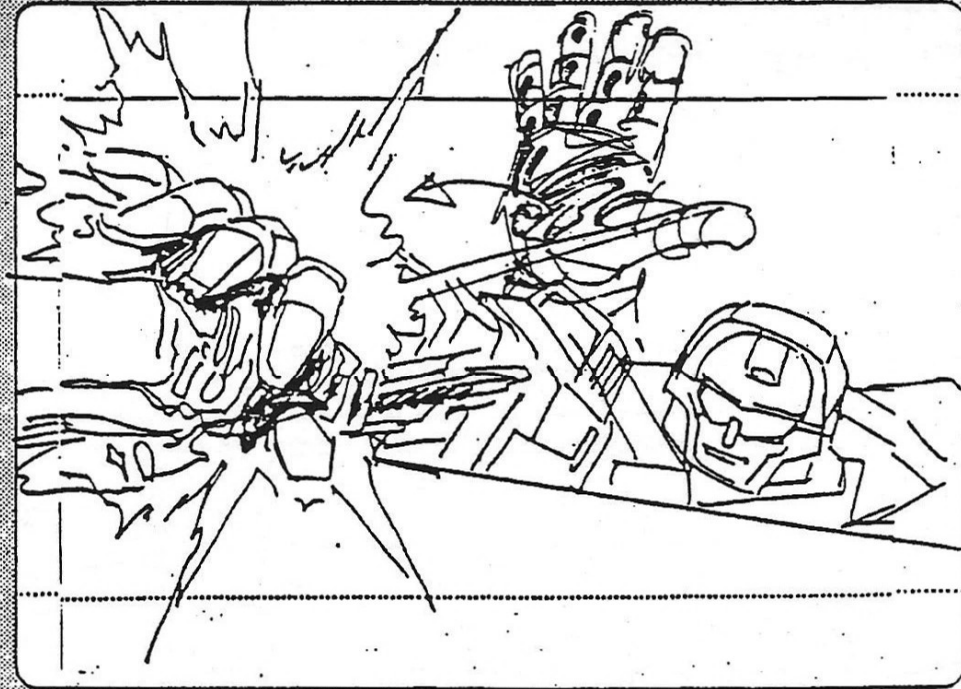
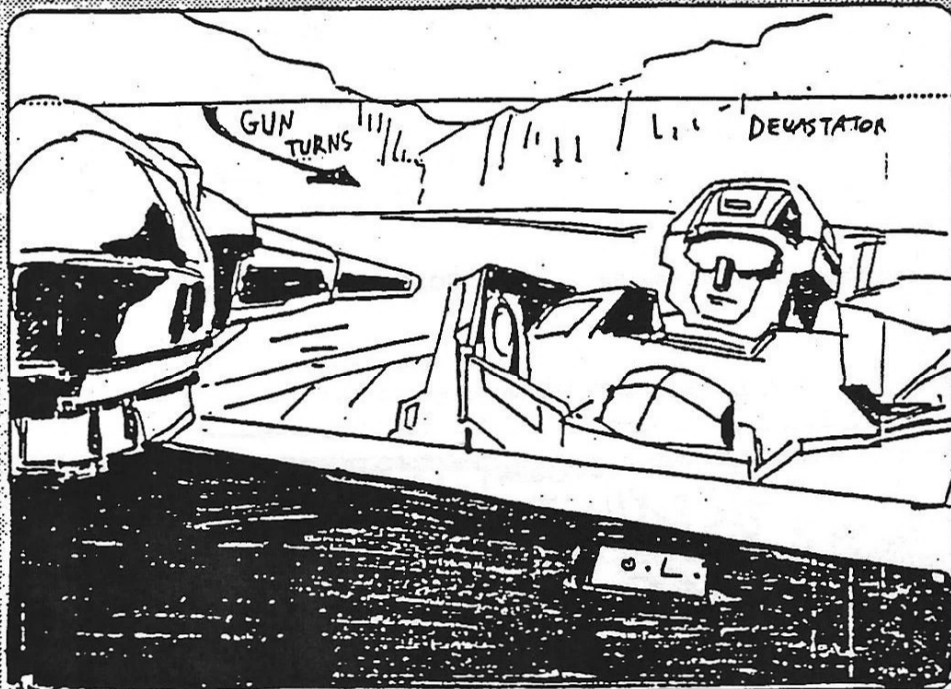
MUSIC/SFX



SC. 8-43

SC. CONT

SEQ. 8 Page 36



ACTION M.S. DEVASTATOR. THE TURRET OF THE LASER CANNON SWIVELS, TAKING AIM AT DEVASTATOR...

DIAL

MUSIC/SFX

CAMERA

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

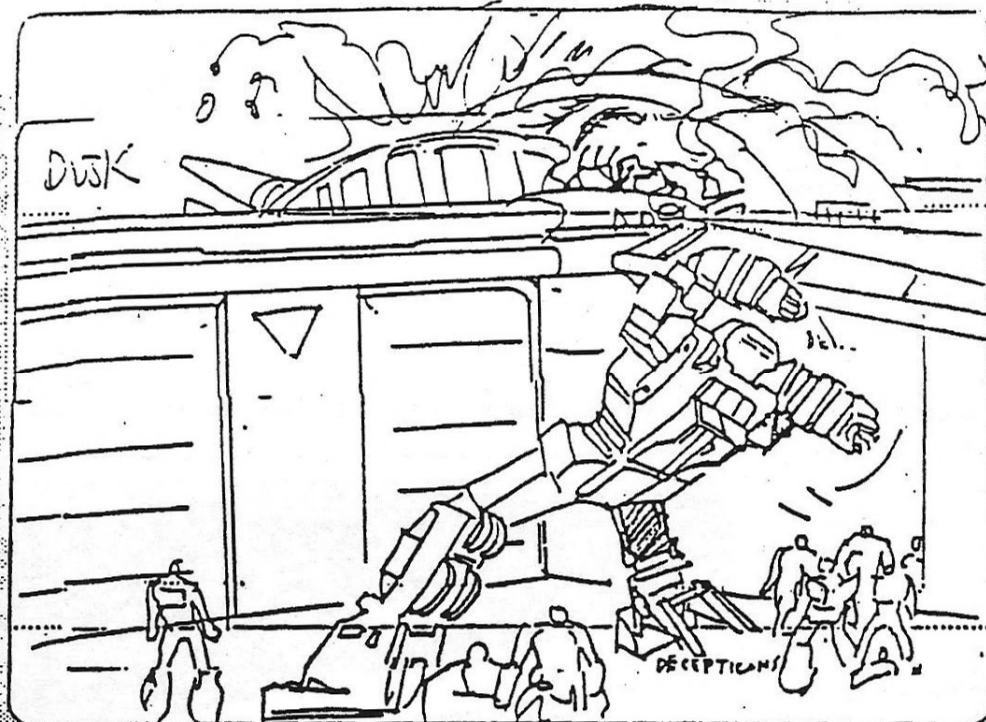
ACTION ...BUT BEFORE THEY CAN SHOOT DEVASTATOR REACHES UP AND SMASHES THE CANNON.

DIAL

MUSIC/SFX

CAMERA

SC. 3-77

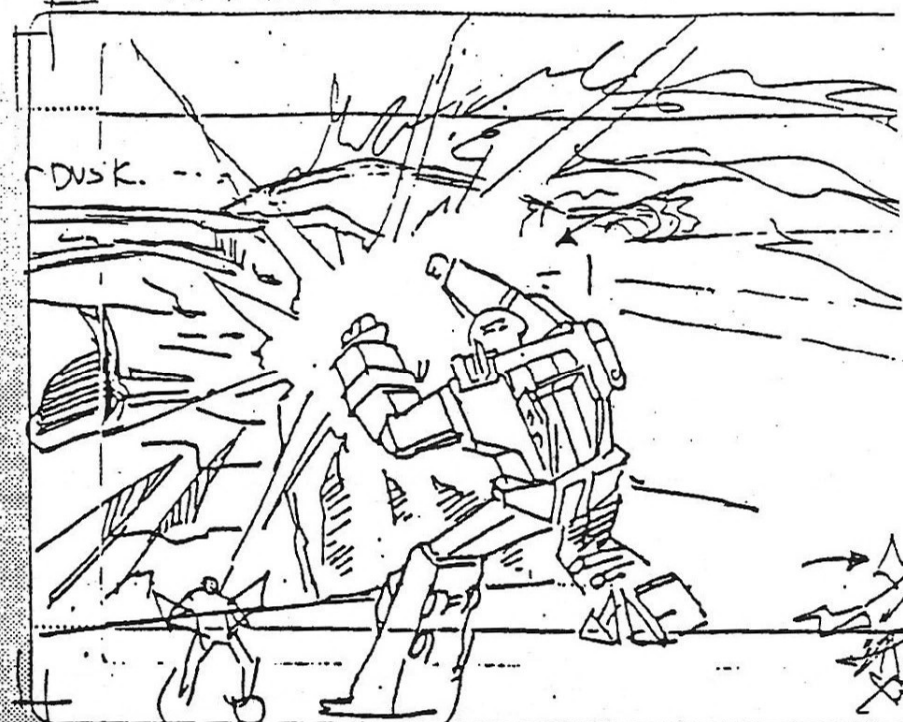


ACTION L.S. DEVASTATOR AND THE DECEPTICONS. DEVASTATOR SWINGS HIS ARMS BACK...

DIAL DEVASTATOR Prepare for extermination.

MUSIC/SFX

SC. CONT. CAM. SHAKE SEC. 3 37



ACTION ...THE FORWARD SMASHING HIS FISTS INTO THE WALL OF AUTOBOT CITY.

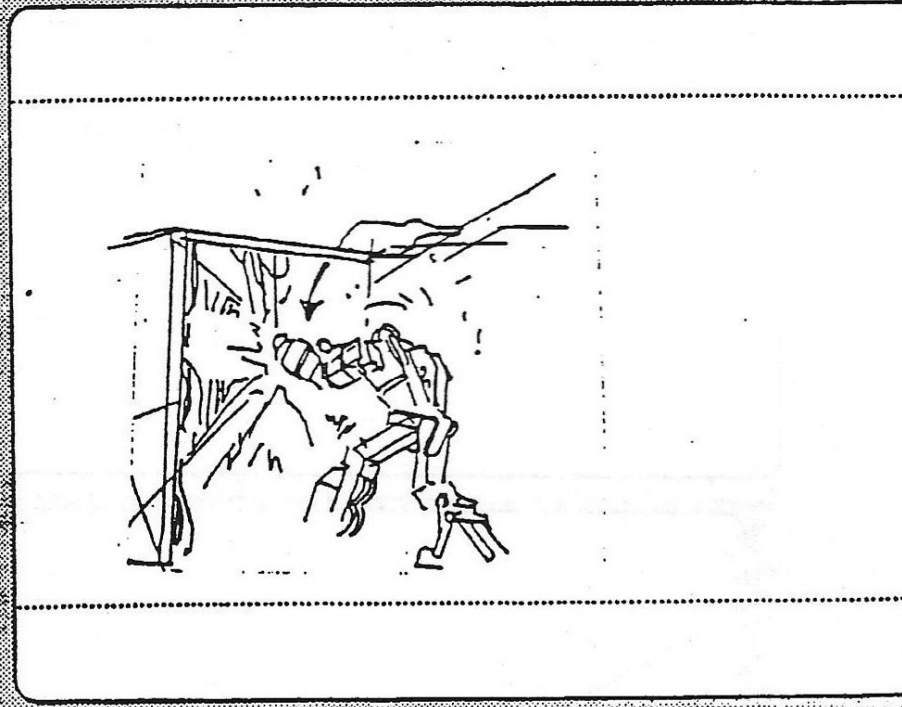
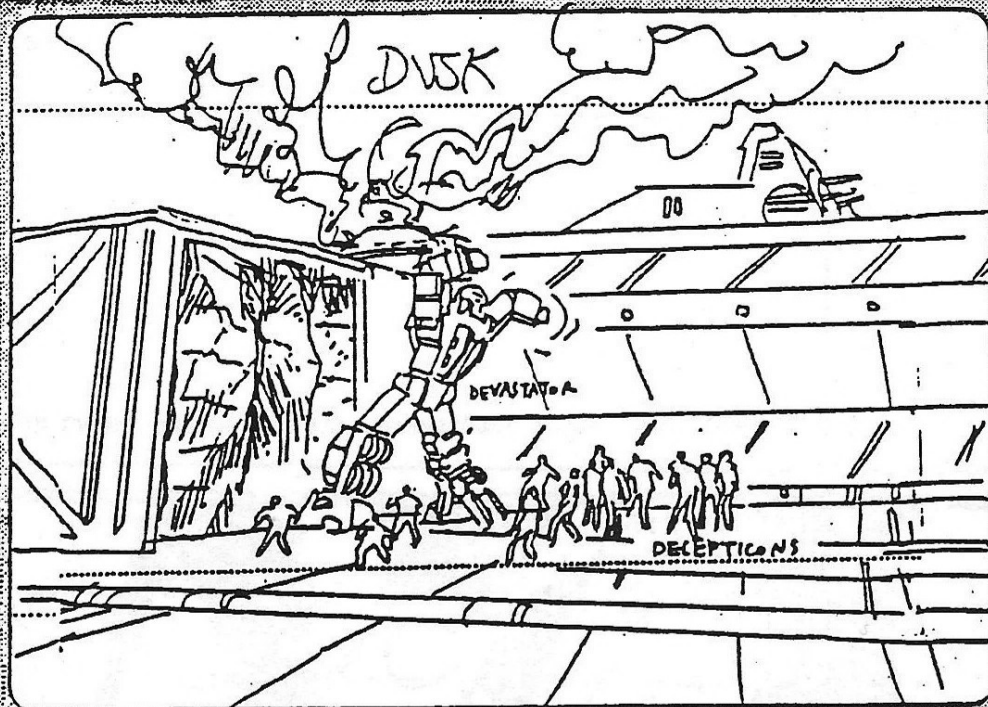
DIAL

MUSIC/SFX

SC. 8-45

SC. CONT. CAM. SHAKE. SEQ. 8

Page 38



ACTION X.L.S. DEVASTATOR AND THE DECEPTICONS AS DEVASTATOR CONTINUES...

DIAL

MUSIC/SFX

CAMERA

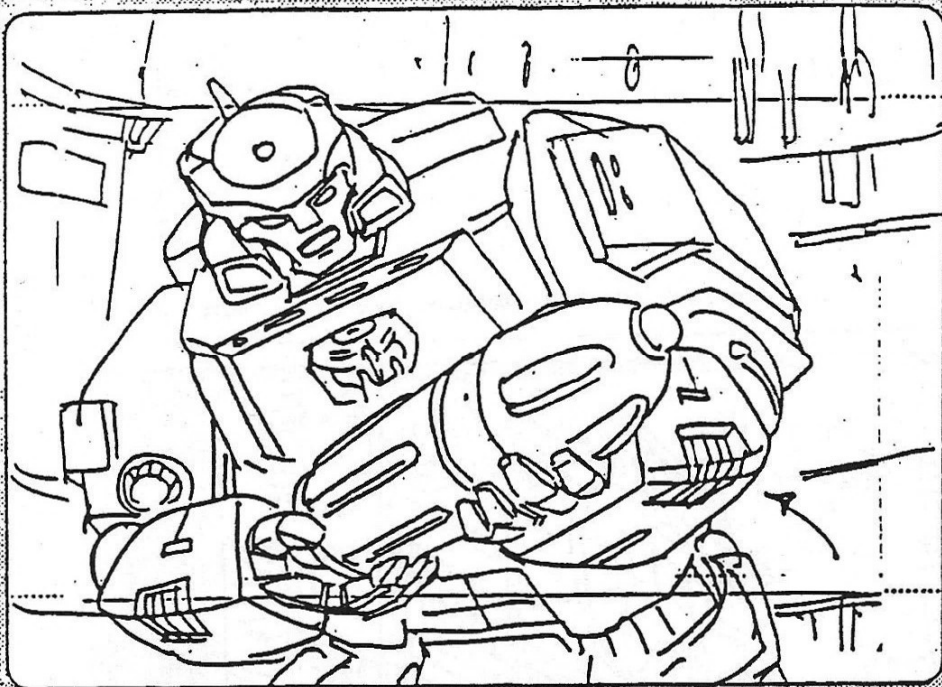
ACTION ...TO POUND IN THE WALL OF AUTOBOT CITY.

DIAL

MUSIC/SFX

CAMERA

SC. 8-46



ACTION M.S. SPRINGER. HE PICKS UP A HYDROTHERMO SHELL.

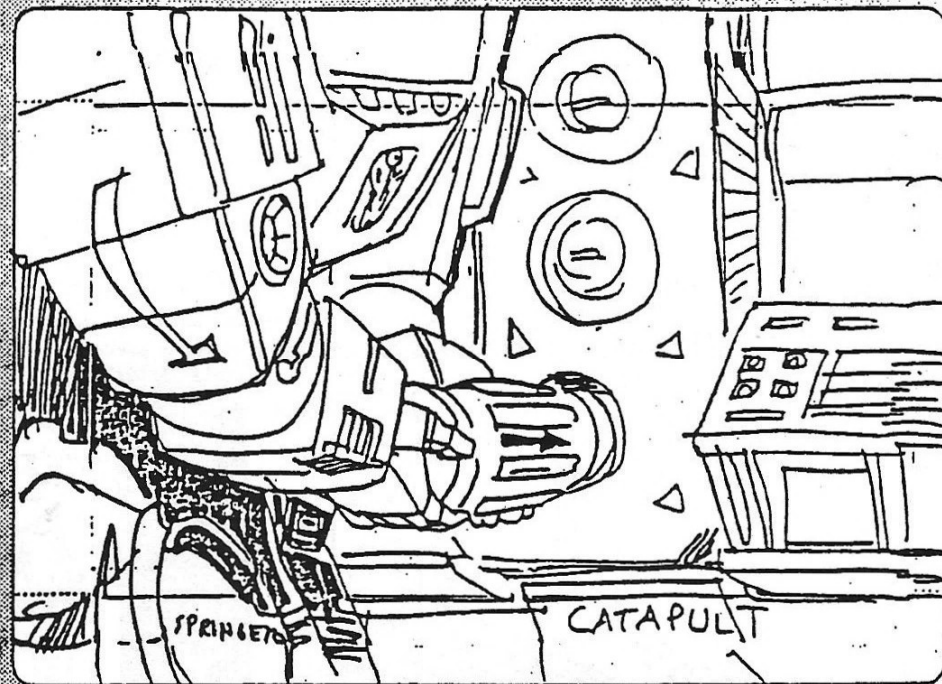
DIAL  
SPRINGER I got better things to do tonight than die.

MUSIC/SFX

SC. 8-47

SEQ. 8

Page 39



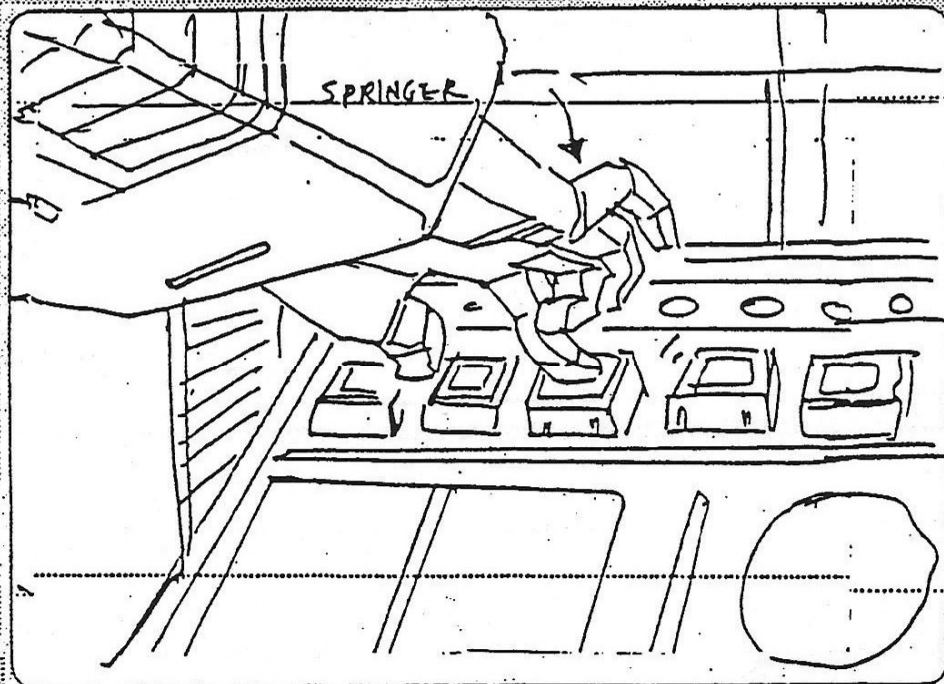
ACTION M.S. THE CATAPULT. SPRINGER PLACES THE SHELL INTO THE CATAPULT.

DIAL

MUSIC/SFX



SC. 8-48



ACTION C.U. THE CATAPULT FIRING CONTROLS. SPRINGER PRESSES A FEW BUTTONS.

DIAL

MUSIC/SFX

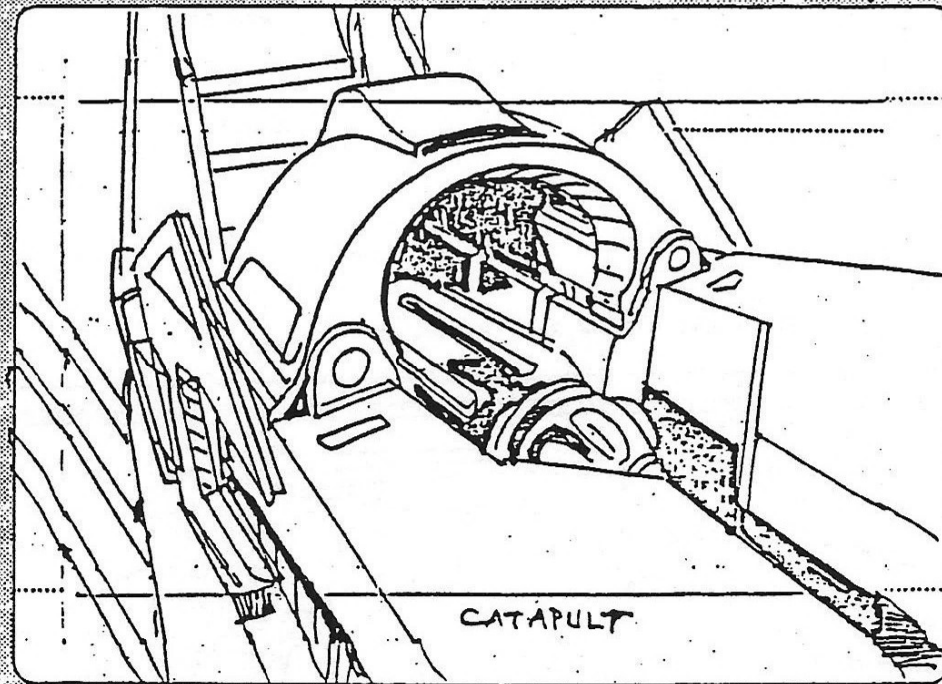
CAMERA

SC. 8-49

SEQ. 8

Page

40



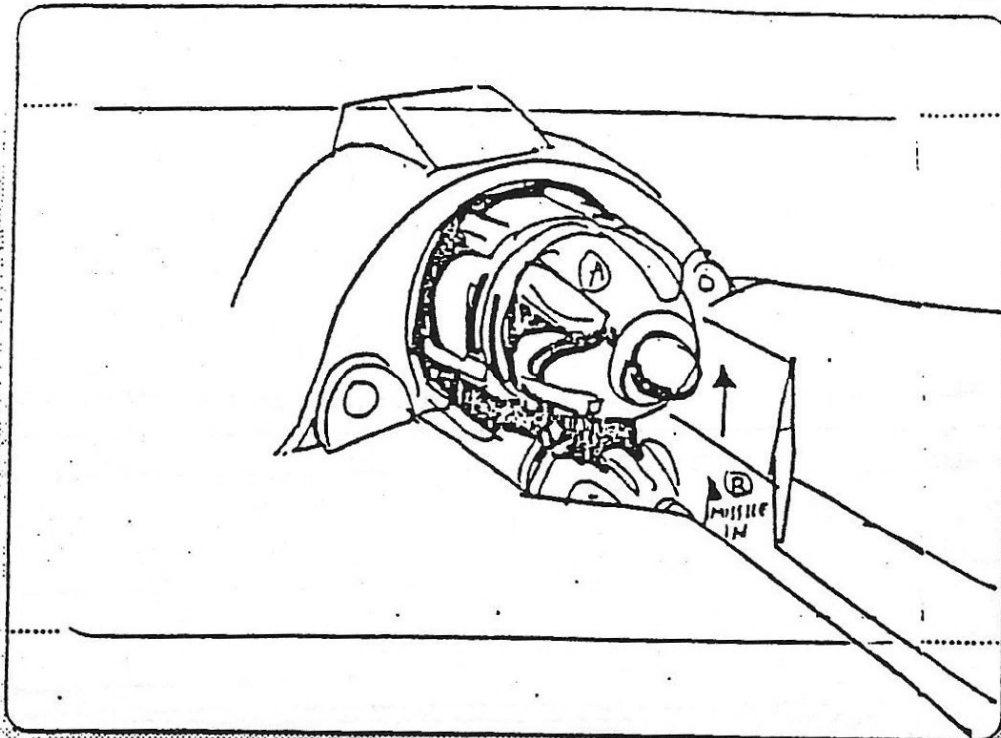
ACTION M.S. THE CATAPULT AS ONE OF THE SHELLS MOVES INTO FIRING POSITION.

DIAL

MUSIC/SFX

CAMERA

SC. 8-77 CONT



ACTION

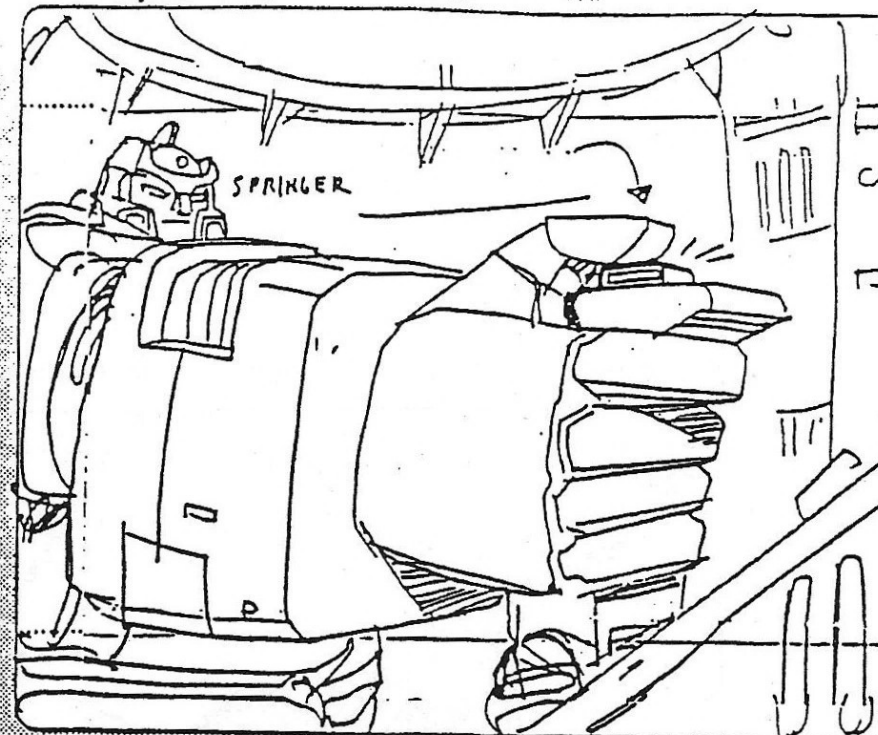
DIAL

MUSIC/SFX

CAMERA

SC. 8-50

SEC. 8



ACTION M.S. SPRINGER. HE PUSHES THE FIRING BUTTON.

DIAL

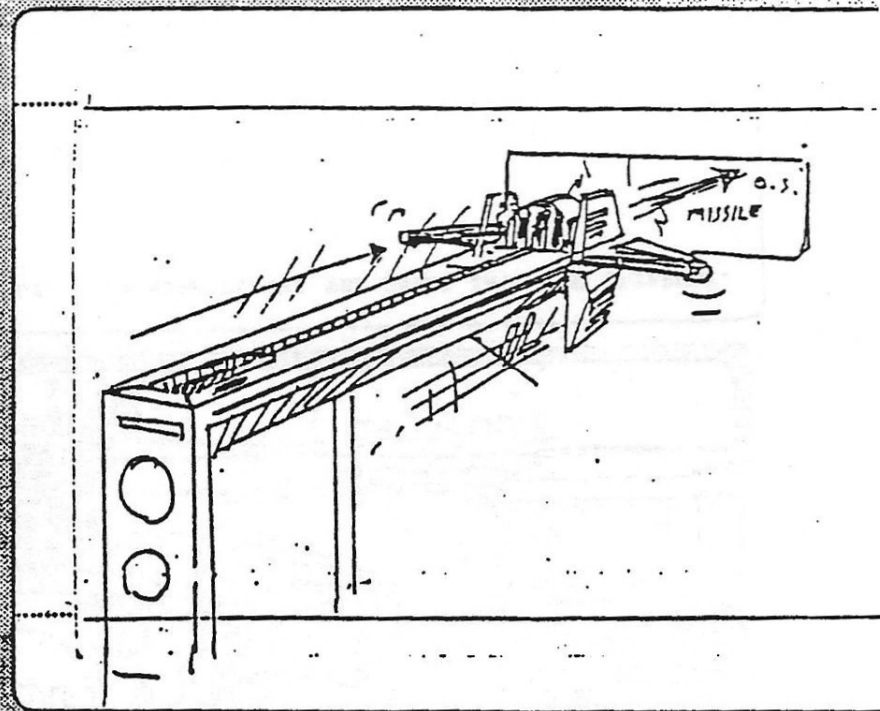
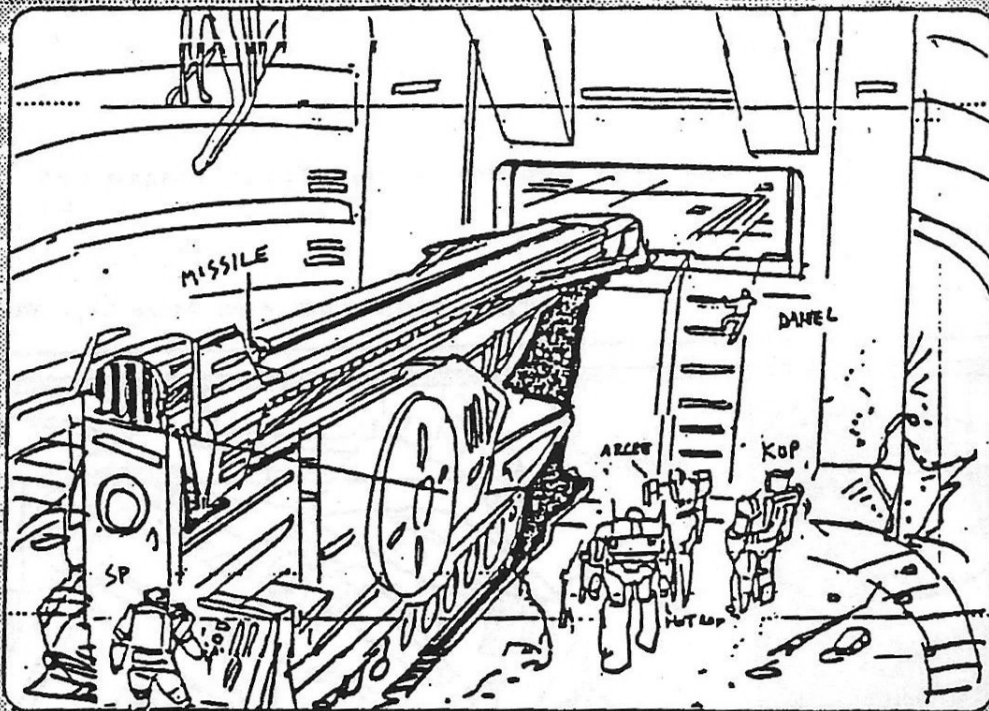
MUSIC/SFX

CAMERA

SC. 8-51

SC. CONT

SEQ. 8 Page 4



ACTION L.S. THE AUTOBOTS AND THE CATAPULT...

DIAL

MUSIC/SFX

CAMERA

ACTION ...THE CATAPULT FIRES!

DIAL

MUSIC/SFX

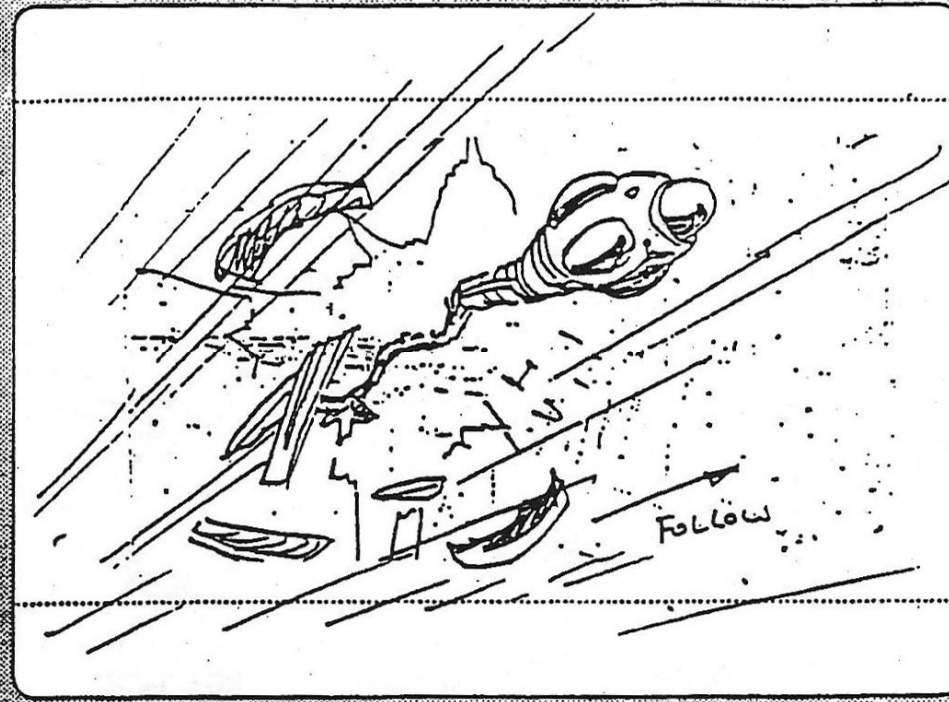
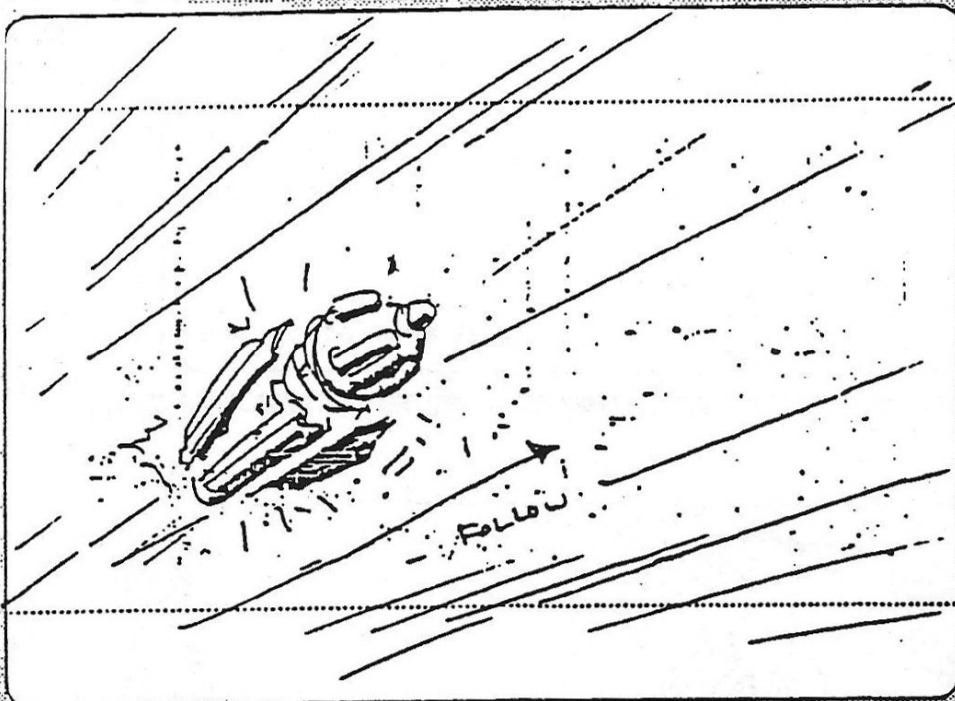
CAMERA

SC. 8-52

SC. CONT

SEQ. 8

Page 43



ACTION M.C.U. THE HYDROTHERMO SHELL AS IT FLIES...

ACTION ...THROUGH THE AIR.

AL

DIAL

MUSIC/SFX

MUSIC/SFX



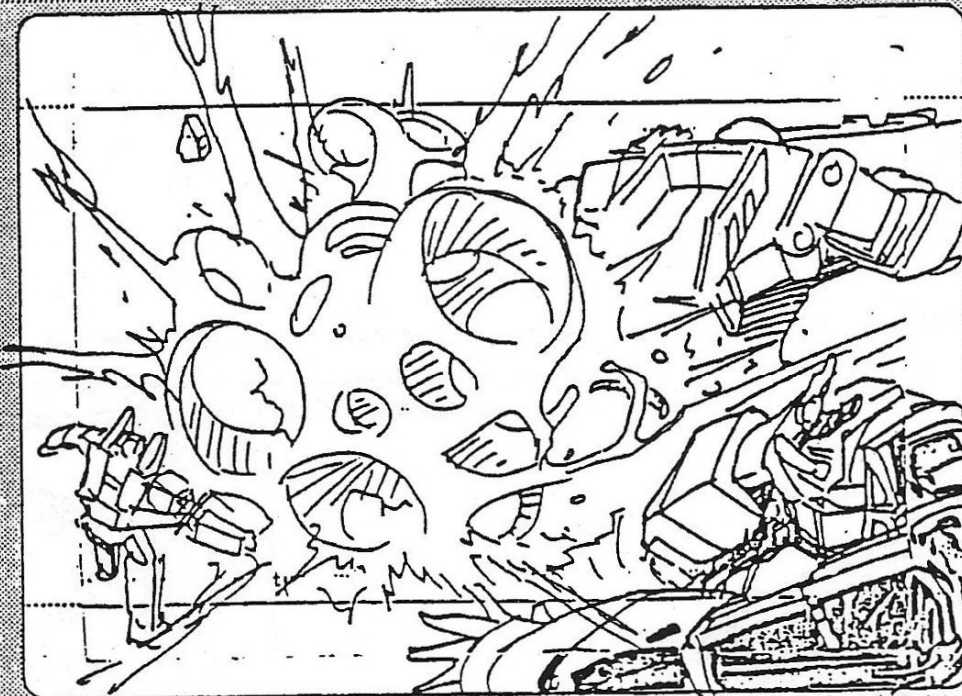
SC. 8-53



SC. CONT

SEQ. 8

Page 44



ACTION L.S. DEVASTATOR AND THE DECEPTICONS. AS THE SHELL FLIES INTO  
SCENE...

DIAL

MUSIC/SFX

CAMERA

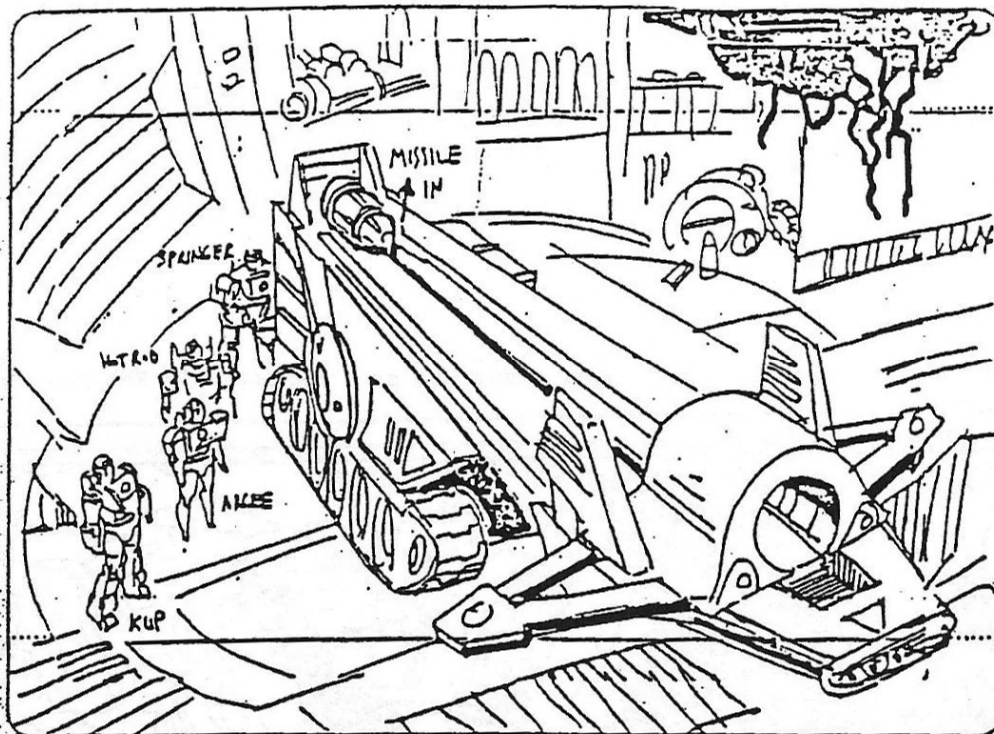
ACTION ...AND EXPLODES NEAR THEM.

DIAL

MUSIC/SFX

CAMERA

SC. 0-07



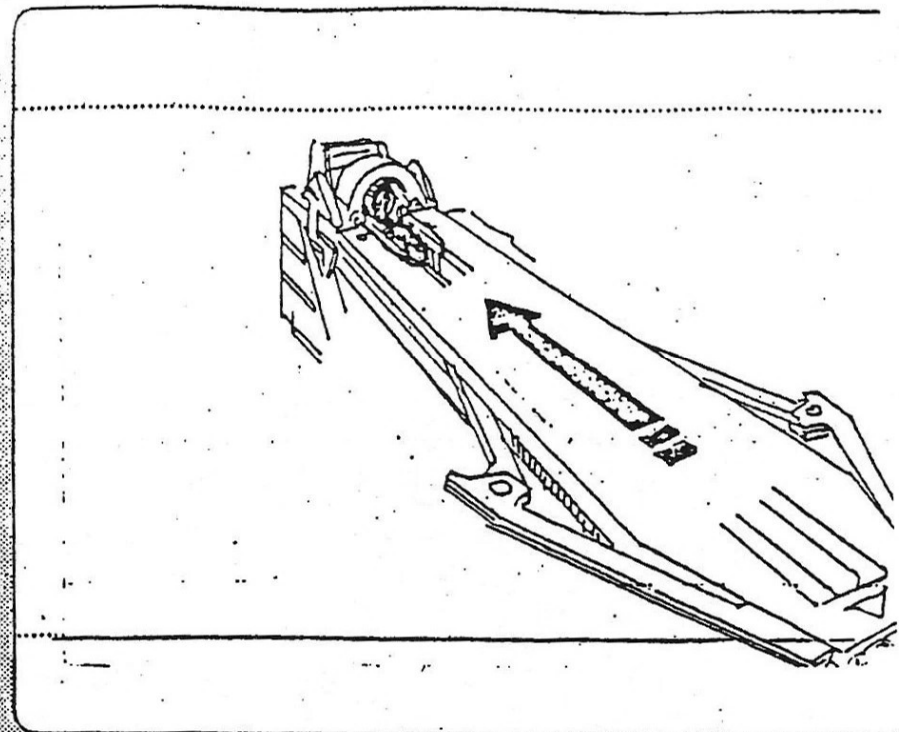
ACTION L.S. THE CATAPULT AND THE AUTOBOTS, KUP, ARCEE, HOT ROD, SPRINGER.  
ANOTHER SHELL MOVES INTO PLACE...

DIAL

MUSIC/SFX

SC. CONT

Page 4

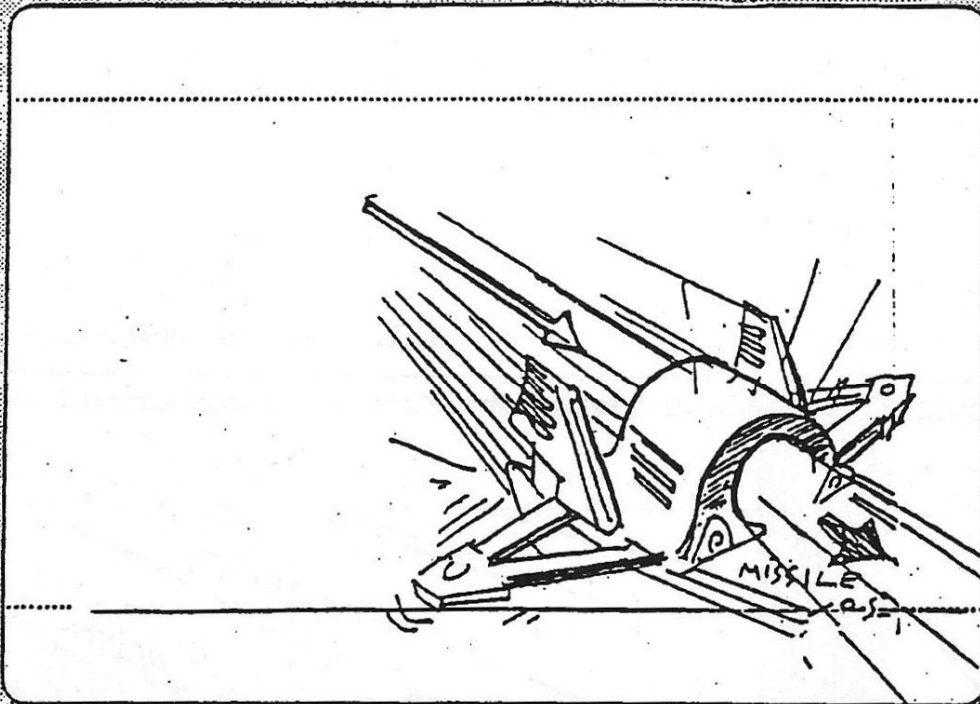


ACTION ...AND THE CATAPULT IS READIED FOR ANOTHER LAUNCH.

DIAL

MUSIC/SFX

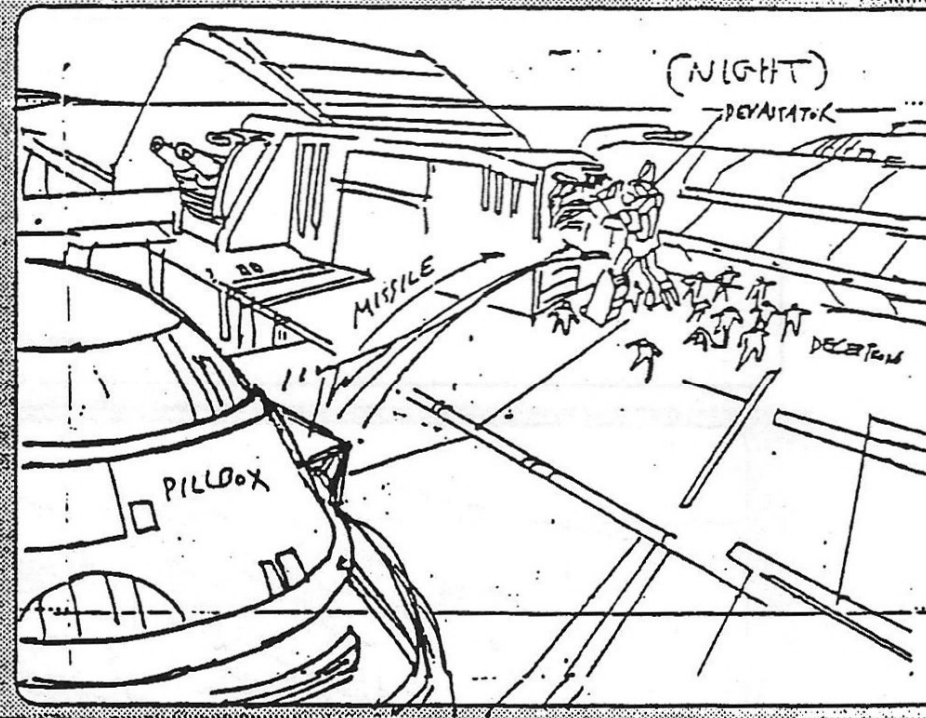
SC. CONT 8-54



SC. 8-55

SEQ. 8

Page 46



ACTION ...IT FIRES THE SHELL O.S.

DIAL

MUSIC/SFX

CAMERA

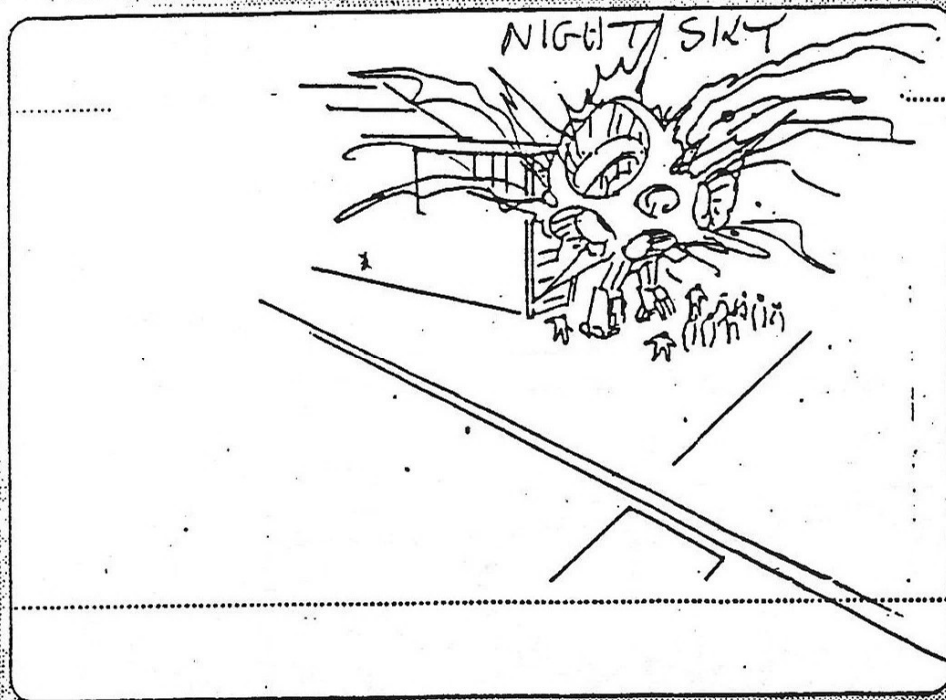
ACTION X.L.S. THE PILLBOX. DEVASTATOR AND THE DECEPTICONS. THE SHELL LEAVES THE PILLBOX AND LEAVING A GLOWING TRAIL, SHOOTS THROUGH THE NIGHT TOWARD THE DECEPTICONS...

DIAL

MUSIC/SFX

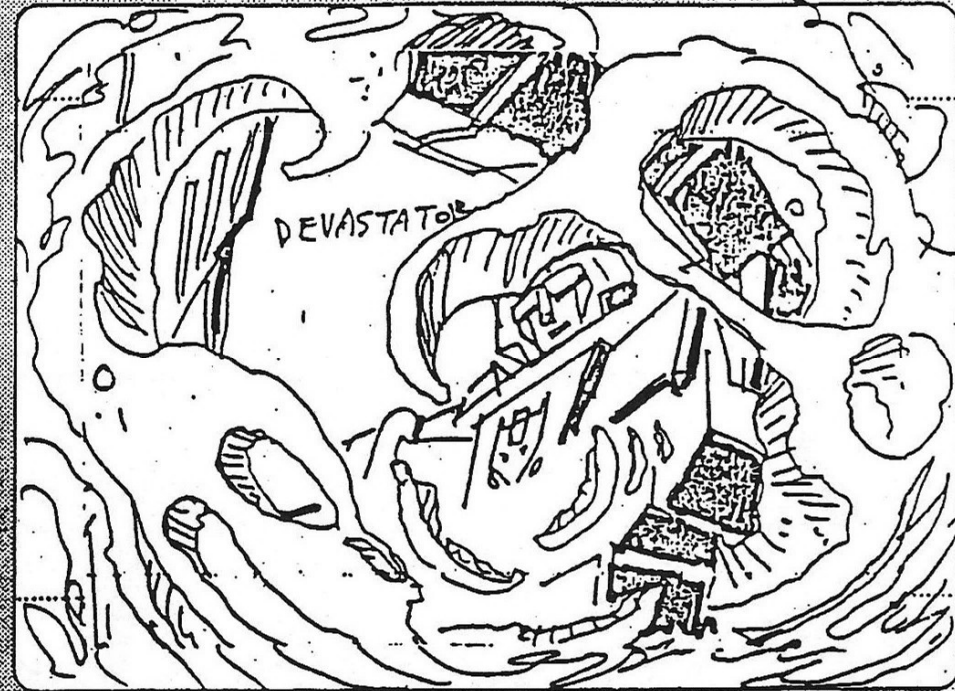
CAMERA

SC. CONT 8-55



SC. 8-56

SEQ. 8 Page 47



ACTION ...EXPLODING INTO DEVASTATOR...

DIAL

MUSIC/SFX

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION M.S. DEVASTATOR AS THE SMOKE FROM THE BLAST CLEARS...

DIAL

MUSIC/SFX



SC. 8-56 CONT



ACTION ...WE SEE THAT DEVASTATOR HAS NOT BEEN HURT...

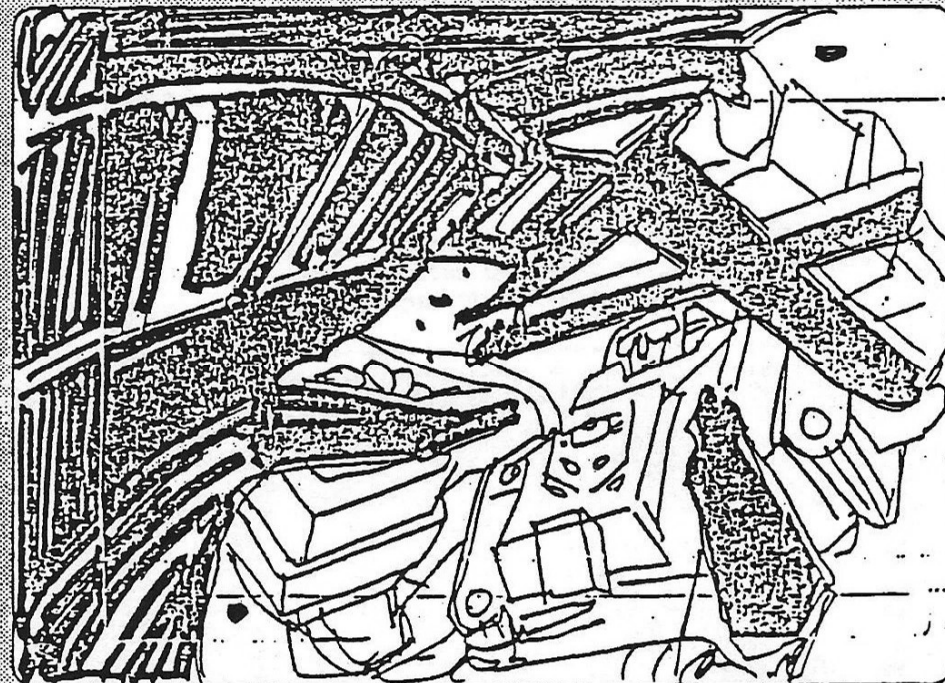
DIAL

MUSIC/SFX

CAMERA

SC. CONT

SEQ. 8 Page 48



ACTION ...HE CONTINUES TO RIP AWAY AT THE FORTIFICATION.

DIAL

MUSIC/SFX

CAMERA

SC. 0-51



**ACTION** L.S. DEVASTATOR AND THE DECEPTICONS. DEVASTATOR SMASHES HIS FISTS INTO AUTOBOT CITY, AS GLOWING BLASTS FROM THE O.S. AUTOBOTS STREAK THROUGH THE SCENE...

**DIAL**

**MUSIC/SFX**

SC. CONT.

SEQ. 5 Page 77

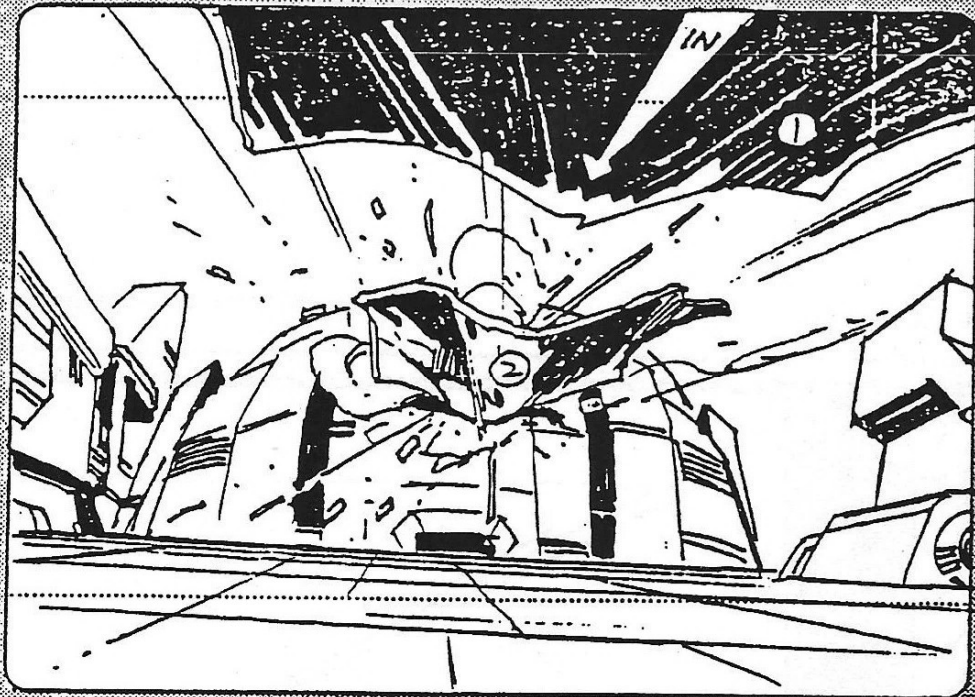


**ACTION** ...AND EXPLODE! ILLUMINATING THE NIGHT WITH A BLAZING GLOW AND KNOCKING OUT SOME OF THE DECEPTICONS. OTHERS FLEE. DEVASTATOR TURNS AND THROWS A TWISTED METAL PANEL O.S.

**DIAL**

**MUSIC/SFX**

SC. 8-57A



SC. 8-57B

Page 49A



ACTION

DIAL

MUSIC/SFX

CAMERA

ACTION

DIAL

MUSIC/SFX

CAMERA



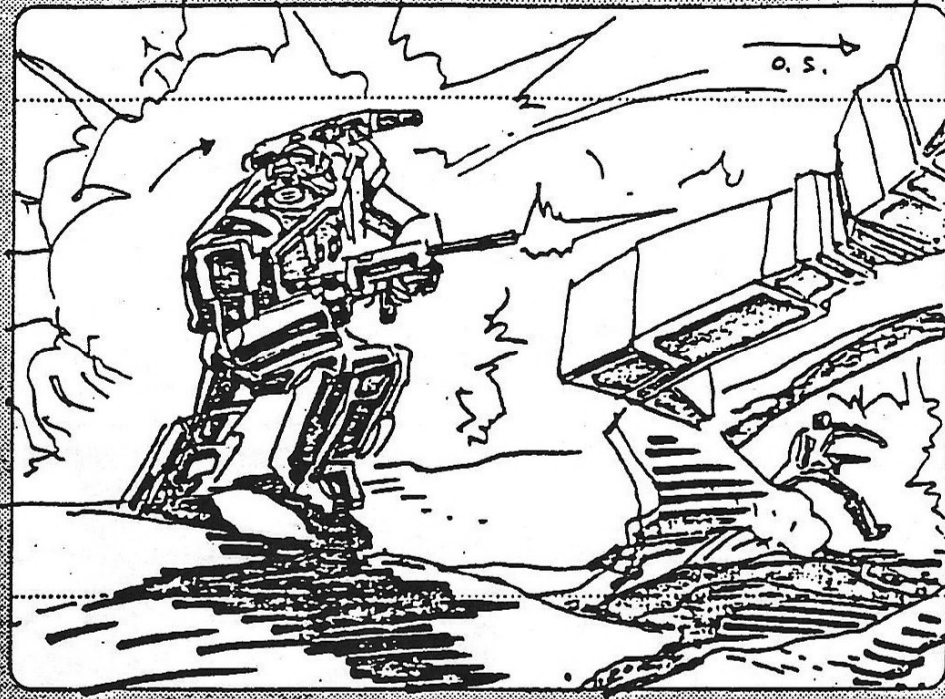
SC. 8-58



SC. CONT.

SEQ. 8 Page

50



ACTION L.S. KUP, PERCEPTOR, AND BLURR. KUP IN NEAR FOREGROUND RUNS THROUGH THE SCENE. BRIGHT LASER FIRE STREAKS PAST IN ALL DIRECTIONS. PERCEPTOR AND BLURR...

DIAL

MUSIC/SFX

IFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...CHARGE AND FIRE AS HYDRO PHOSPHOR EXPLOSIONS ILLUMINATE THE NIGHT SKY...

DIAL

MUSIC/SFX

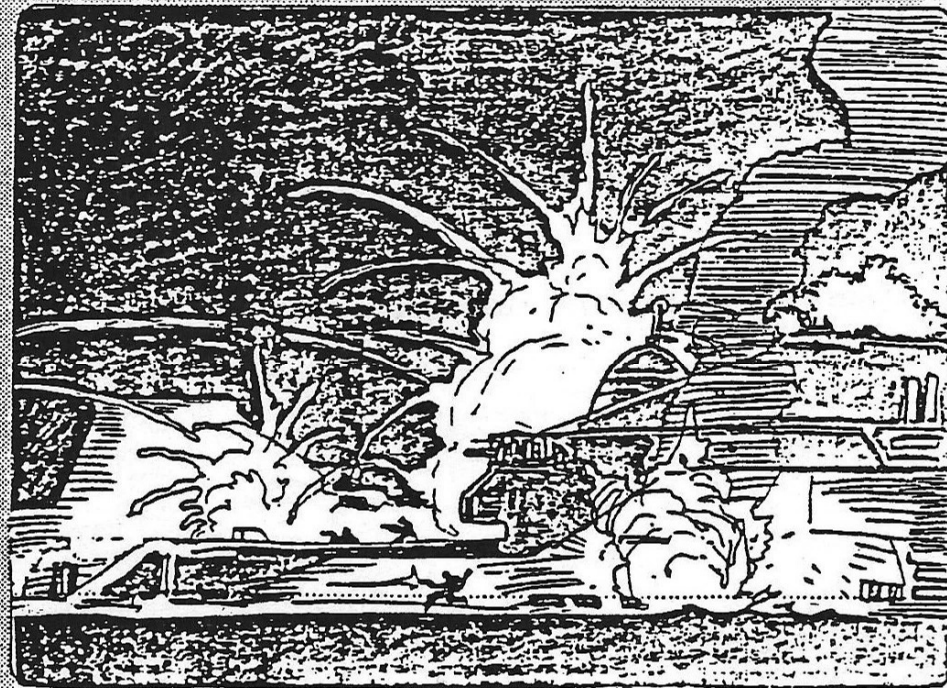
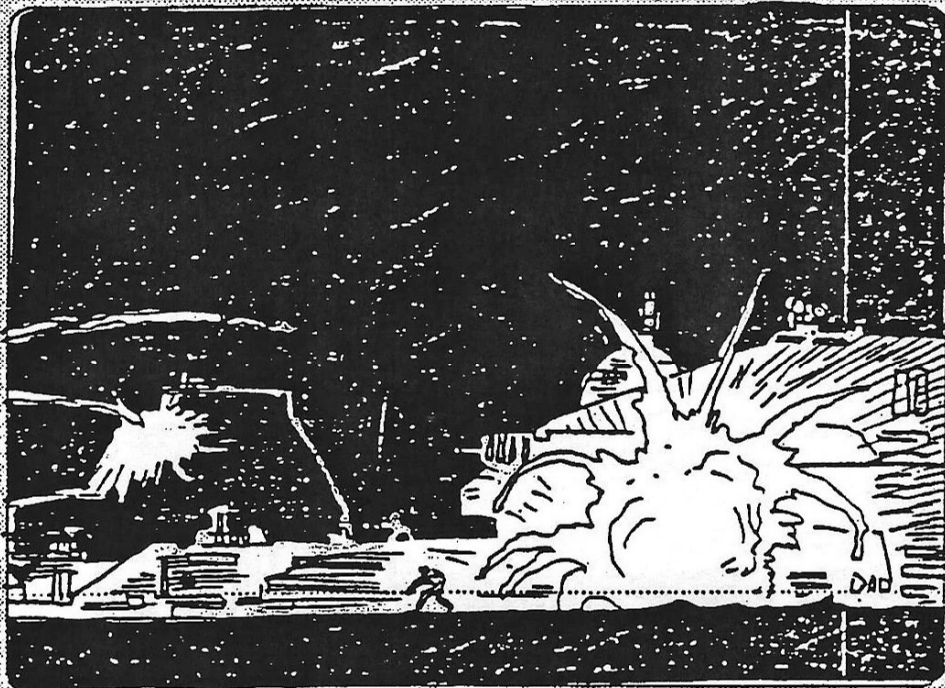
CAMERA



SC. 8-59

SC. CONT.

SEQ. 8 Page 51



ACTION X.L.S. AUTOBOT CITY, NIGHT. AUTOBOTS AND DECEPTICONS SCURRY ABOUT THE COMPLEX EXCHANGING FIRE AS GLOWING ROCKETS LEAVE TRAILS ACROSS THE DARK SKY...

DIAL

MUSIC/SFX

CAMERA

ACTION ...AND EXPLOSION AFTER EXPLOSION SET ABLAZE THE NIGHT.

DIAL

MUSIC/SFX

CAMERA

SC. 5-60



**ACTION** X.L.S. AUTOBOT CITY AT NIGHT. ALL OVER THE CITY, BRIGHT EXPLOSIONS SLASH THE NIGHT. FIRES SEND UP BILLLOWING CLOUDS OF SMOKE AND LASER BLASTS. PIERCE THE AIR ABOVE THE BATTERED CITY.

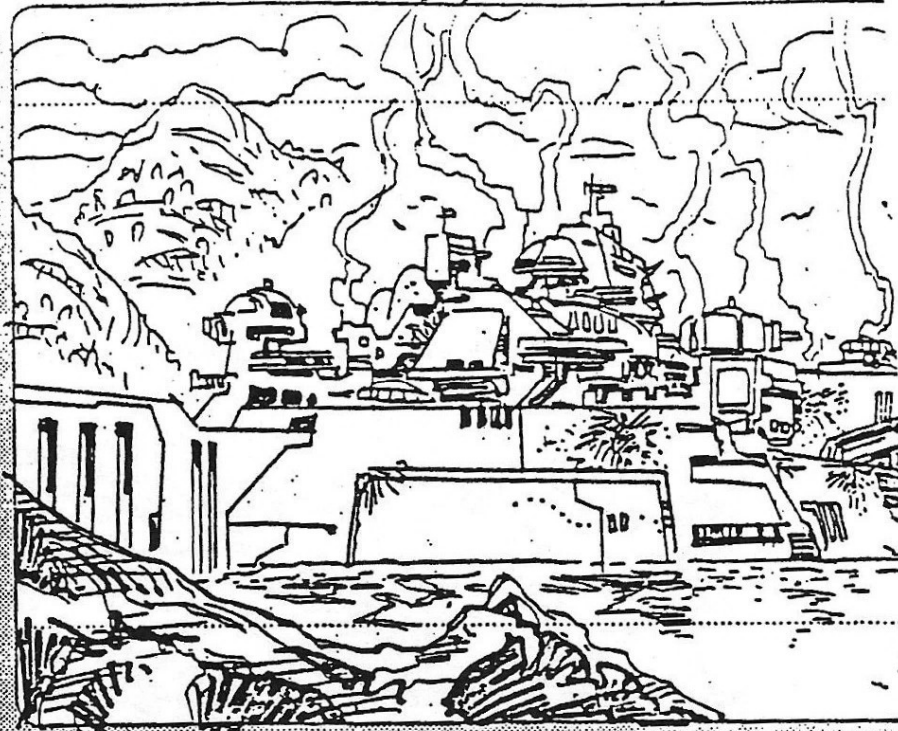
**DIAL**

**MUSIC/SFX**

*From Generation 1 to Beast Hunters and Beyond!!!!*

SC. 5-61

TRUC--N SEE: 1-1



**ACTION** X.L.S. AUTOBOT CITY IN DIM, PRE-DAWN HAZE. SMOKE ASHES AND TWISTED METAL ARE ABOUT ALL THAT REMAINS OF THE ONCE PROUD CITY.

**DIAL**

**MUSIC/SFX**

20

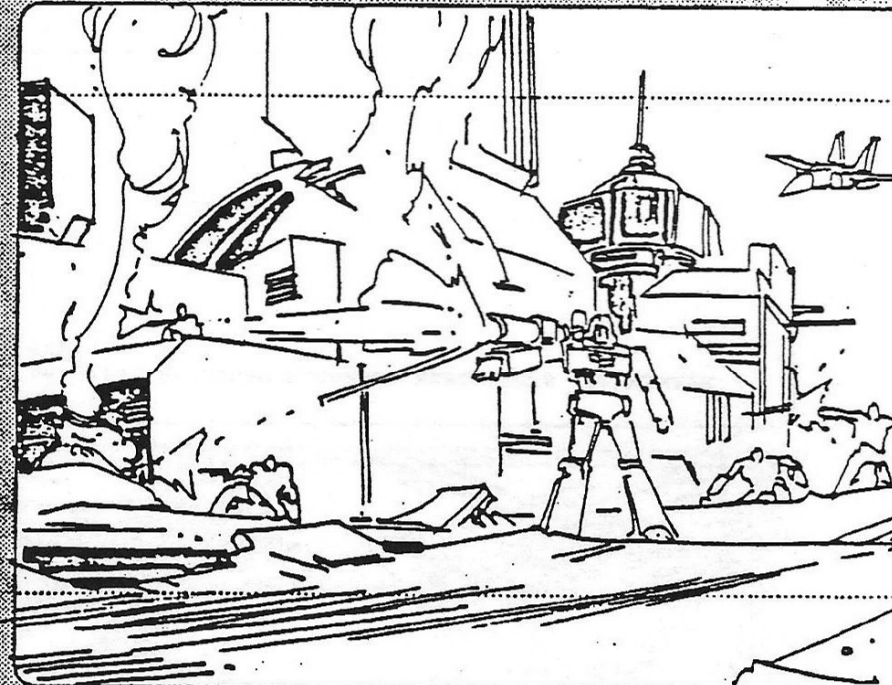
SC. 8-62

START

SC.

STOP

SEQ. 8 Page 53



ACTION L.S. A FEW SURVIVING AUTOBOTS SNEAK THROUGH THE SCARRED WRECKAGE FIRING OFF A FEW LASER BLASTS AT THE SUPERIOR STRENGTH OF THE DECEPTICONS WHO FIRE BACK. WE PAN TO SEE...

DIAL

MUSIC/SFX

CAMERA

ACTION ...MEGATRON, WHO STANDS IN THE RED GLOW OF THE RISING SUN, RELISHING THE DESTRUCTION AND CARNAGE OF THE PREVIOUS NIGHT. A LOW, HEAVY, DISTANT ROAR INTERRUPTS THE MORNING SILENCE.

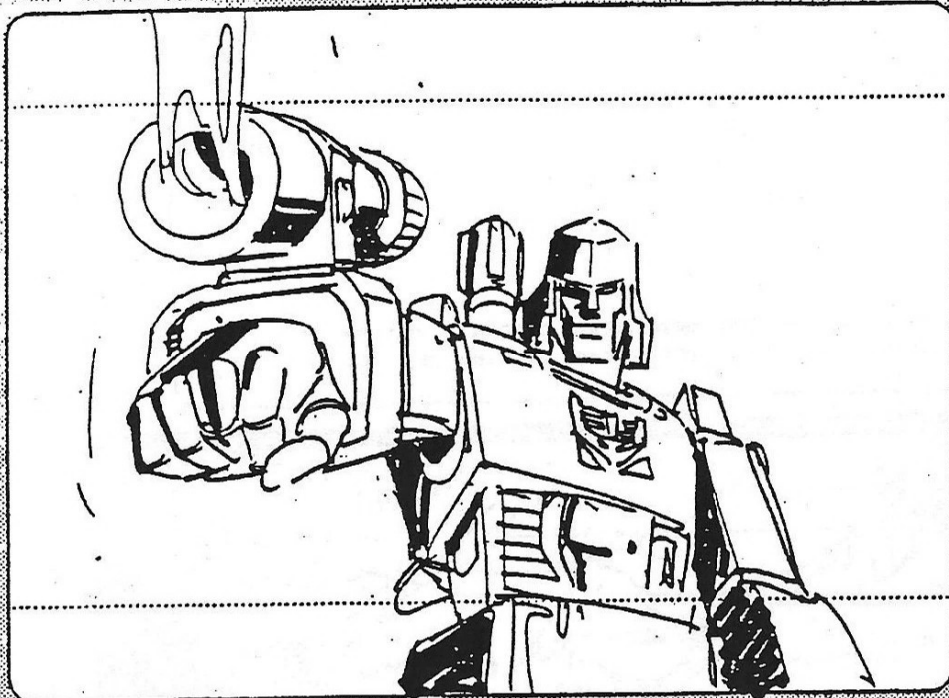
DIAL MEGATRON Their defenses are broken. Let the slaughter begin.

MUSIC/SFX

CAMERA



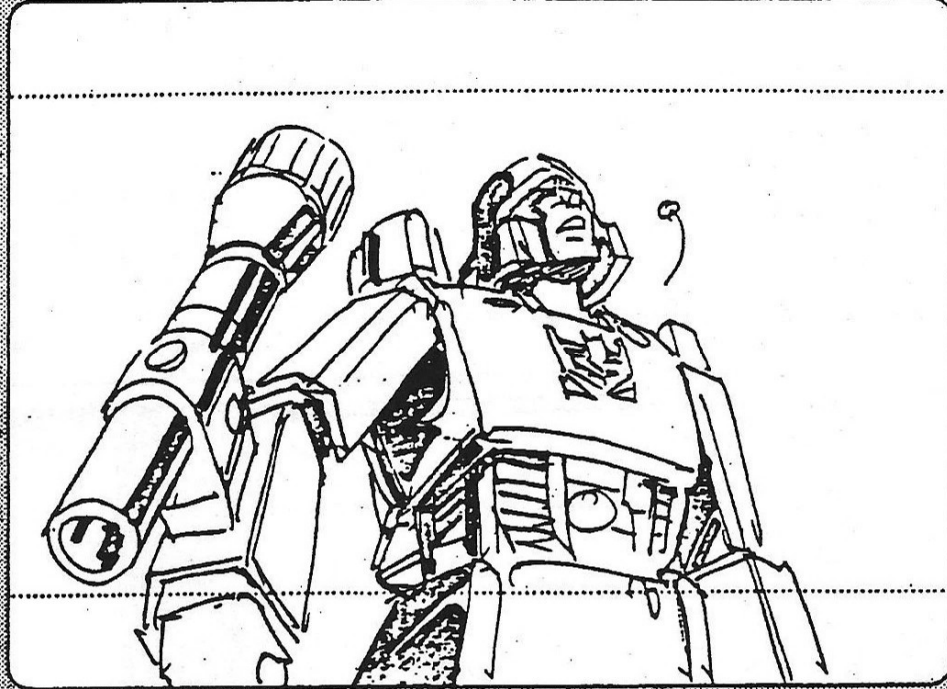
SC. 8-63



SC.

SEQ. 8 Page

54



ACTION M.S. MEGATRON. HE REACTS TO THE EVER INCREASING ROAR...

DIAL

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

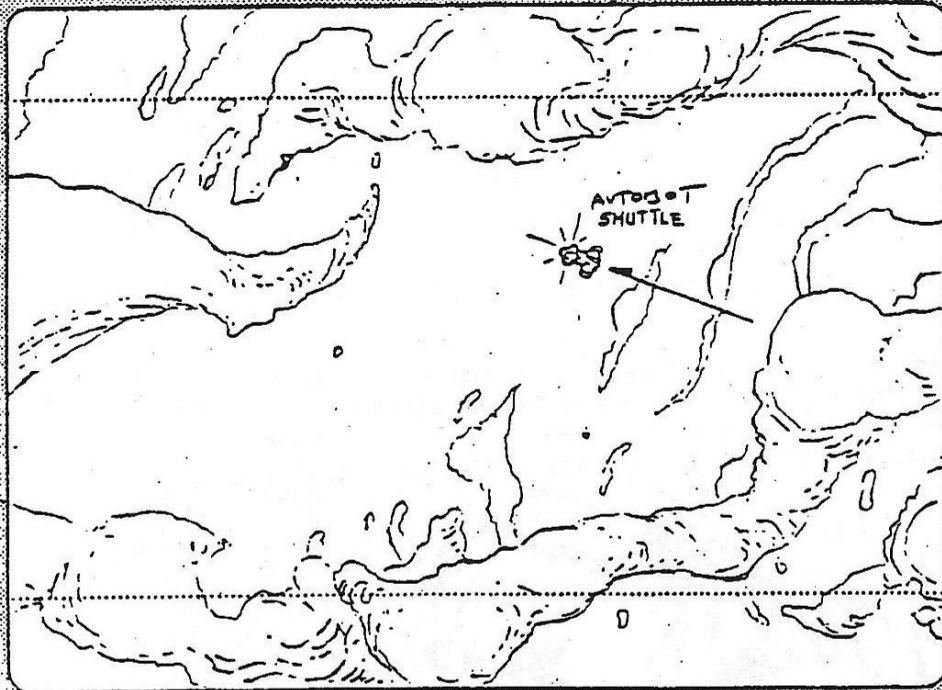
ACTION ...AND LOOKS UP OVER HIS SHOULDER.

DIAL

MUSIC/SFX



SC. 8-64



ACTION P.O.V. HIGH ABOVE AN AUTOBOT SHUTTLE CATCHES A SPARKLE OF THE MORNING SUN AS IT RACES ACROSS THE CLOUD STREAKED SKY.

DIAL

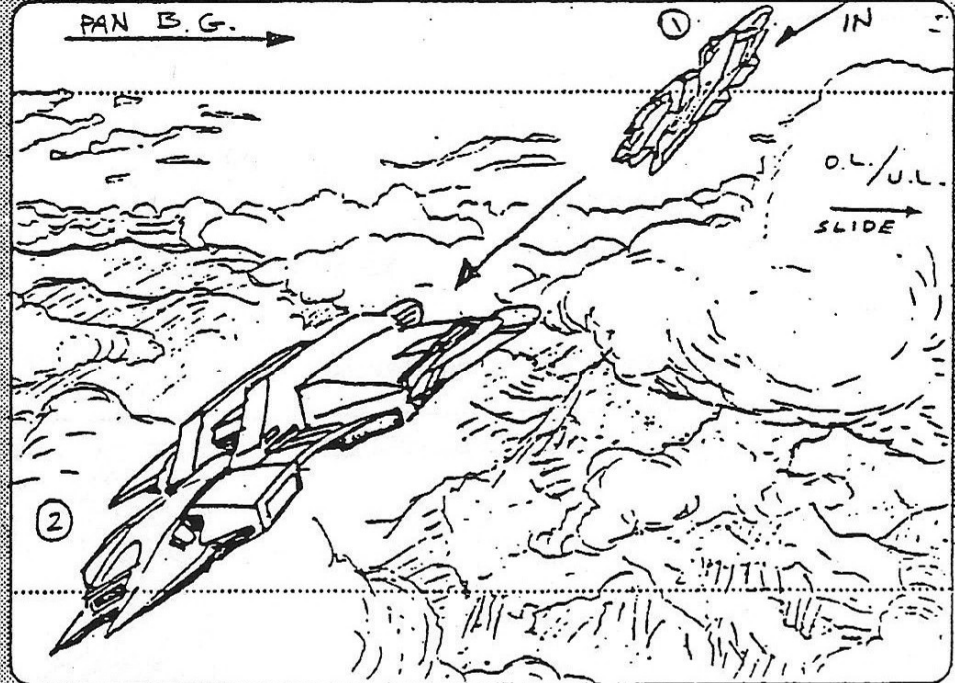
MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-65

SEQ. 8 Page 55



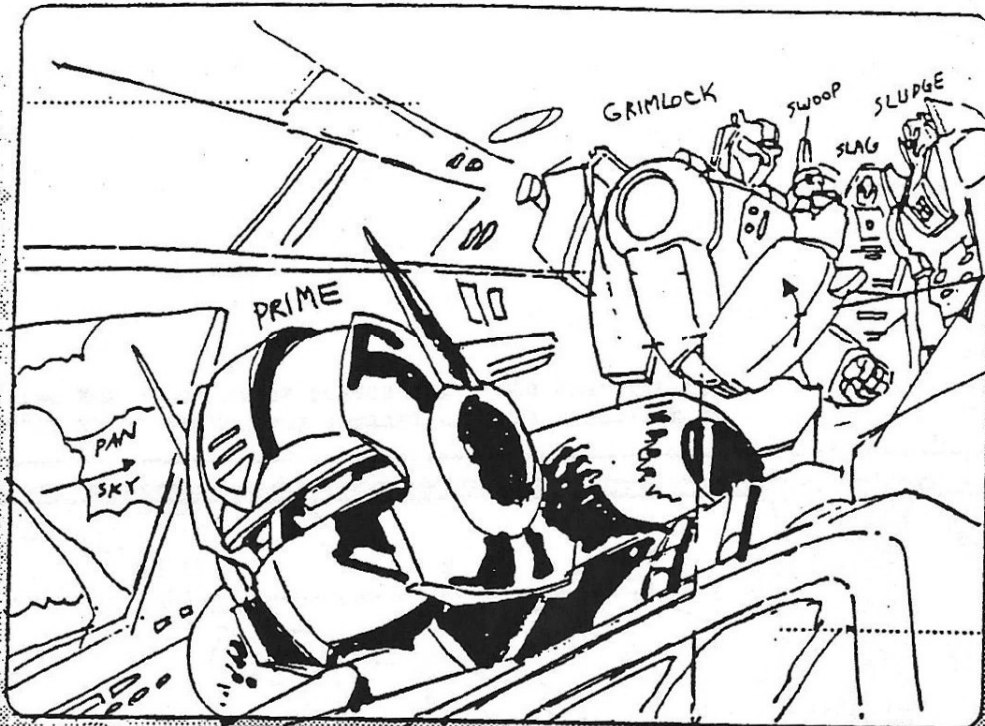
ACTION L.S. THE AUTOBOT SPACE SHUTTLE. WE TRAVEL WITH THE SHUTTLE AS IT DIVES THROUGH THE CLOUDY SKY, ON ITS WAY TO AUTOBOT CITY, O.S.

DIAL

MUSIC/SFX

CAMERA

SC. 0-00



ACTION M.S. INTERIOR OF THE AUTOBOT SHUTTLE. PRIME, GRIMLOCK, SWOOP, SLAG, SLUDGE. PRIME GIVES ORDERS TO THE DINOBOTS...

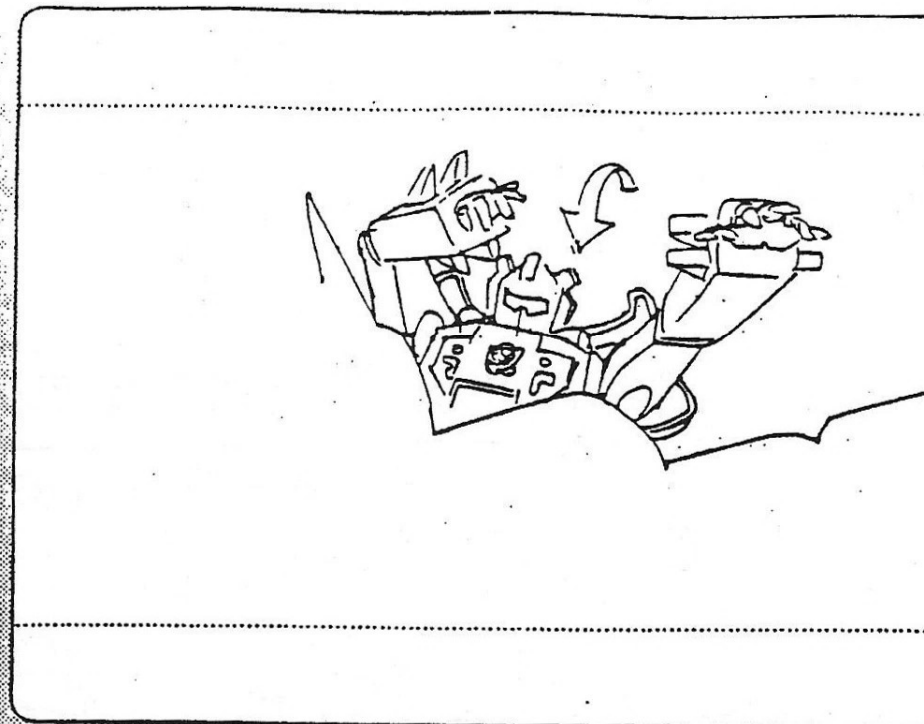
DIAL OPTIMUS PRIME Dinobots. Destroy Devastator!

MUSIC/SFX

CAMERA

SC. CONT

SEQ. 3 Page 25



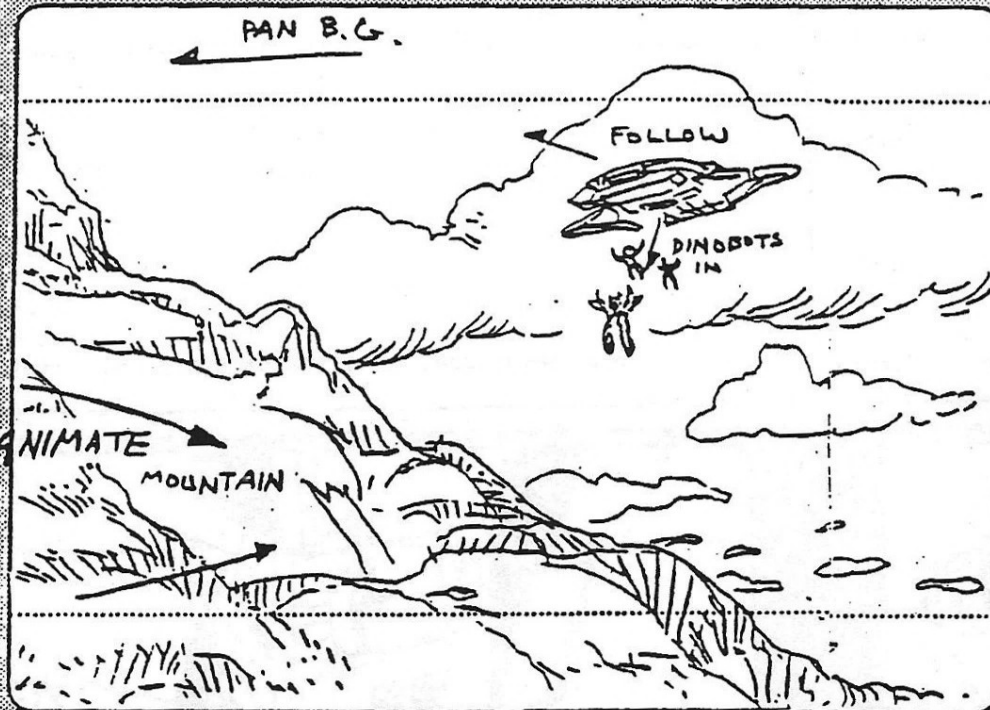
ACTION ...WHO RESPOND TO HIS COMMANDS AND JUMP OUT OF SHIP.

DIAL GRIMLOCK Uhhhh! Me Grimlock, love challenge!

MUSIC/SFX

CAMERA

SC. 8-67



ACTION X.L.S. THE AUTOBOT SPACE SHUTTLE. WE FOLLOW ALONG WITH IT AS THE DINOBOTS DROP DOWN OUT OF THE HATCH...

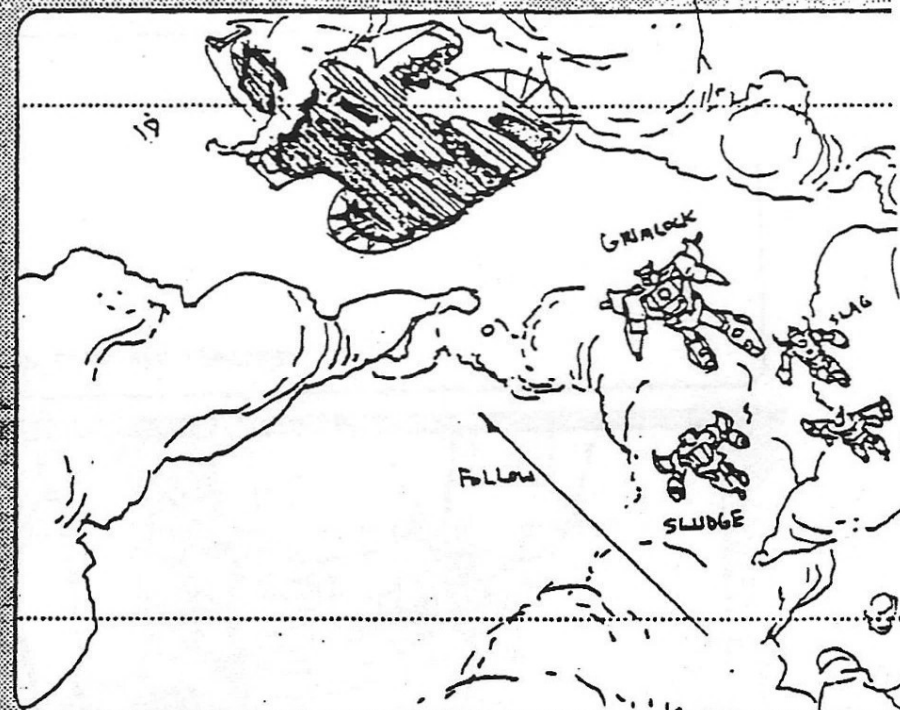
DIAL

MUSIC/SFX

CAMERA

SC. 8-68

SEQ. 8 Page 57



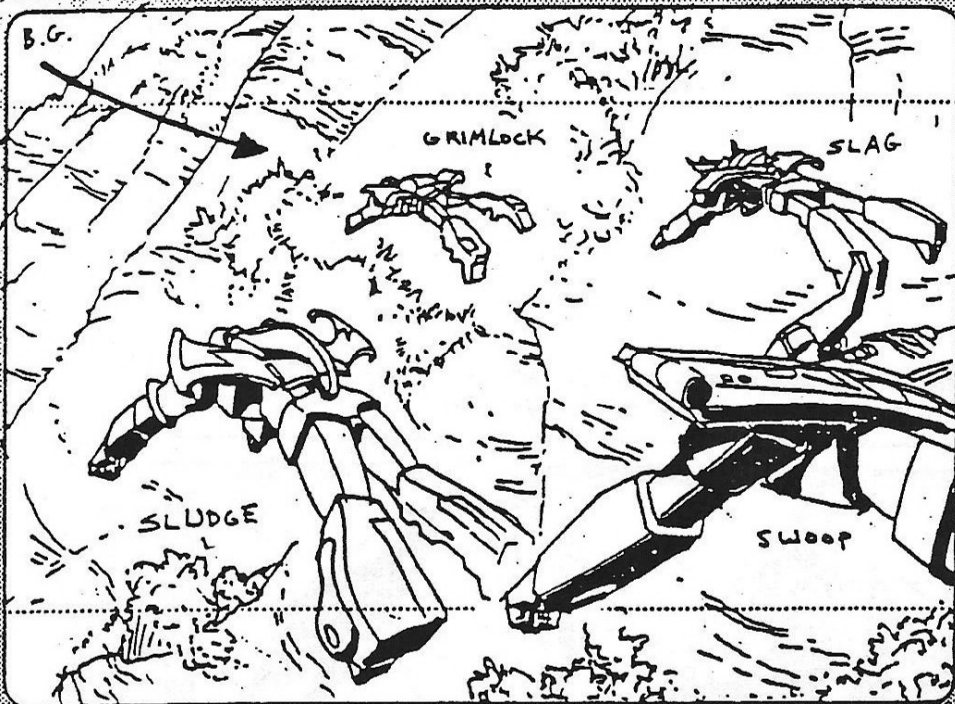
ACTION ...AND DECEND TOWARD US AS THE SHUTTLE CONTINUES ON O.S.

DIAL

MUSIC/SFX

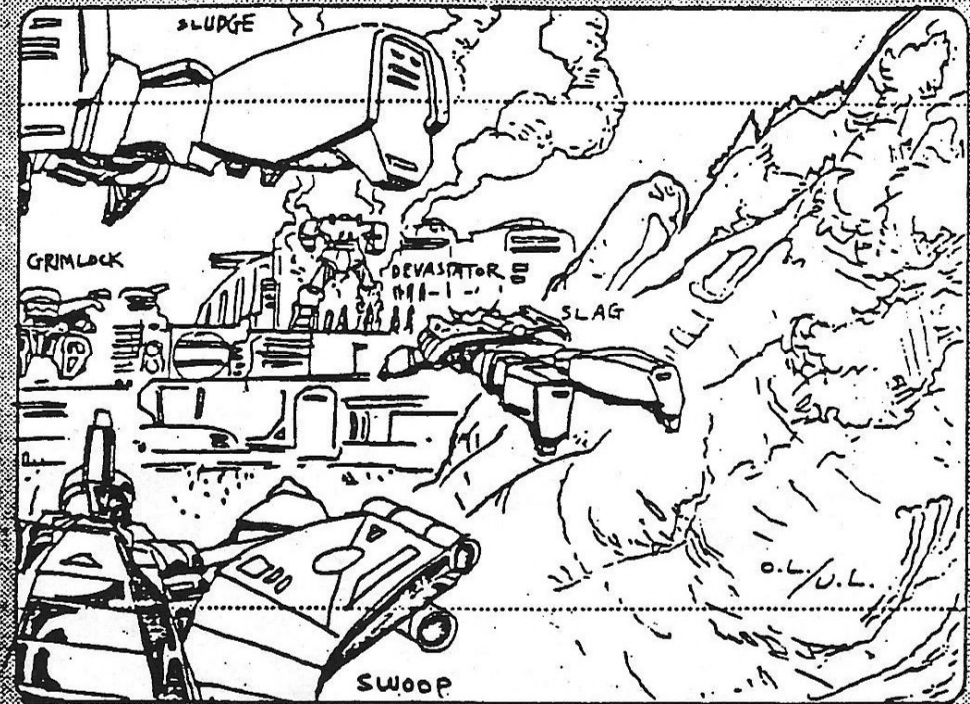
CAMERA

SC. 8-69



SC. CONT.

SEQ. 8 Page 58



ACTION L.S. THE FOUR DINOBOTS. WE FLY ALONG WITH THEM AS...

DIAL

MUSIC/SFX



ACTION ...THEY GAIN SPEED AND HEAD FOR AUTOBOT CITY, WHICH COMES INTO VIEW.

DIAL

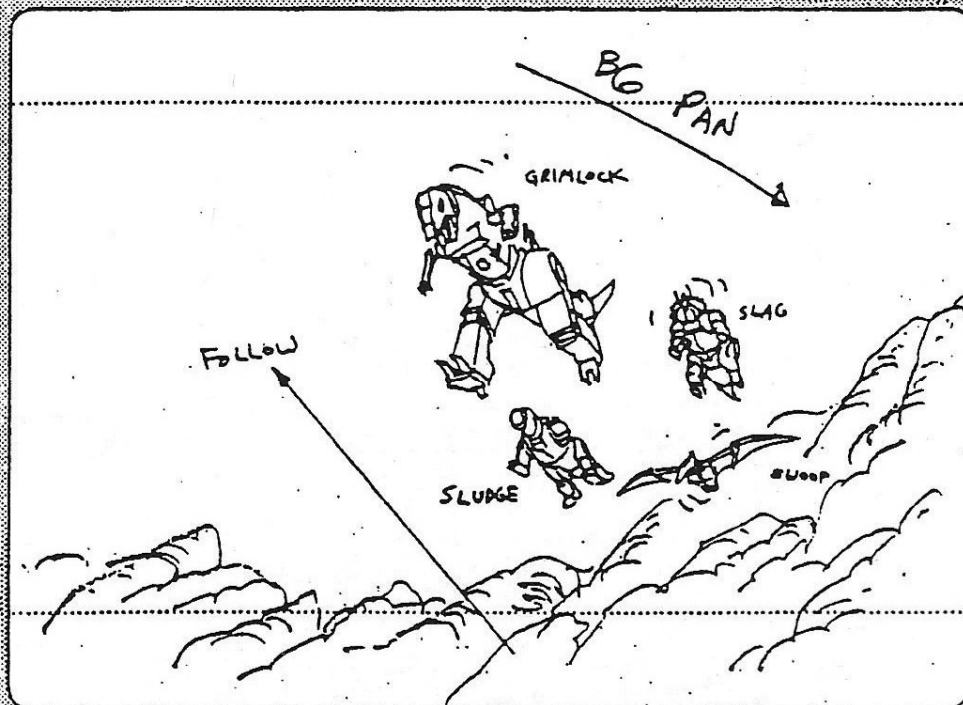
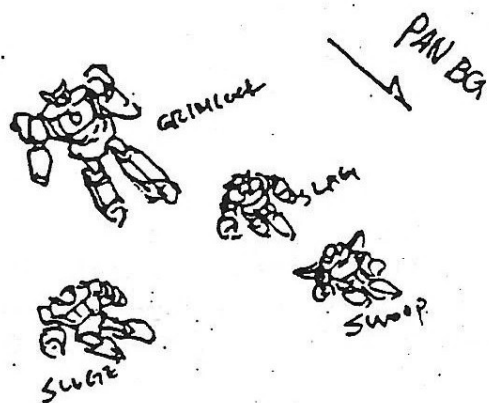
MUSIC/SFX



SC. 8-70

SC. CONT.

SEQ. 8 Page 59



X.L.S. THE DINOBOTS...WE FOLLOW THEM AS THEY...

GRIMLOCK

Dinobots transform!

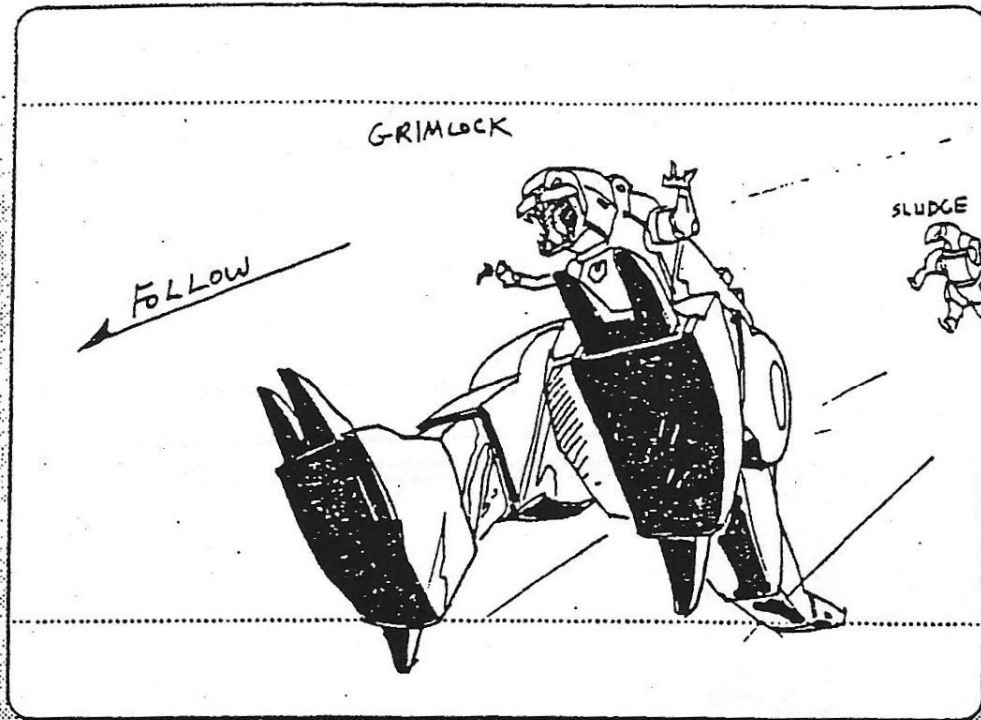
ACTION ...TRANSFORM INTO THEIR DINOSAUR MODES...

DIAL

MUSIC/SFX

CAMERA

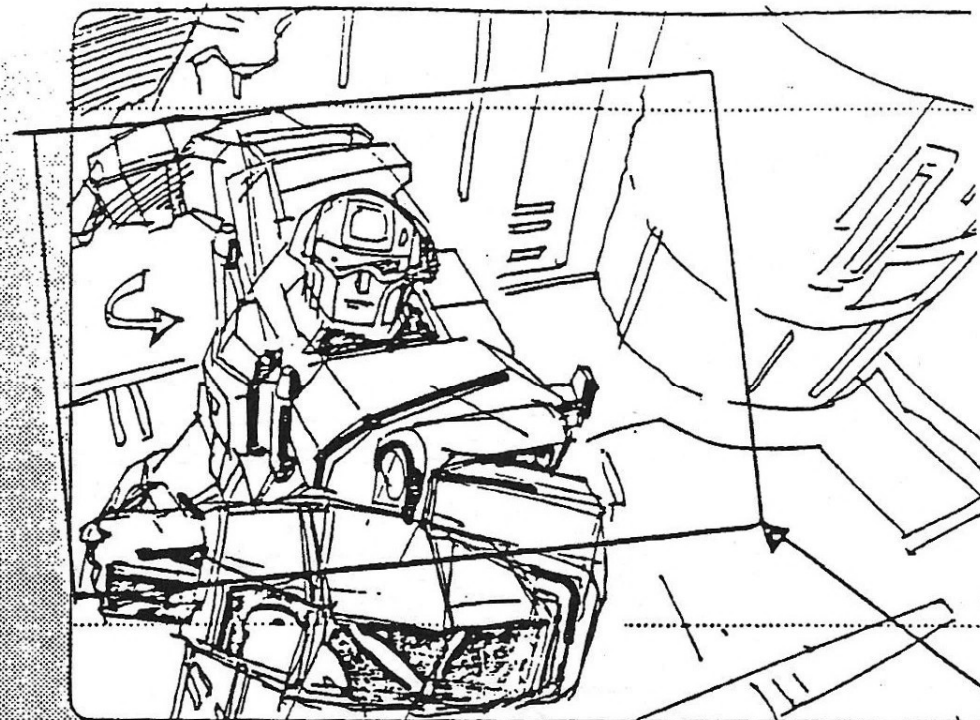
SC. 0-10 0-10



SC. 0-11

TRUCK-IN

SEQ. 1 Page 62



ACTION ...AND DROP DOWN TOWARD CAMERA.

DIAL

MUSIC/SFX

ACTION M.S. DEVASTATOR. WE TRUCK IN ON HIM AS HE LOOKS UP TO SEE THE O.S. DINOBOOTS.

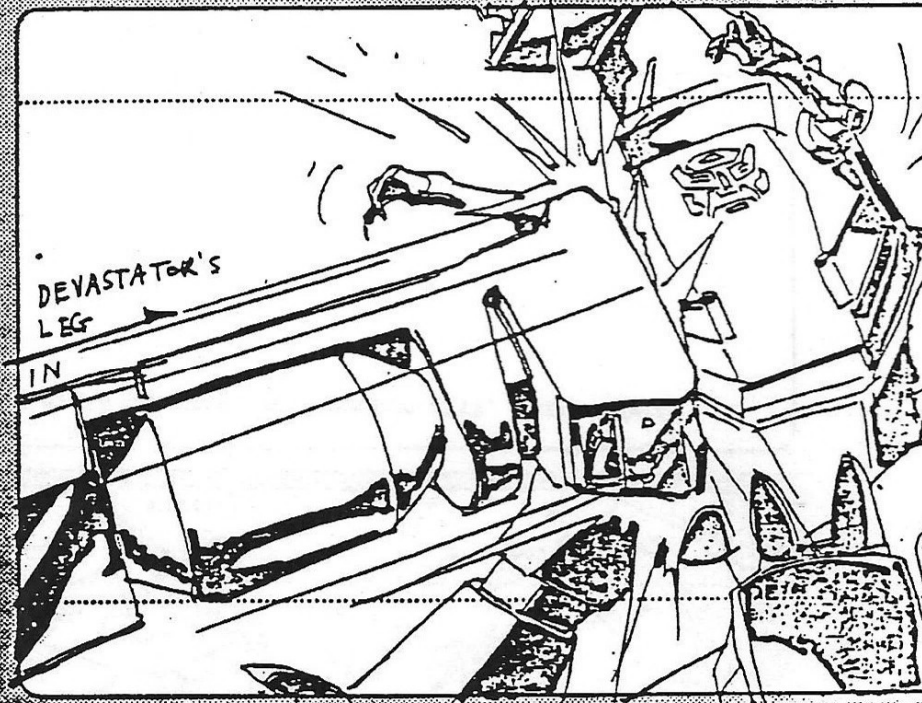
DIAL

MUSIC/SFX

SC. 8-72

SC. CONT.

SEQ. 8 Page 61



ACTION M.S. GRIMLOCK. WE FOLLOW HIM . HIS JAWS ARE SET, READY FOR ACTION. AS HE PLUNGES TOWARD THE O.S. DEVASTATOR...

DIAL

MUSIC/SFX

CAMERA

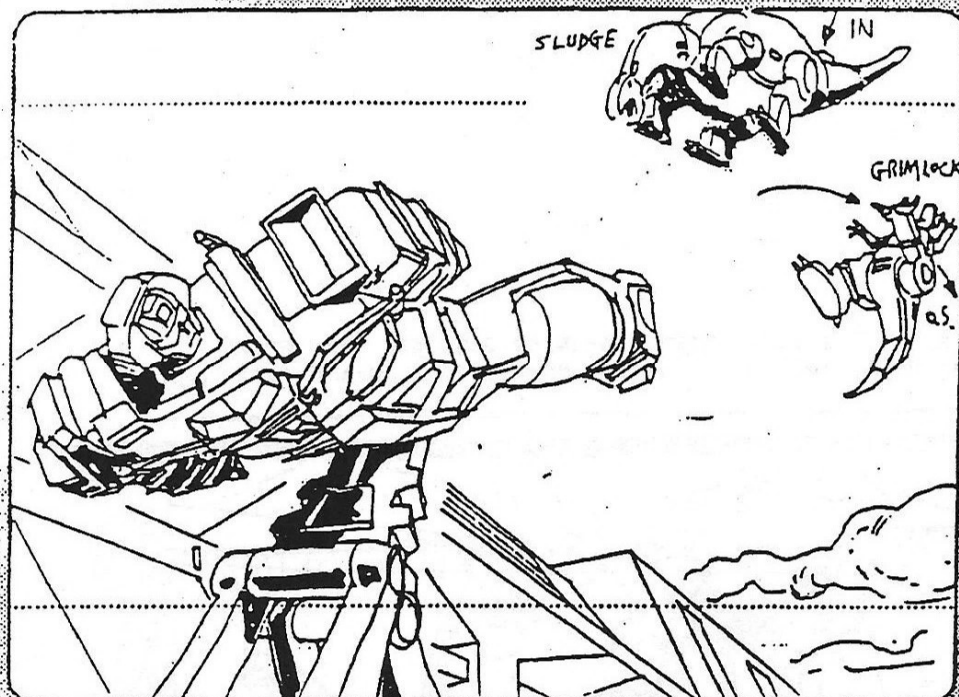
ACTION ...WHOSE LEG KICKS UP INTO SCENE AND KNOCKS GRIMLOCK IN THE CHEST.

DIAL

MUSIC/SFX

CAMERA

SC. 8-73



ACTION L.S. DEVASTATOR, SLUDGE AND GRIMLOCK. GRIMLOCK HAS BEEN KNOCKED BACK O.S. BY THE VIOLENT KICK FROM DEVASTATOR...

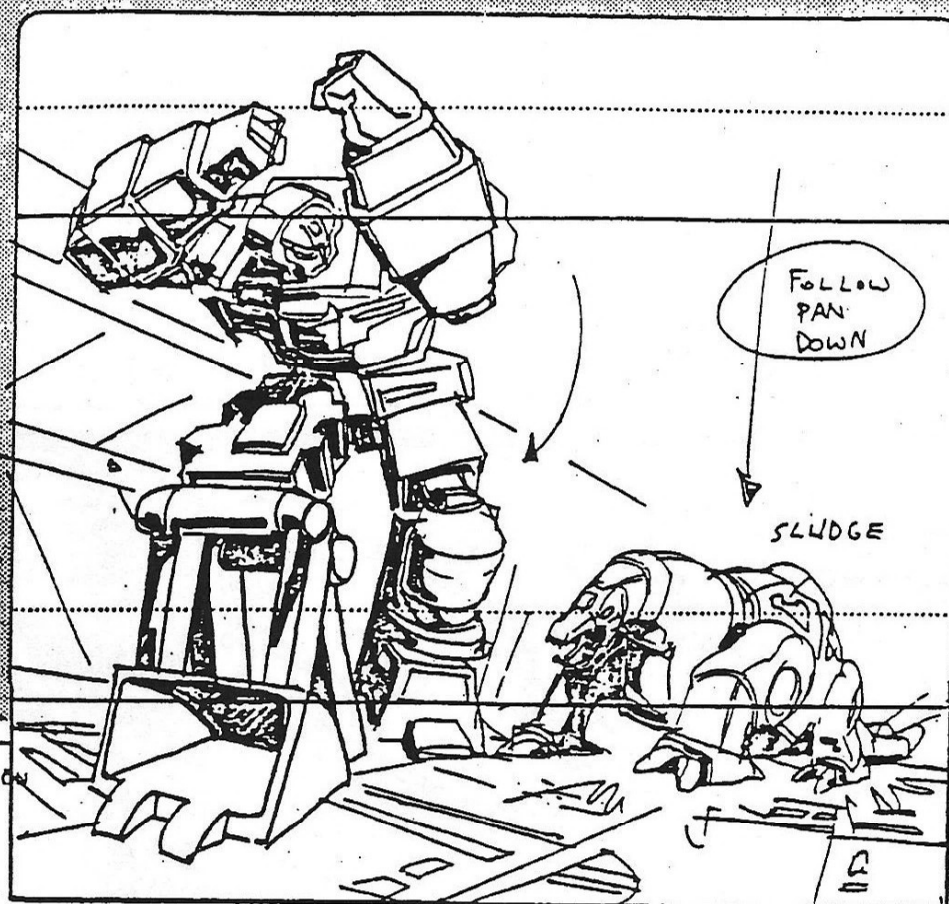
DIAL

MUSIC/SFX

**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

SEQ. 8 Page 62



ACTION

DIAL

MUSIC/SFX

...WHO READIES HIMSELF FOR ANOTHER ROUND, THIS TIME WITH SLUDGE WHO LANDS BEHIND HIM.

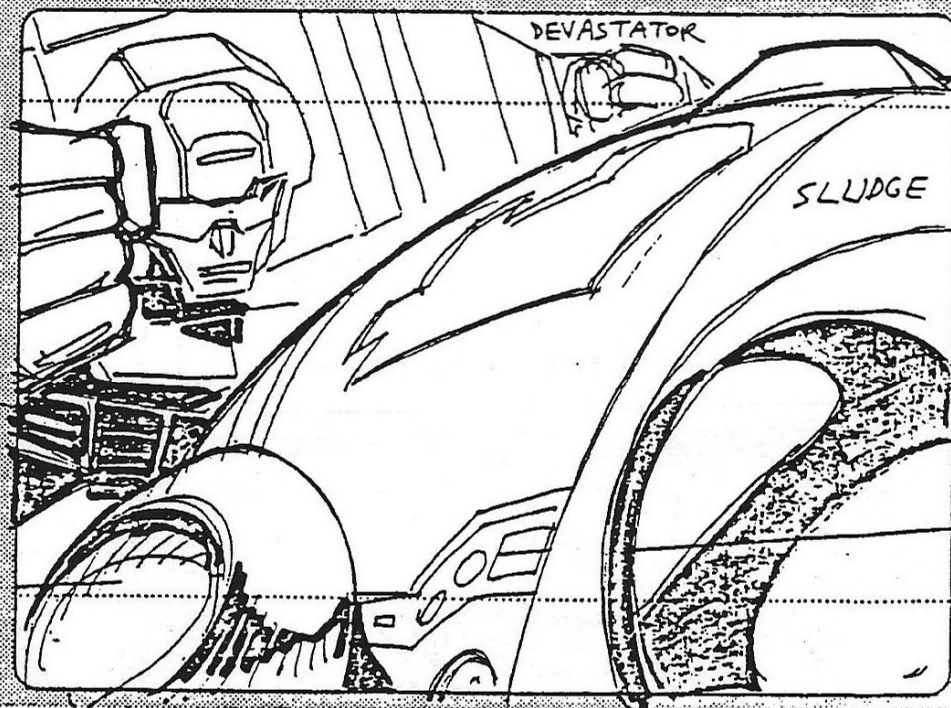
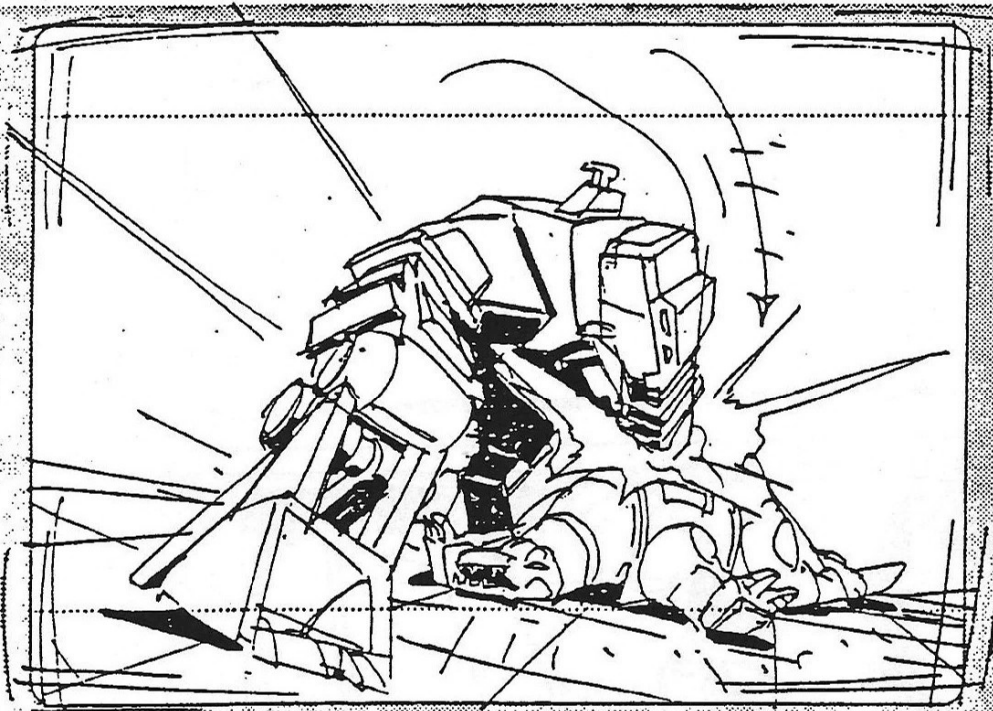


SC. 8-73

CAM. SHAKE

SC. 8-74

SEQ. 8 Page 63



ACTION DEVASTATOR HURLS AROUND AND SLAMS SLUDGE ON THE BACK, FLATTENING HIM TO THE GROUND.

DIAL

MUSIC/SFX

CAMERA

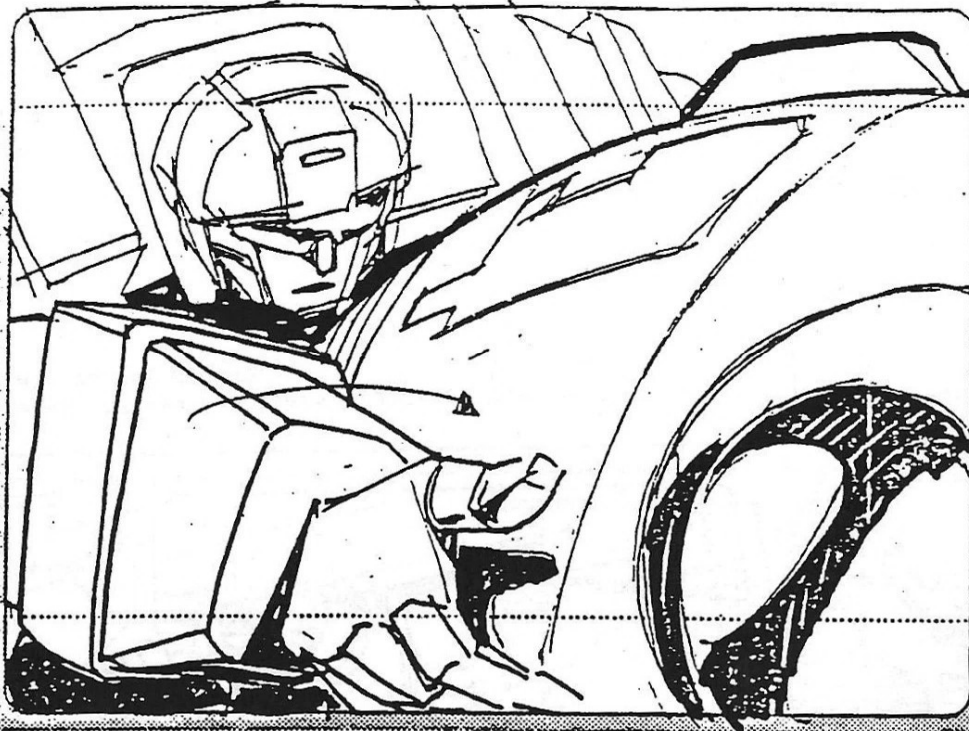
ACTION M.S. DEVASTATOR AND SLUDGE. DEVASTATOR...

DIAL

MUSIC/SFX

CAMERA

SC. CONT. C-7-



ACTION

...REACHES AROUND, GRABS A HOLD OF SLUDGE'S SIDES...

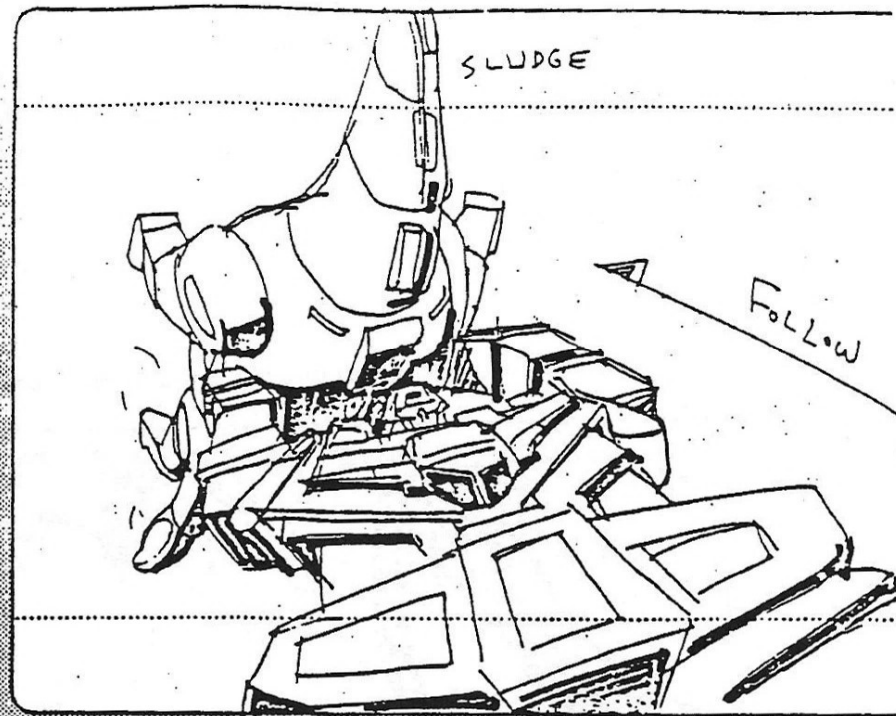
DIAL

MUSIC/SFX

**T FRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!  
CAMERA

SC. CONT.

REQ. 1 Page 67



ACTION

...AND LIPTS HIM HIGH INTO THE AIR...

DIAL

MUSIC/SFX

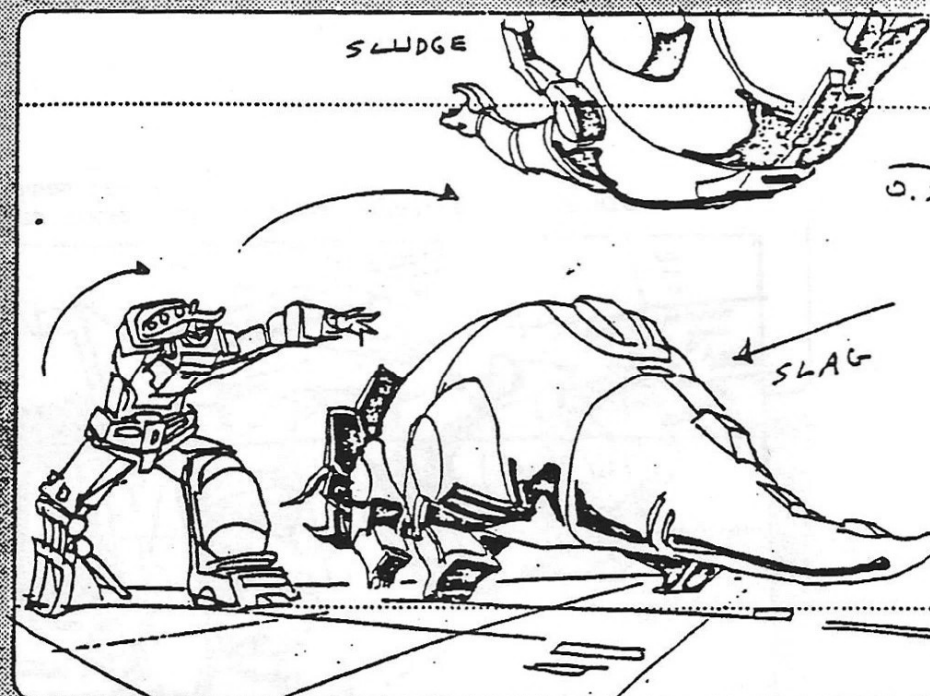
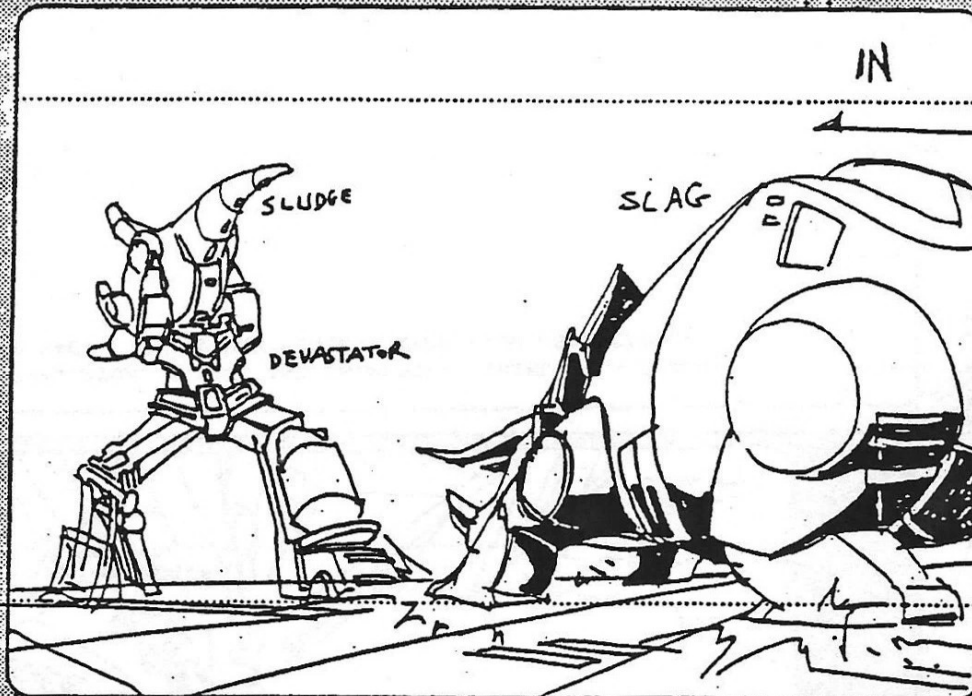
CAMERA

SC. 8-75

CAM. SHAKE

SC. CONT.

SEQ. 8 Page 65



ACTION L.S. DEVASTATOR, SLUDGE AND SLAG. DEVASTATOR HOLDS SLUDGE HIGH OVER HIS HEAD AS SLAG CHARGES INTO THE SCENE.

DIAL

MUSIC/SFX

CAMERA

ACTION DEVASTATOR THEN HURLS SLUDGE O.S. AS SLAG RACES FORWARD.

DIAL

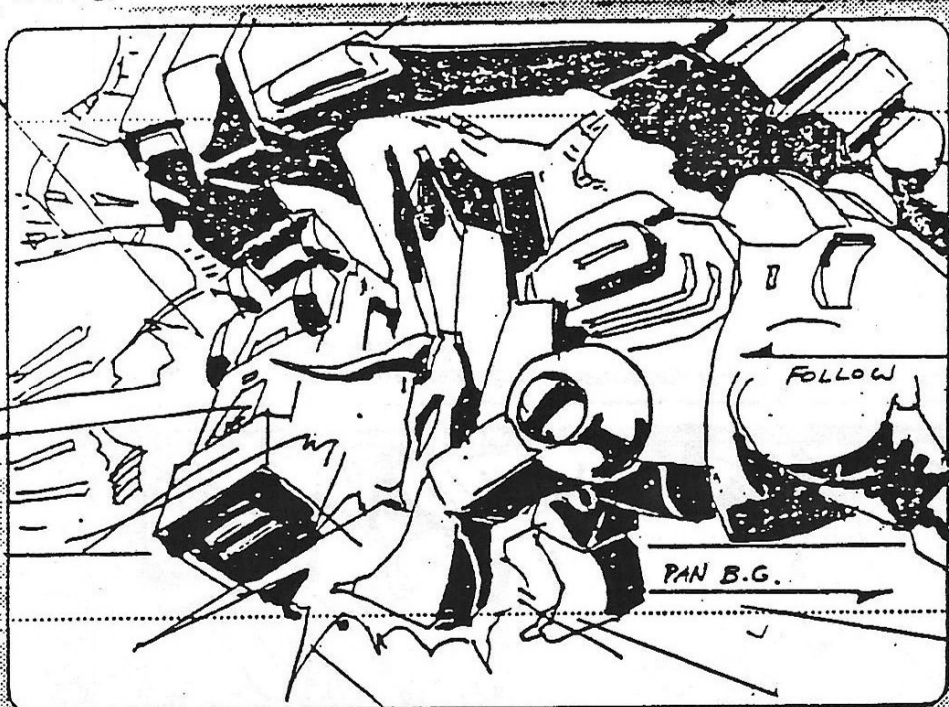
MUSIC/SFX

CAMERA

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-76

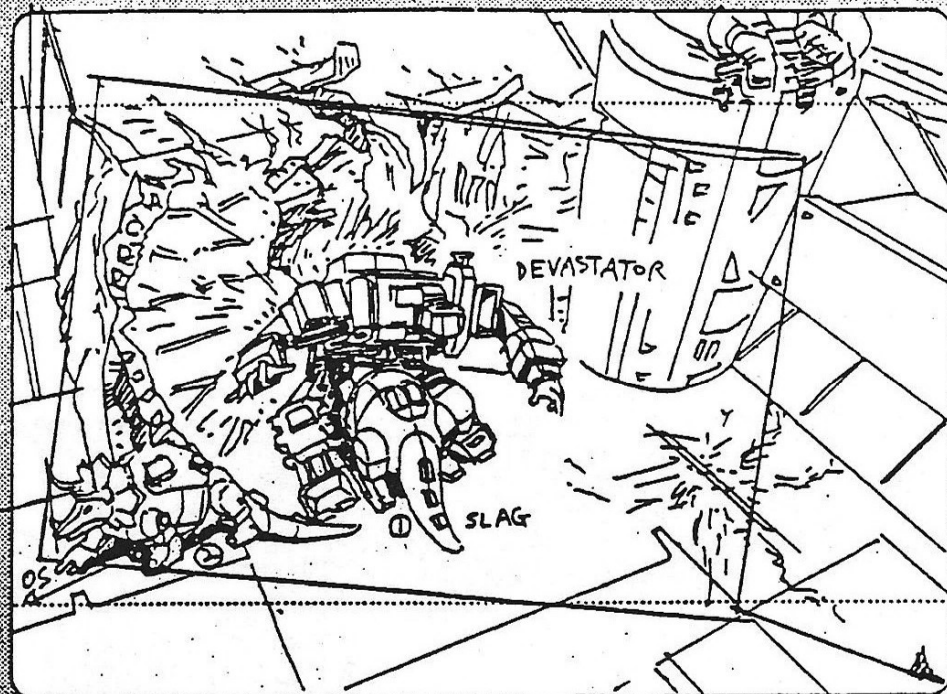
CAM. SHAKE



SC. 8-77

TRUCK-OUT SEQ. 8 Page

66



ACTION M.S. DEVASTATOR AND SLAG. WE FOLLOW SLAG AS HE RAMS INTO DEVASTATOR, KNOCKING HIM OFF OF HIS FEET.

DIAL

MUSIC/SFX

IFRAW

From Generation 1 to Beast Hunters and Beyond!!!!

ACTION L. DOWN SHOT DEVASTATOR AND SLAG. WE TRUCK OUT AS DEVASTATOR IS CARRIED BACK BY SLAG'S BLOW AND BOUNCES INTO A WALL OF AUTOBOT CITY.

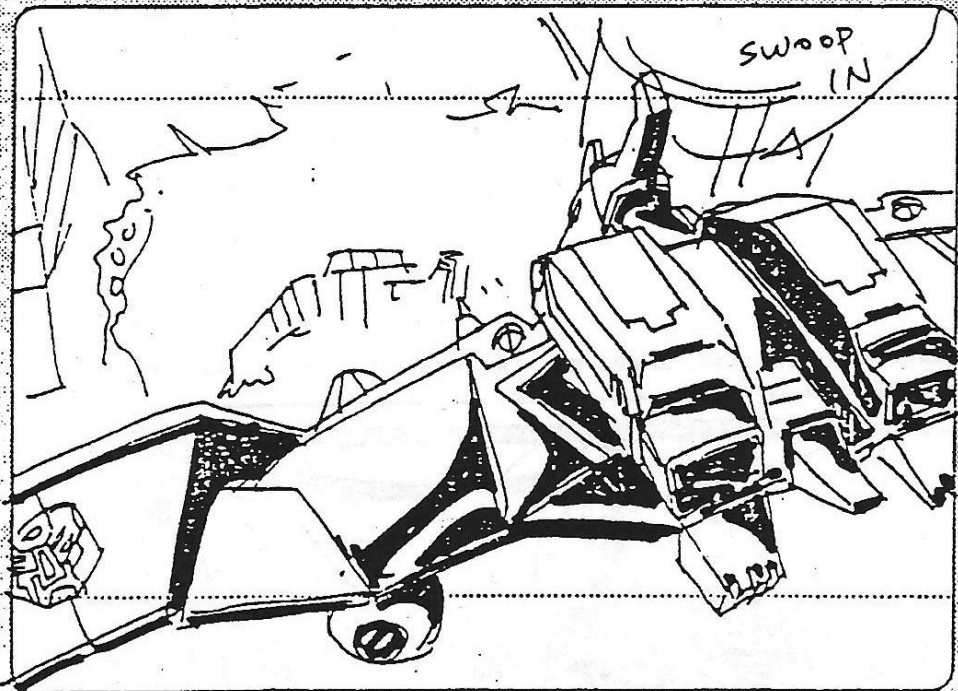
DIAL

MUSIC/SFX

CAMERA

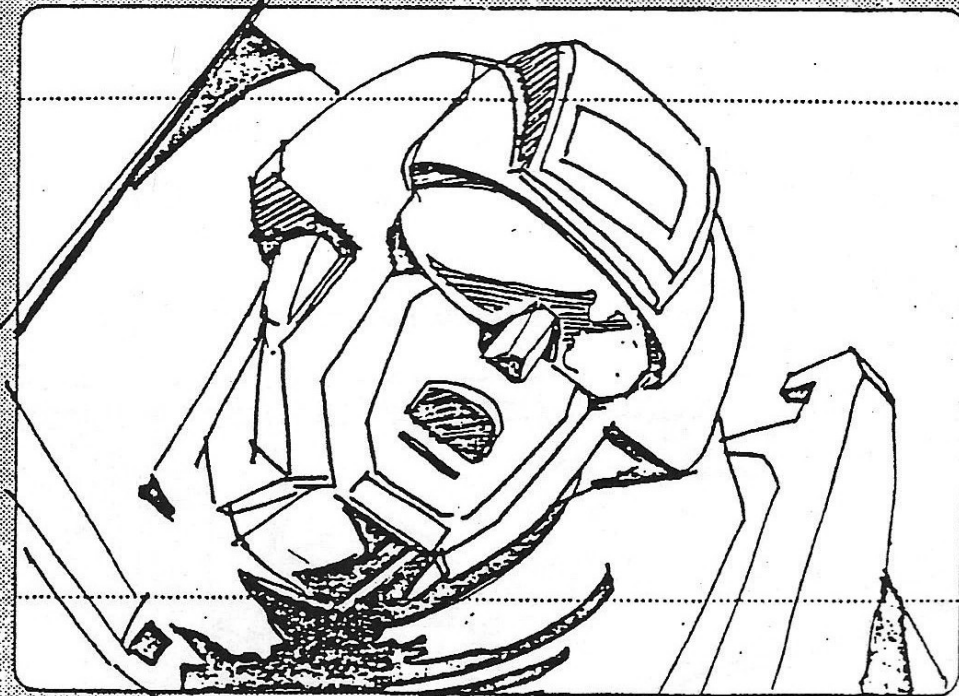


SC. CONT 8-77



SC. 8-78

SEQ. 8 Page 67



ACTION SWOOP THEN SWOOPS DOWN INTO SCENE HEADING DIRECTLY TOWARD DEVASTATOR.

DIAL

MUSIC/SFX

CAMERA

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

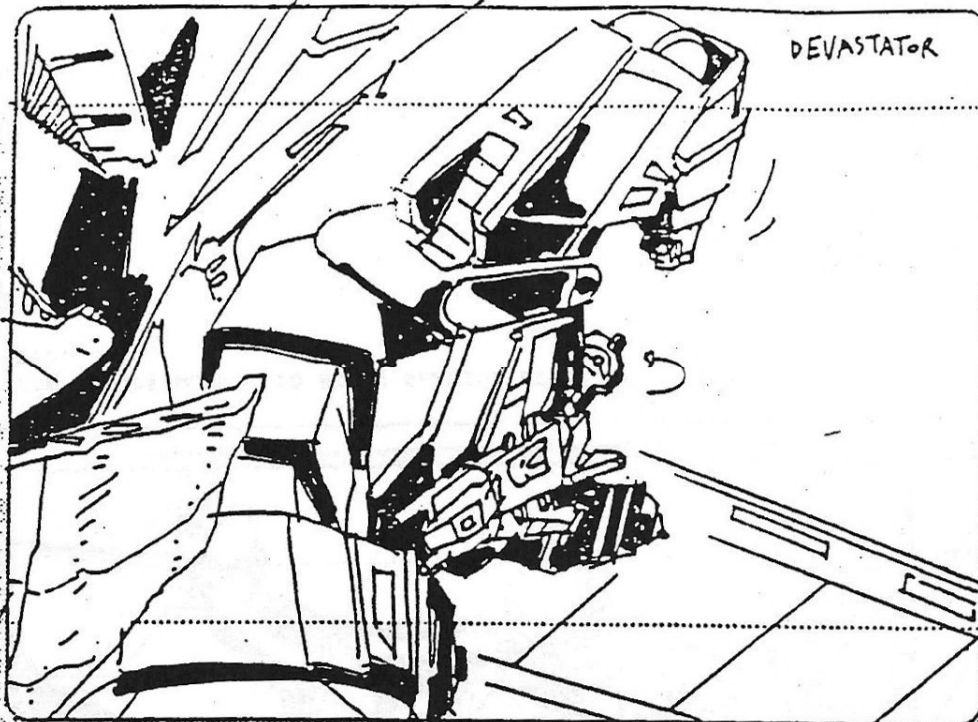
ACTION C.U. DEVASTATOR. HE LOOKS UP IN ALARM.

DIAL

MUSIC/SFX

CAMERA

SC. 2-17



ACTION UP SHOT DEVASTATOR. HE TURNS, CLENCHES HIS FIST AND...

DIAL

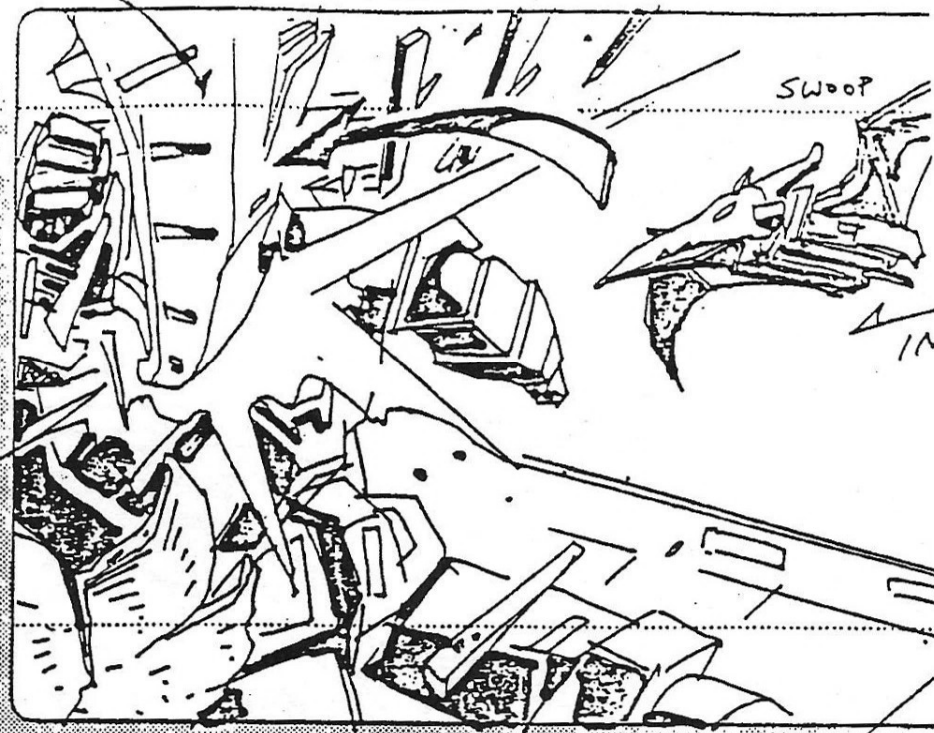
MUSIC/SFX

IFRAW

From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT.

SEC. 1



ACTION

...SMASHES INTO THE WALL OF THE CITY. AS SWOOP ENTERS THE SCENE

DIAL

MUSIC/SFX

SC. CONT B-79



ACTION ...A PIECE OF THE CITY STRUCTURE FALLS DOWN AND HITS SWOOP, KNOCKING HIM DOWN.

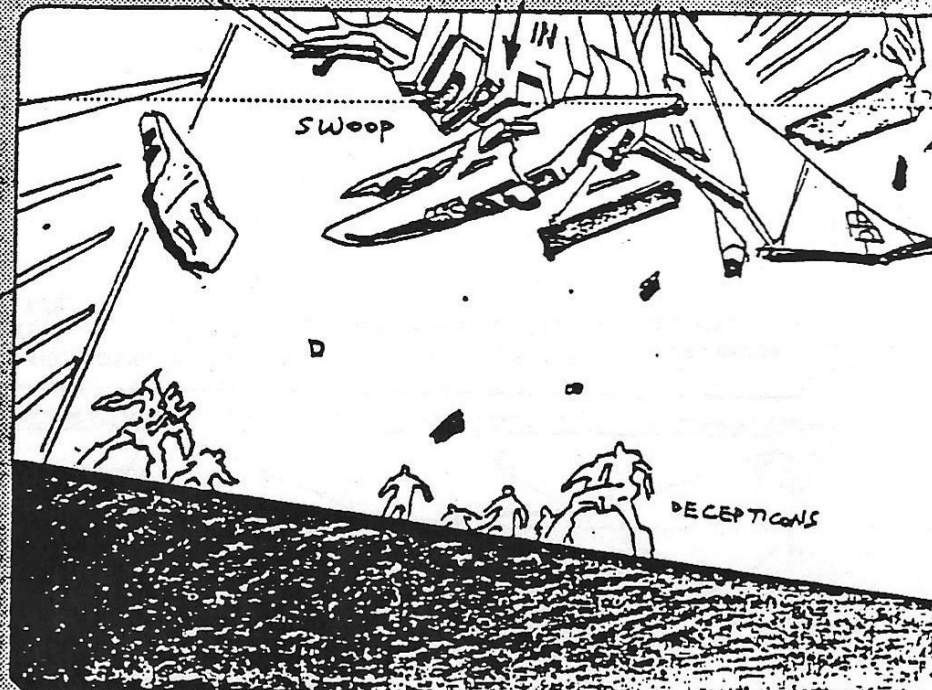
DIAL

MUSIC/SFX

CAMERA

SC. B-80

SEQ. 8 Page 69



ACTION L.S. SWOOP PLUNGES TOWARD THE GROUND...

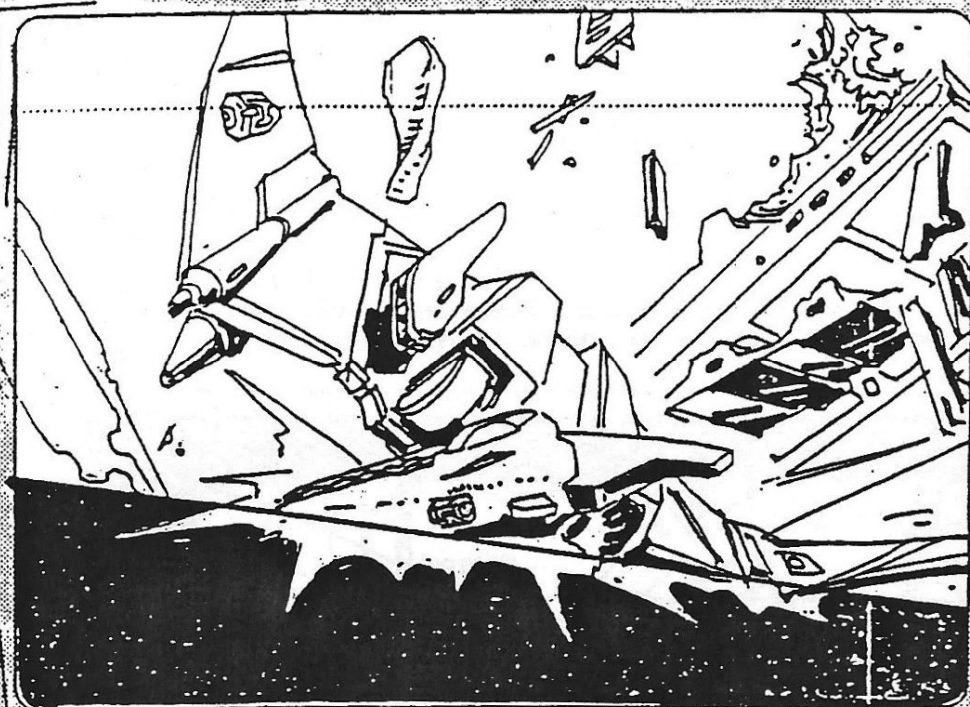
DIAL

MUSIC/SFX

CAMERA

SC. 8-80

CAM. SHAKE



ACTION ...SWOOP SMASHES, WITH GREAT FORCE, INTO THE GROUND.

DIAL

MUSIC/SFX



SC. 8-81

SEQ. 8 Page

70



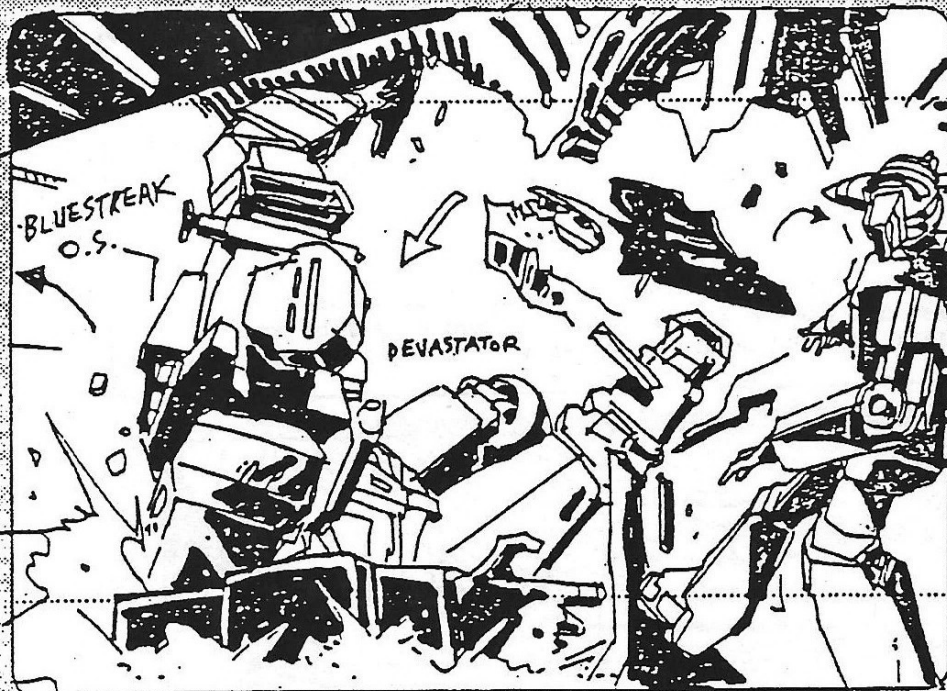
ACTION M.L.S. BLUESTREAK, WHEELJACK, AND DEVASTATOR. BLUESTREAK AND WHEELJACK MOVE BACK AS DEVASTATOR CRASHES THROUGH THE CRUMBLING WALL.

DIAL

MUSIC/SFX



SC. CONT. 8-81



ACTION ...AND FALLS TO THE GROUND. BLUESTREAK AND WHEELJACK ARE KNOCKED BACK O.S. BY THE IMPACT.

DIAL

MUSIC/SFX

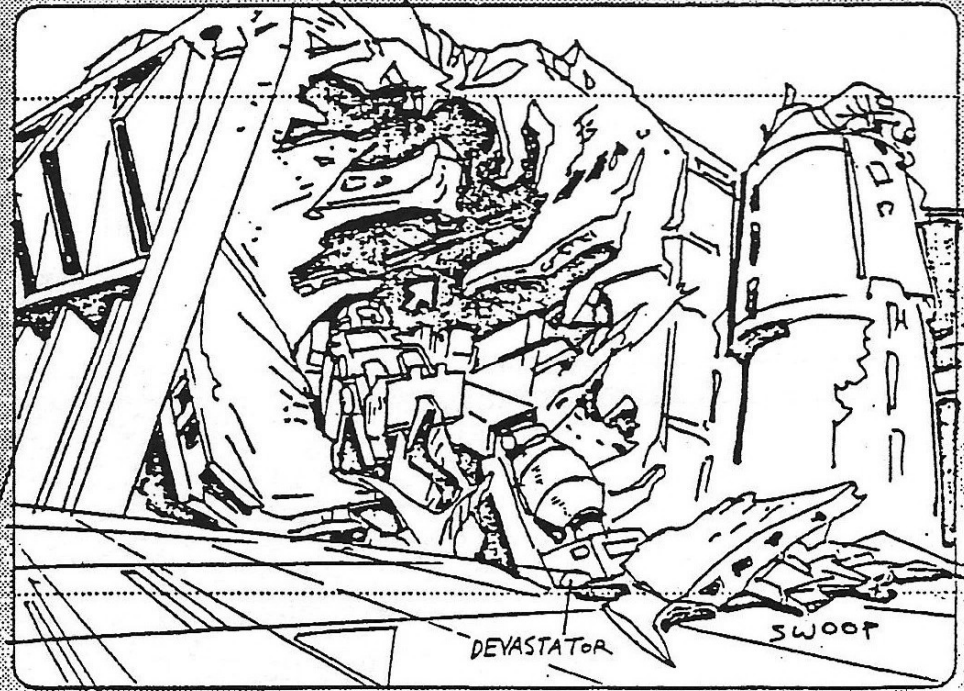
CAMERA



SC. 8-82 TRUCK-OUT

REQ. 8 Page

71



ACTION L.S. THE DESTROYED WALL OF AUTOBOT CITY. DEVASTATOR STARTS RISING BACK UP. SWOOP LIES MOTIONLESS ON THE GROUND.

DIAL

MUSIC/SFX

CAMERA

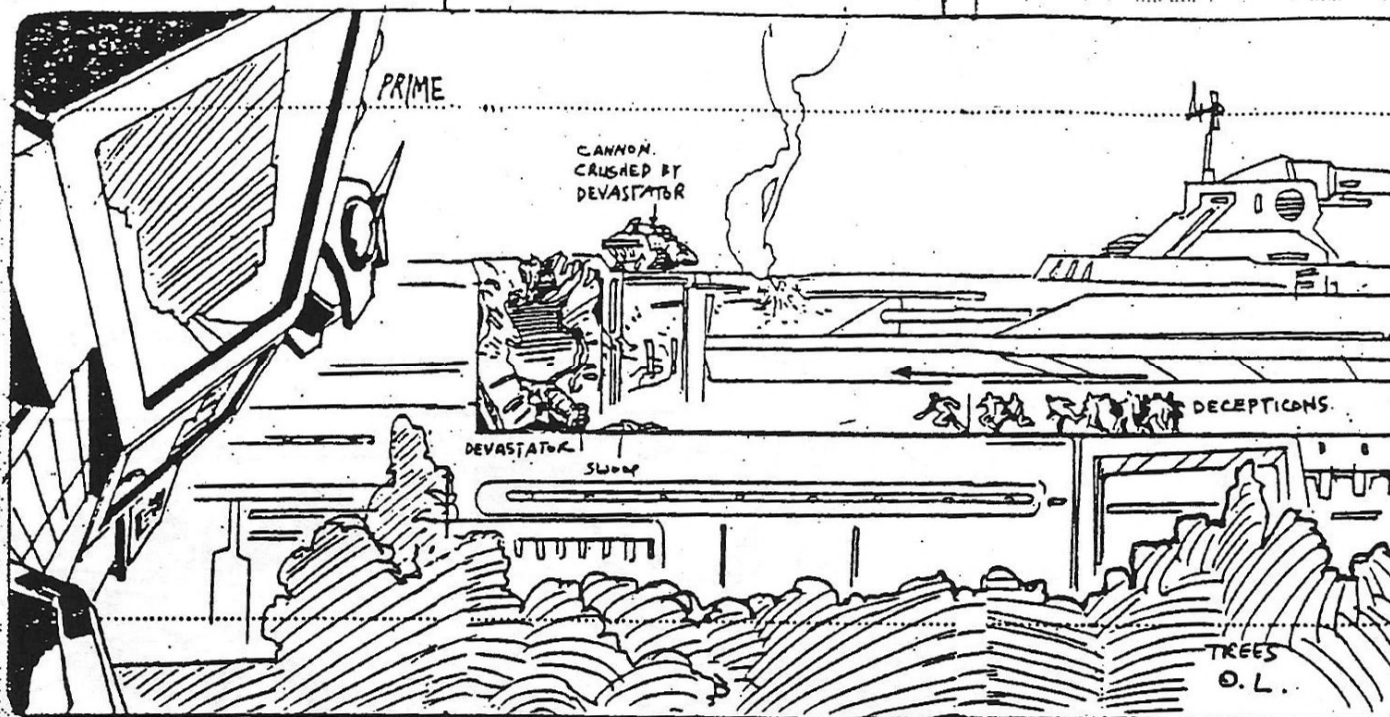
SC. 0-00

STOP

1PM ←

START

SEQ. 5 Page 12



ACTION

X.L.S. WE PAN WITH A GROUP OF DECEPTICONS AS THEY RACE ALONG THE FORTIFIED WALL OF AUTOBOT CITY TOWARD THE BREACH IN THE WALL WHICH DEVASTATOR CREATED. PRIME, IN THE FOREGROUND, LOOKS ON.

DIAL

PRIME

Megatron...

MUSIC/SFX

ACTION

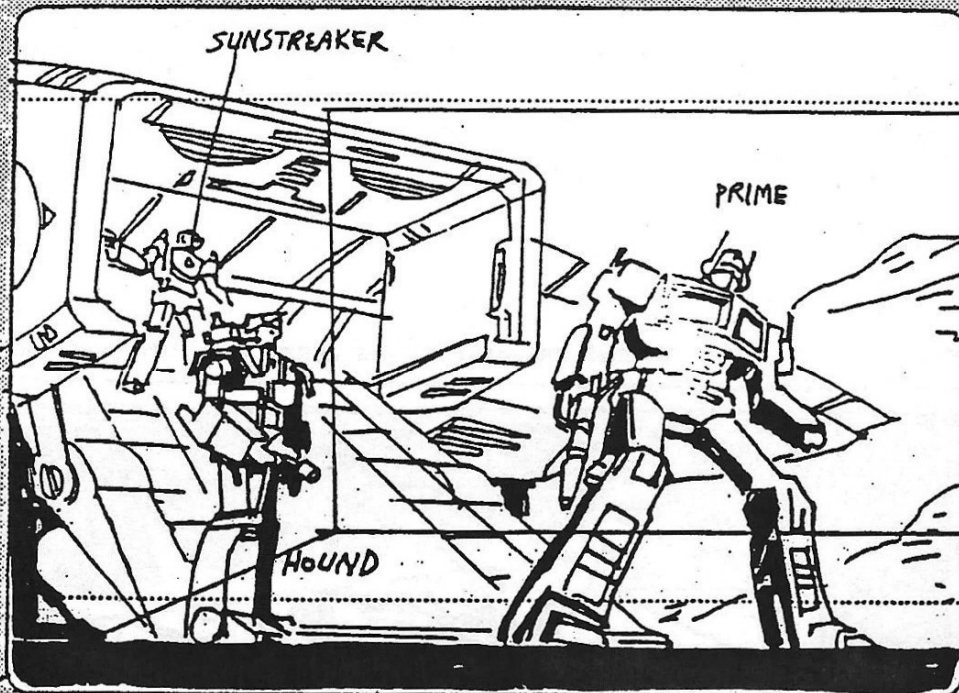
DIAL

MUSIC/SFX

FROM GENERATION 1 TO BEAST HUNTERS AND BEYOND!!!!

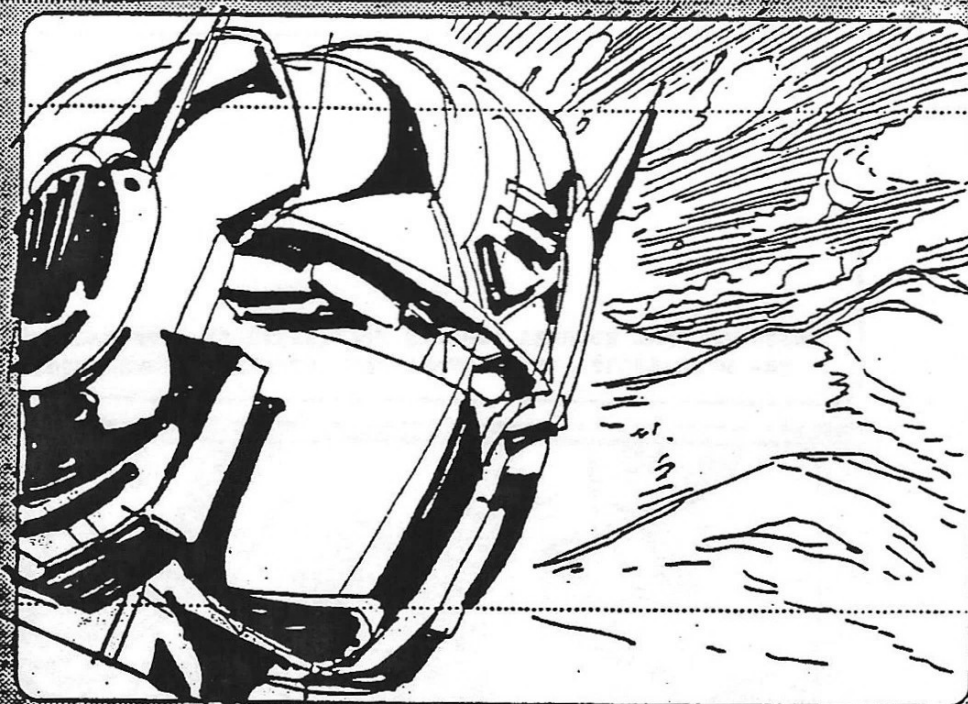
SC. 8-84

TRUCK - IN



SC. 8-85

SEQ. 8 Page 73



ACTION M.L.S. SUNSTREAKER, HOUND, AND PRIME. PRIME STANDS READY. SUNSTREAKER AND HOUND MOVES OUT OF THE SHUTTLE. WE TRUCK ON A M.S. OF PRIME.

DIAL PRIME (CONT) must be stopped (PAUSE)

MUSIC/SFX

CAMERA



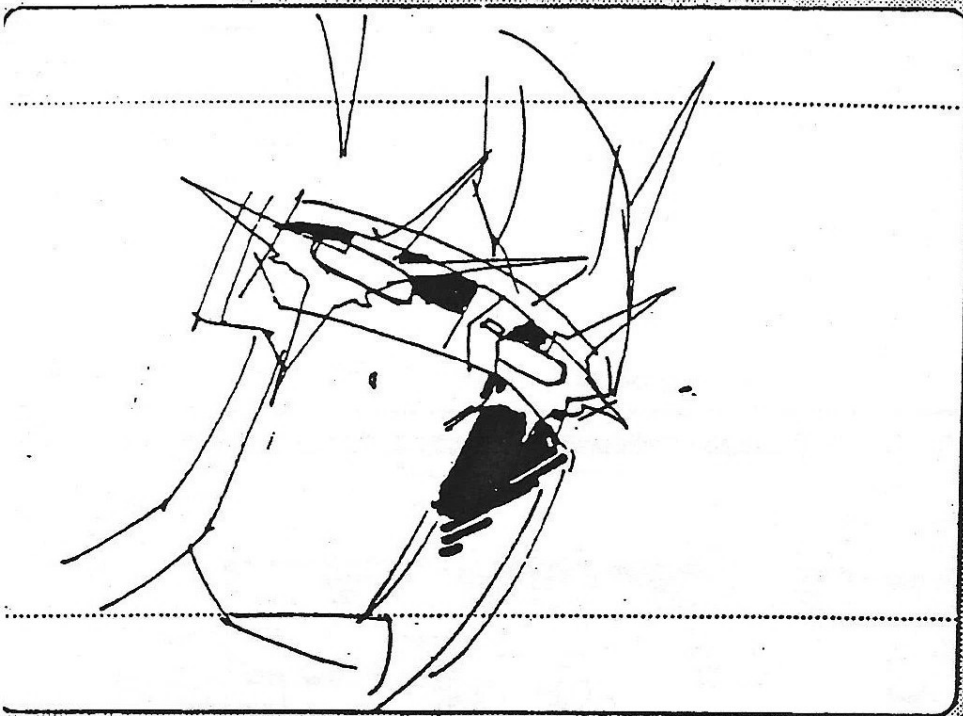
ACTION X.C.U. PRIME. HE SURVEYS THE SITUATION...

DIAL PRIME (CONT) no matter the cost!

MUSIC/SFX

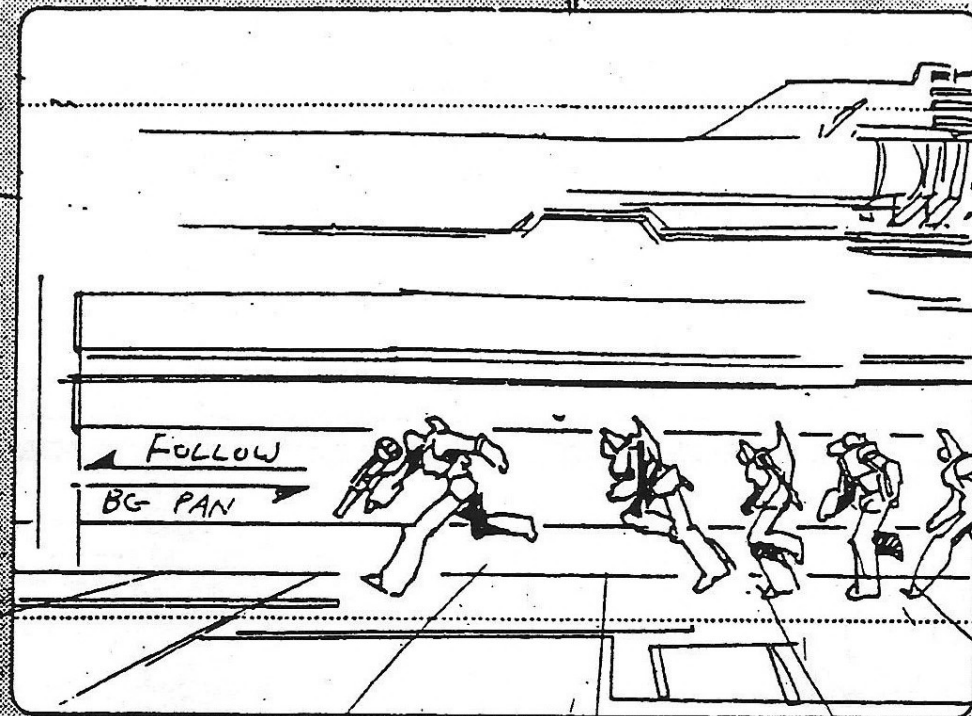
CAMERA

SC. CONT 8-85



SC. 8-86

SEQ. 8 Page 74



ON ...HIS EYES BEGIN TO GLOW WITH THE COLOR OF THE MATRIX.

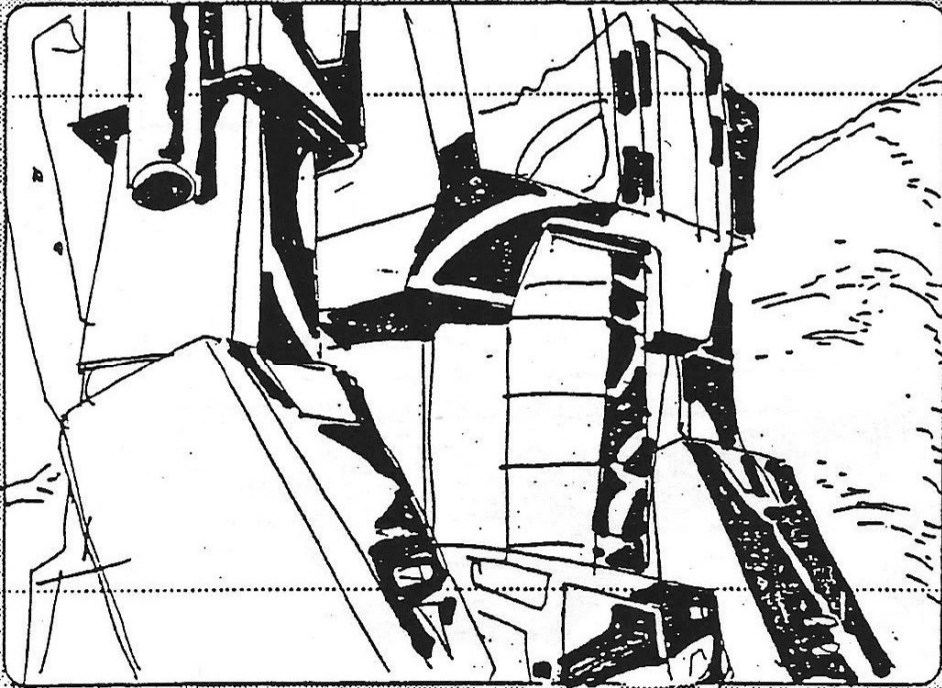
ACTION X.L.S. THE GROUP OF DECEPTICONS CONTINUE RACING ON.

DIAL

MUSIC/SFX

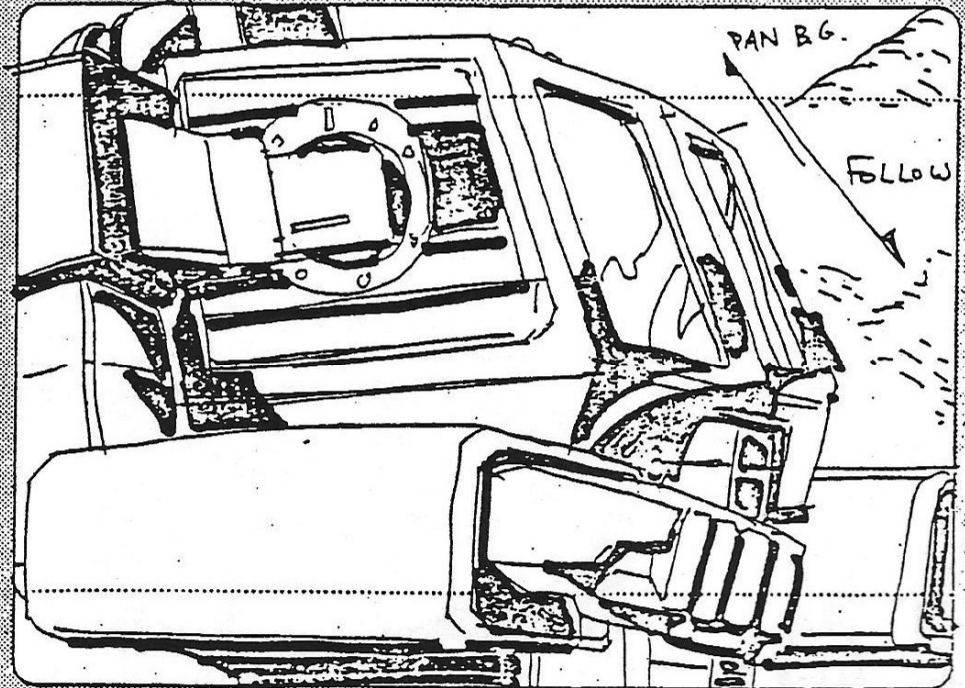


SC. 8-87



SC. CONT.

SEQ. 8 Page 75



ACTION

M.C.U. PRIME'S CHEST. WE PAN DOWN AS...

DIAL

MUSIC/SFX

CAMERA

ACTION

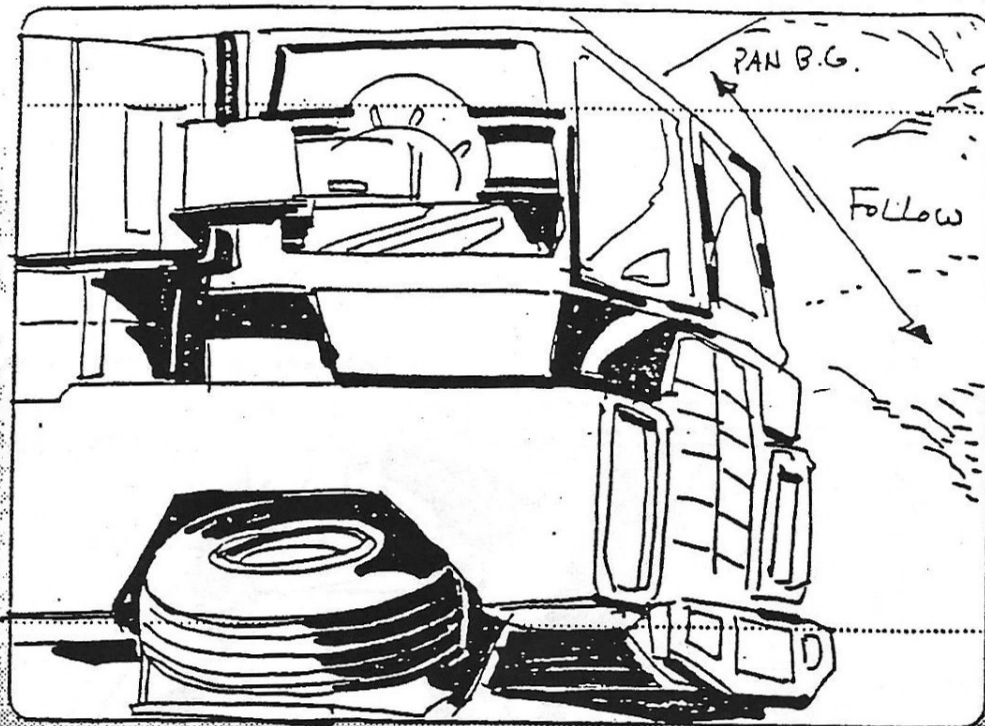
...PRIME TRANSFORMS...

DIAL

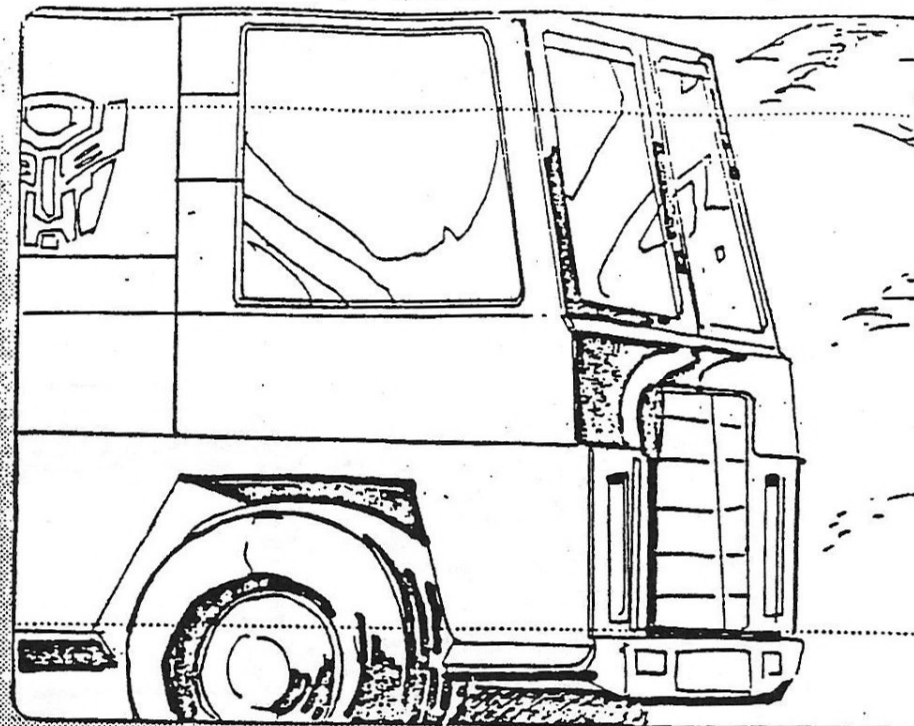
MUSIC/SFX

CAMERA

SC. CONT. C-01



SC. CONT.



ACTION ...INTO HIS TRUCK MODE..

DIAL

MUSIC/SFX

ACTION ...STARTS UP AND...

DIAL

MUSIC/SFX

RAW  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-88

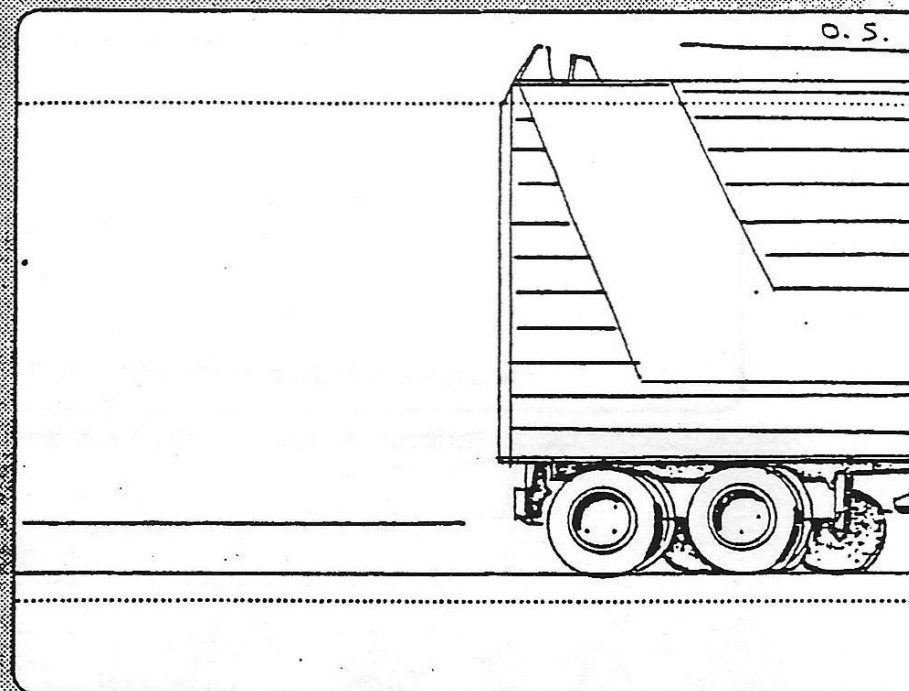
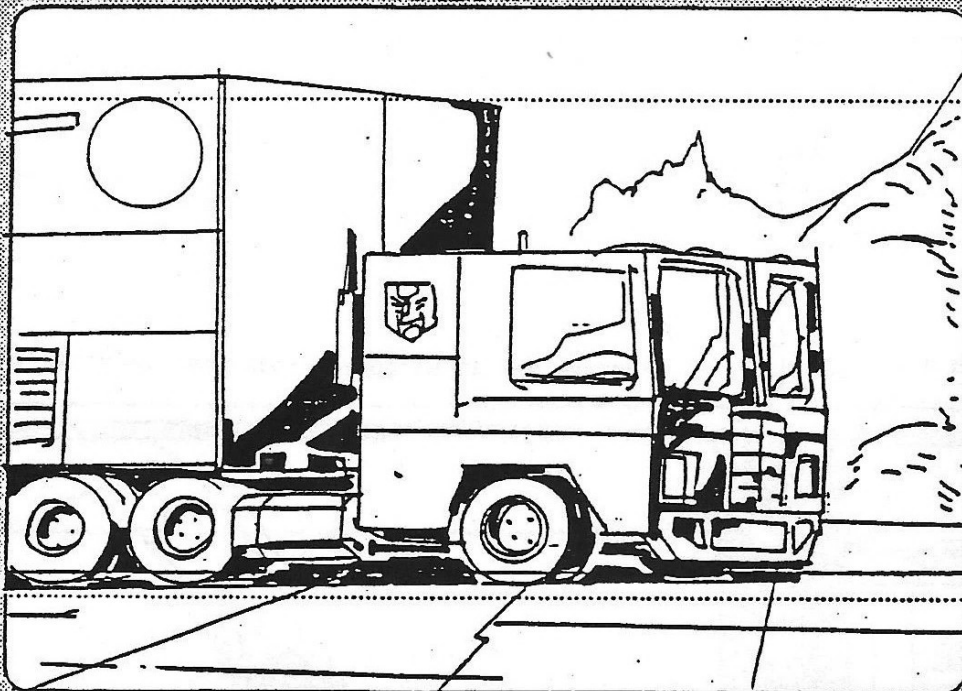
TRUCK-OUT

SC. CONT.

SEQ. 8

Page

77



ACTION ...WE TRUCK OUT AS HE ROLLS...

DIAL

MUSIC/SFX

CAMERA

ACTION ...FORWARD AND O.S.

DIAL

MUSIC/SFX

CAMERA

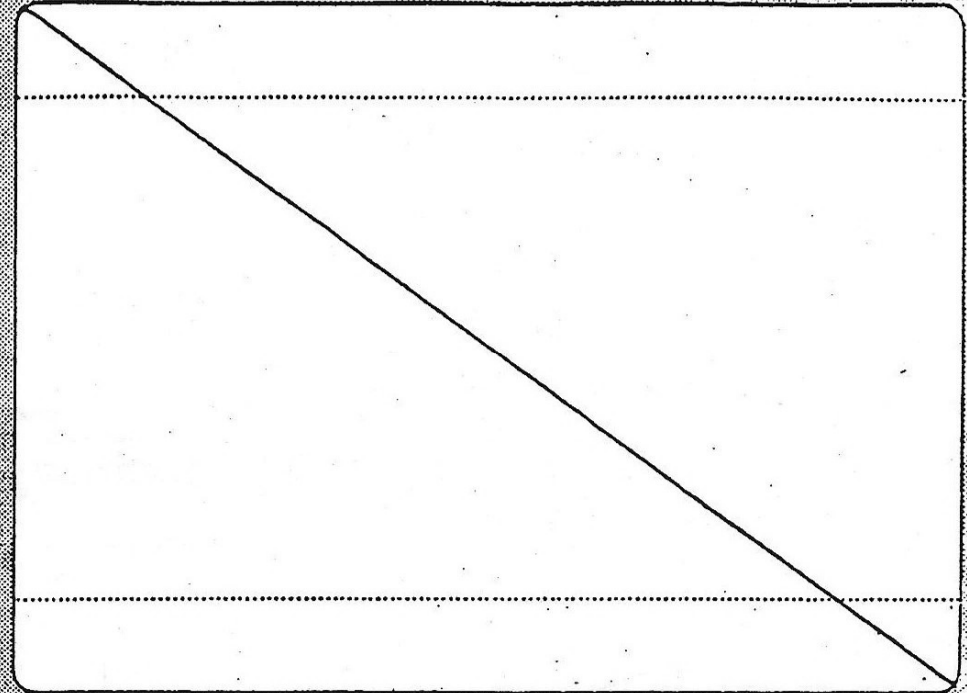
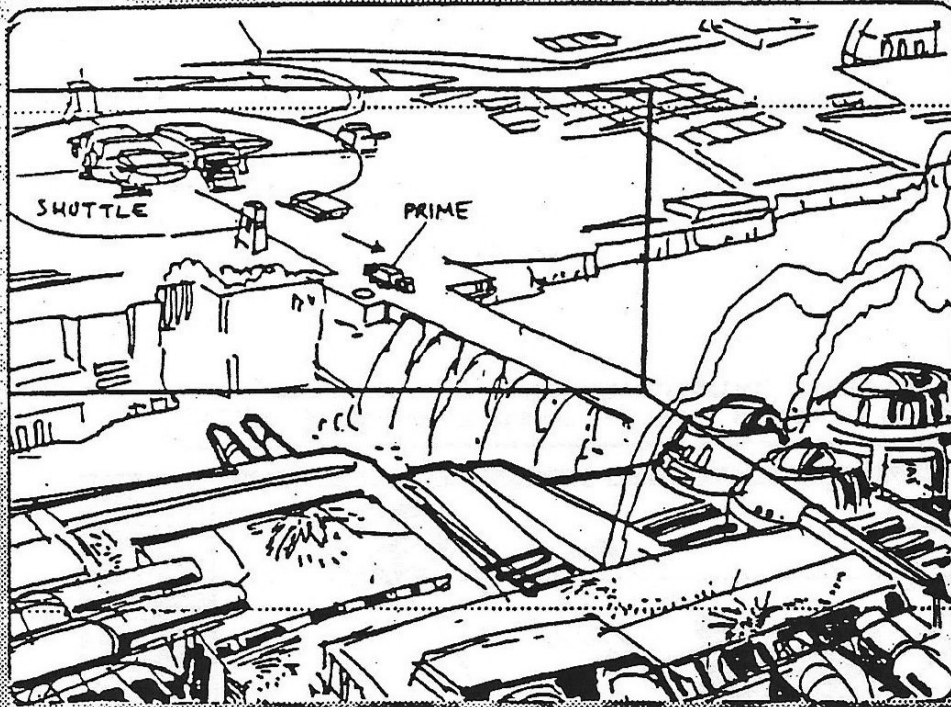
SC. 8-89

TRUCK OUT

SC.

SEQ. 8 Page

78



ACTION X.L.S. PRIME (IN TRUCK MODE) SPEEDS AWAY FROM THE AUTOBOT SHUTTLE, ACROSS THE TOP OF THE DAM. WE TRUCK BACK TO INCLUDE A SECTION OF AUTOBOT CITY.

DIAL

ACTION

DIAL

MUSIC/SFX

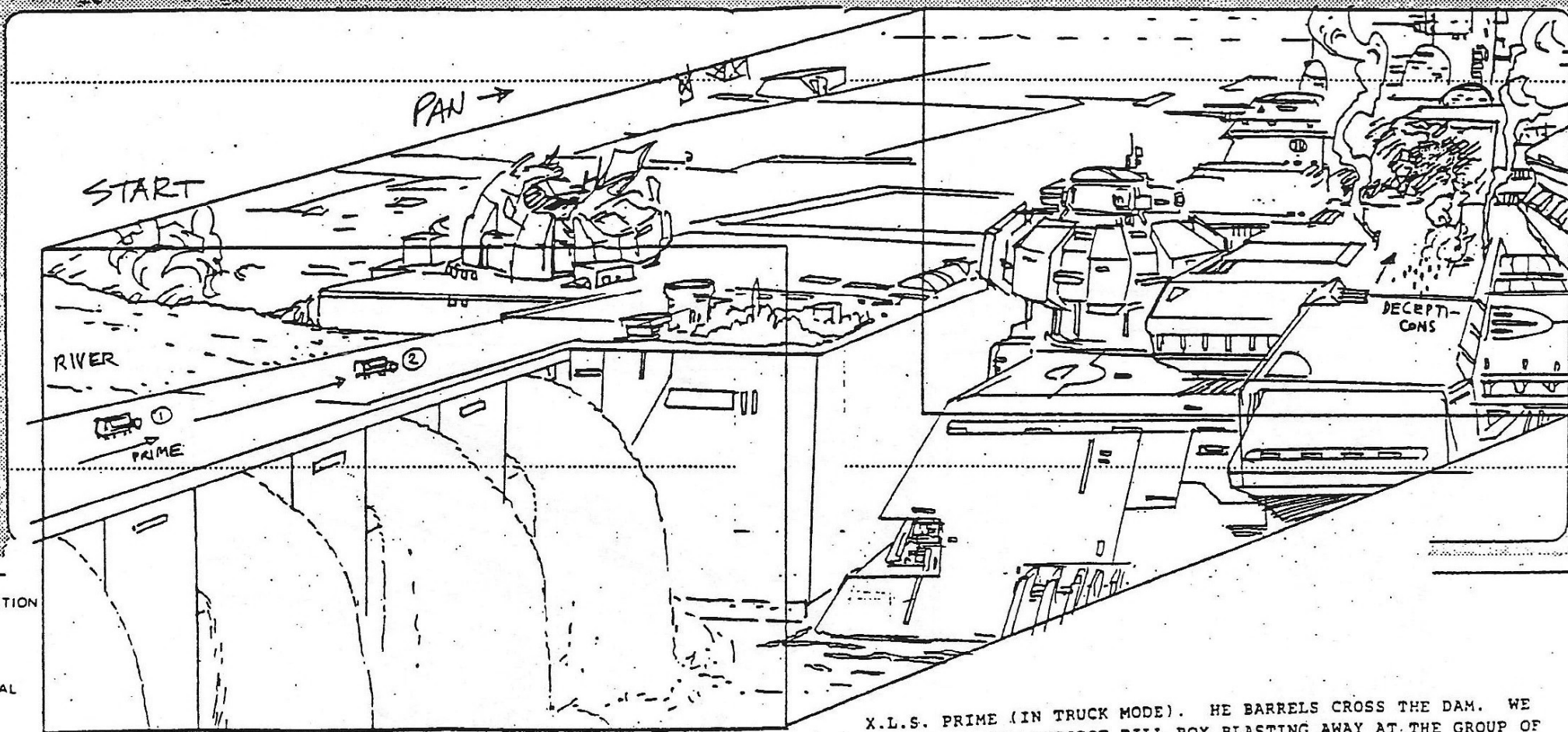
MUSIC/SFX





SC. 8-90

STOP SEQ. 8 Page 79



X.L.S. PRIME (IN TRUCK MODE). HE BARRELS CROSS THE DAM. WE PAN TO SEE THE AUTOBOT PILL BOX BLASTING AWAY AT THE GROUP OF DECEPTICONS.

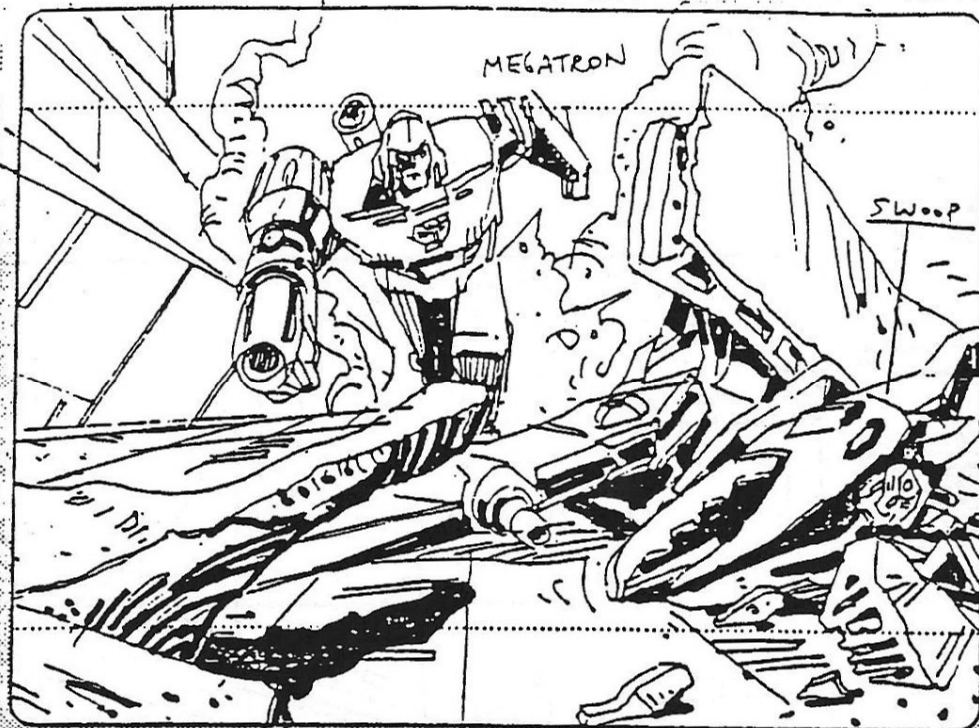
ACTION

DIAL

MUSIC/SFX

CAMERA

SC. 2-71



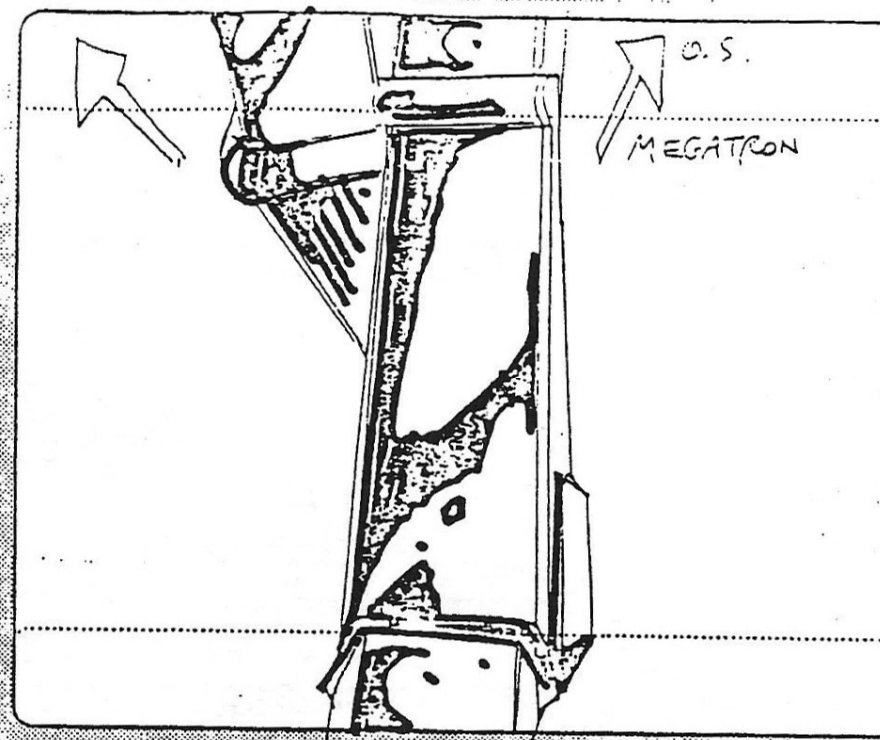
ACTION M.L.S. MEGATRON RUNS PAST THE DESTROYED SWOOP...

DIAL

MUSIC/SFX

SC. 2-72

REV. 1 Date 2



ACTION ...AND ON OUT OF SHOT.

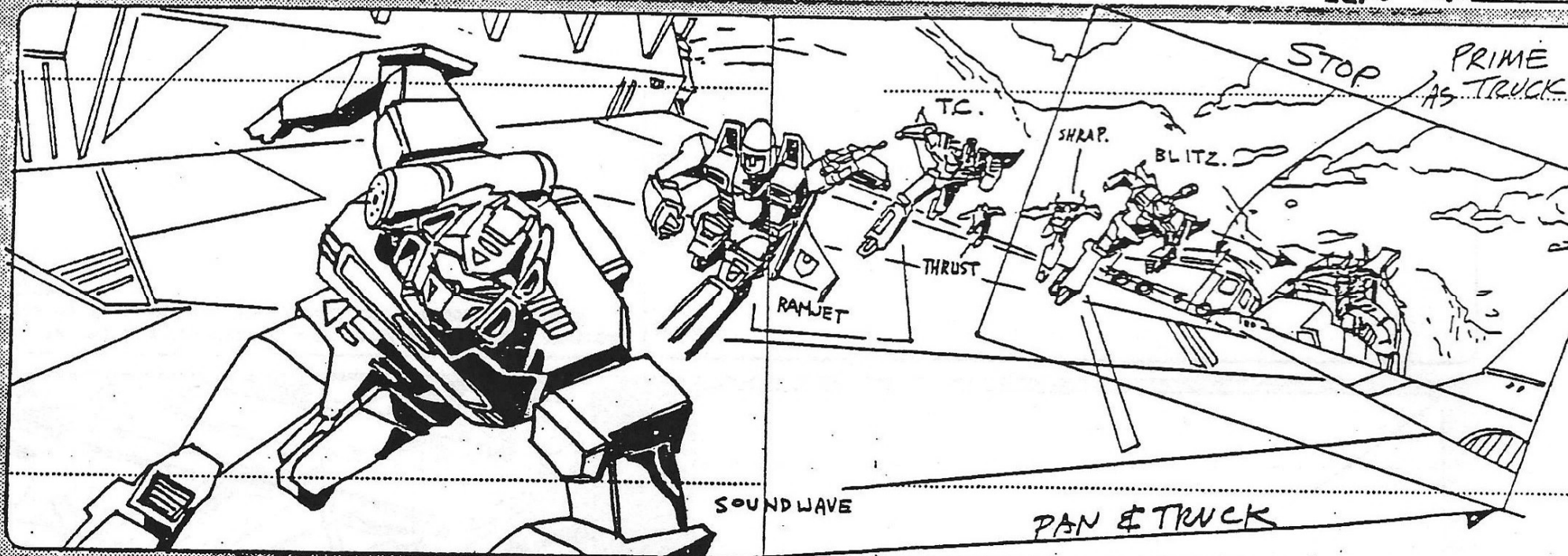
DIAL

MUSIC/SFX

SC. 8-92 -START

SC.

EQ. 8 -Page 81



ACTION M.S. SOUNDWAVE RUSHES FORWARD. WE PAN TO SEE RAMJET, THRUST, THUNDERCRACKER, SHRAPNEL, BLITZWING, RACING AFTER HIM...

DIAL

MUSIC/SFX

CAMERA

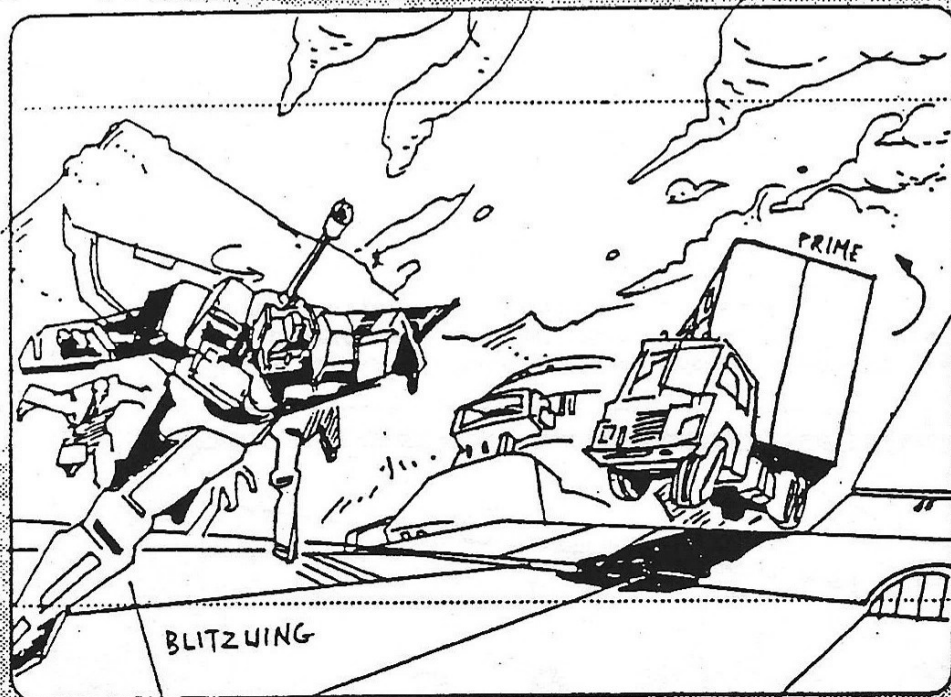
ACTION ...PRIME SPEEDS IN BEHIND THEM.

DIAL

MUSIC/SFX

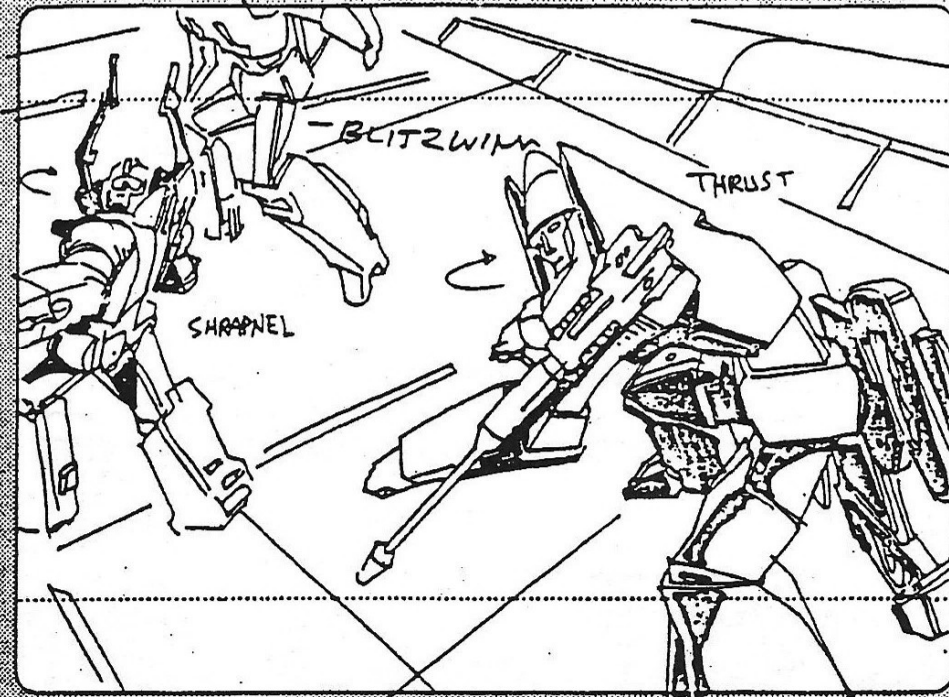
CAMERA

SC. 8-92



SC. 8-93

SEQ. 8 Page 82



ACTION: M.L.S. BLITZWING, THRUST, SHRAPNEL AND PRIME (IN TRUCK MODE). BLITZWING GLANCES BACK TO SEE, OUT OF THE CORNER OF HIS EYE, PRIME, TURNING AND HEADING DIRECTLY FOR THEM.

DIAL

MUSIC/SFX

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

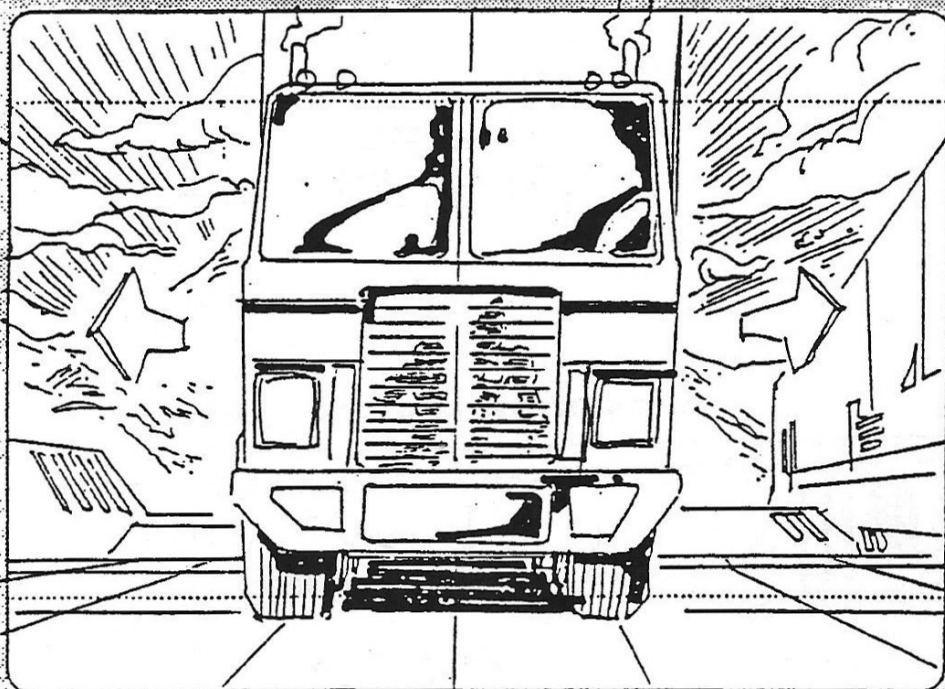
ACTION: M.L.S. SHRAPNEL, BLITZWING, THRUST. THEY HALT IN THEIR TRACKS AND LOOK BACK.

DIAL

MUSIC/SFX

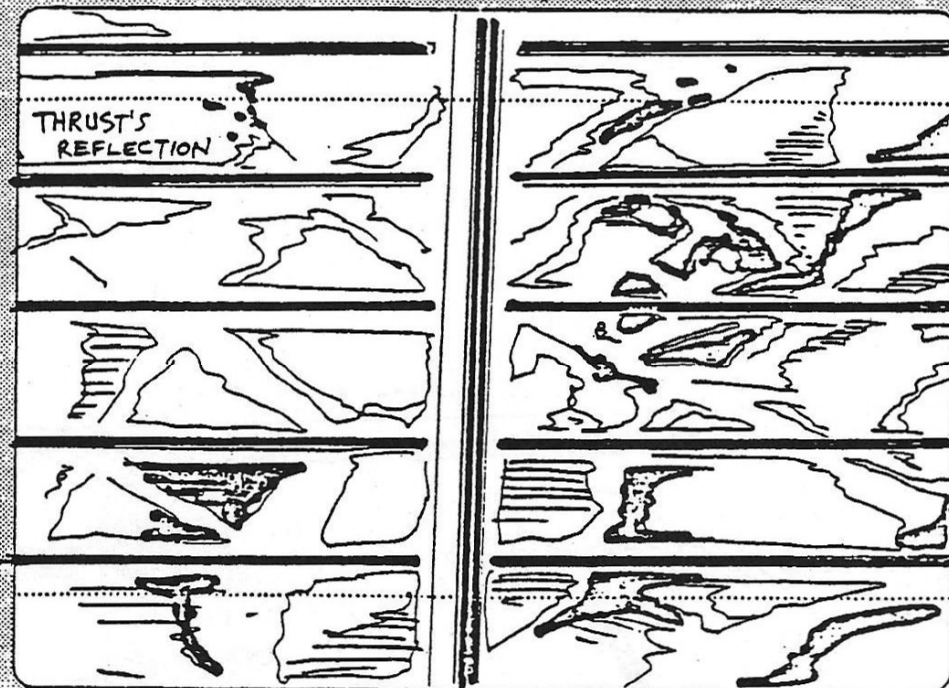


SC. 8-94



SC. CONT.

SEQ. 8 Page 83



ACTION P.O.V. PRIME. HURLS TOWARD THE O.S. DECEPTICONS...

DIAL

MUS./C/SFX

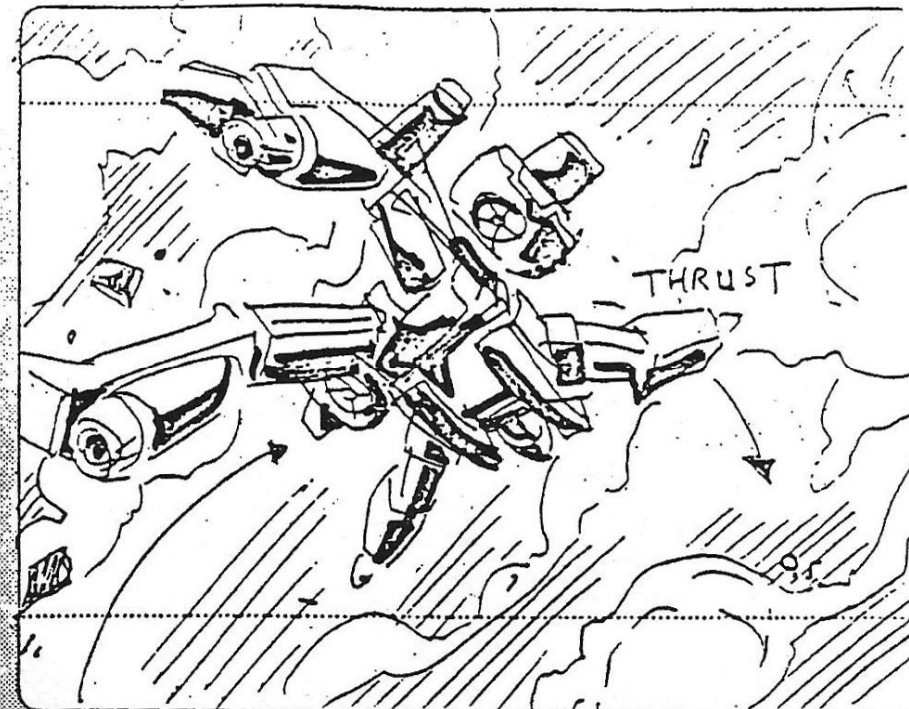
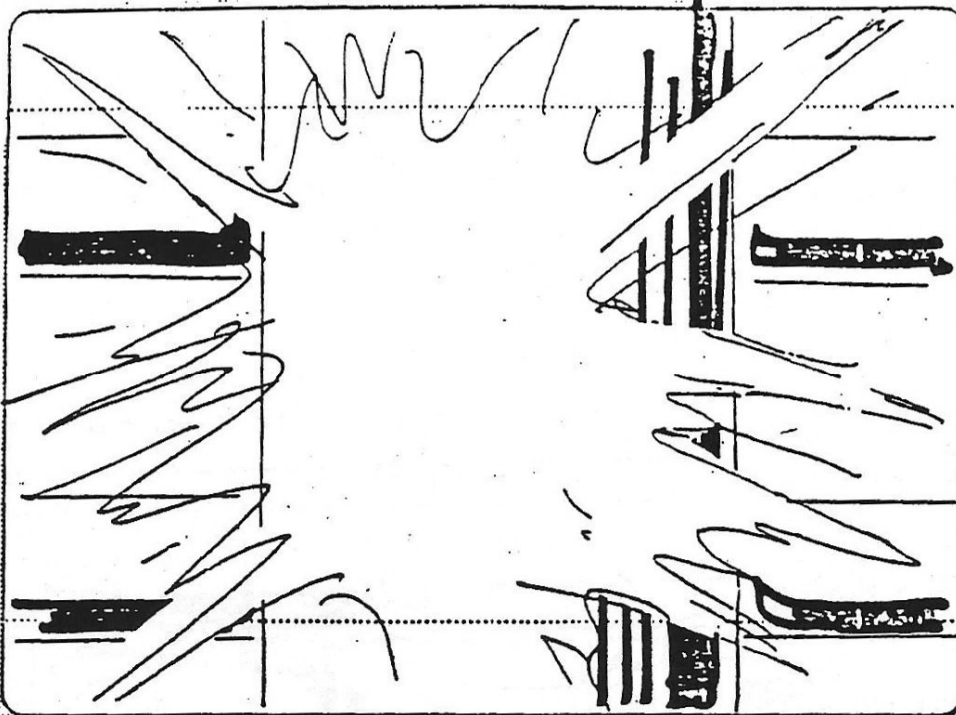
CAMERA  
TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...WE CAN SEE THRUST'S REFLECTION ON PRIME'S SHINEY CHROME GRILL.

DIAL

MUSIC/SFX

CAMERA



ACTION ...UNTIL PRIME CRASHES INTO HIM.

DIAL

MUSIC/SFX

WHAM!!!

From Generation 1 to Beast Hunters and Beyond!!!

ACTION M.L.S. THRUST. HE IS THROWN UP AND O.S. BY THE IMPACT.

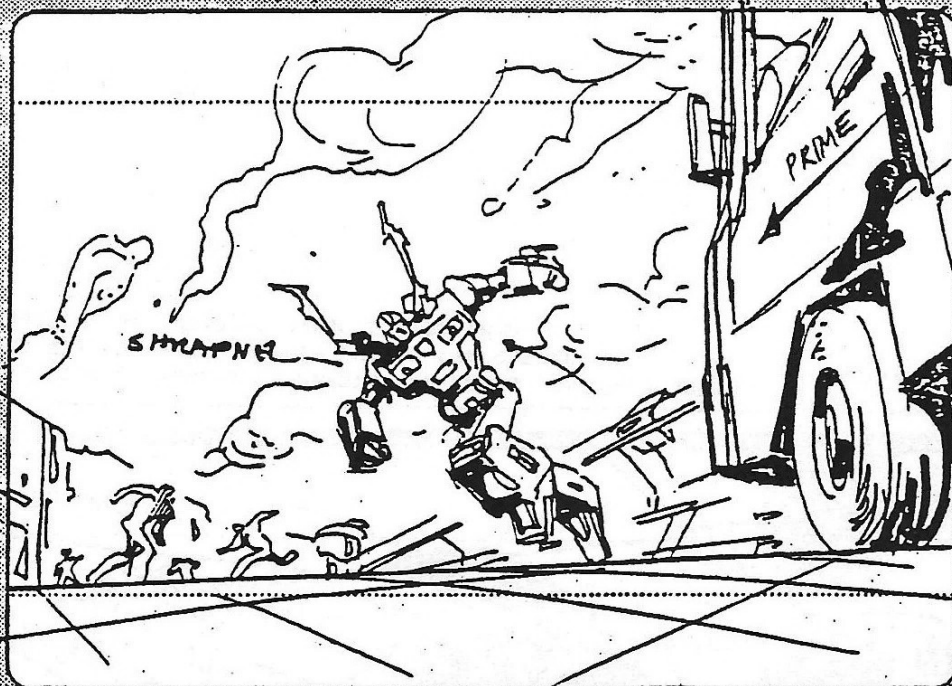
DIAL

MUSIC/SFX

SC. 8-96

SC. CONT.

Page 85

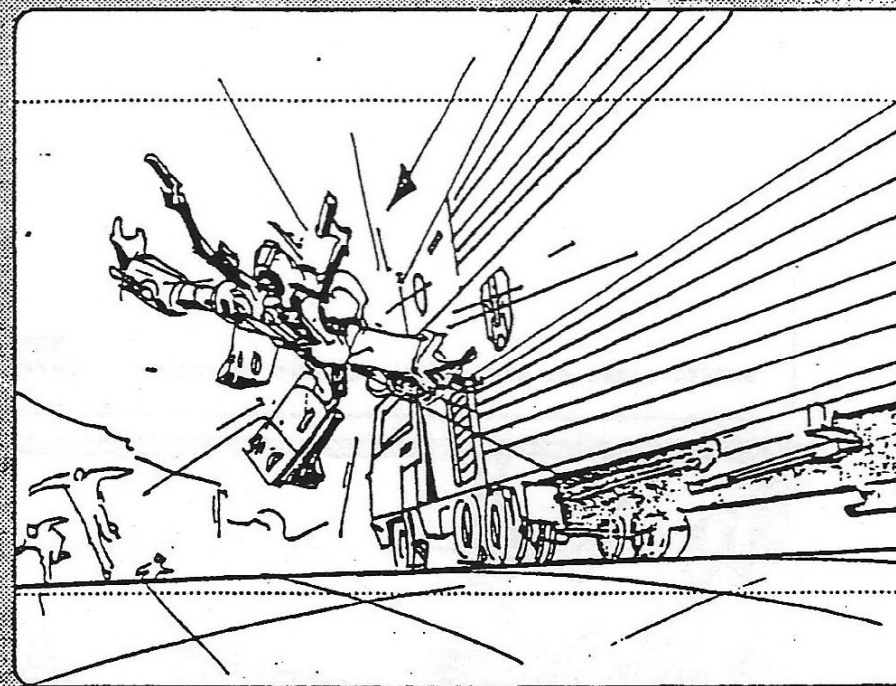


ACTION L.S. SHRAPNEL, PRIME, AND IN THE FAR DISTANCE, THE GROUP OF DECEPTICONS. SHRAPNEL TRIES TO DODGE OUT OF THE WAY OF PRIME WHO CONTINUES ON HIS RELENTLESS CHARGE...

DIAL

MUSIC/SFX

CAMERA



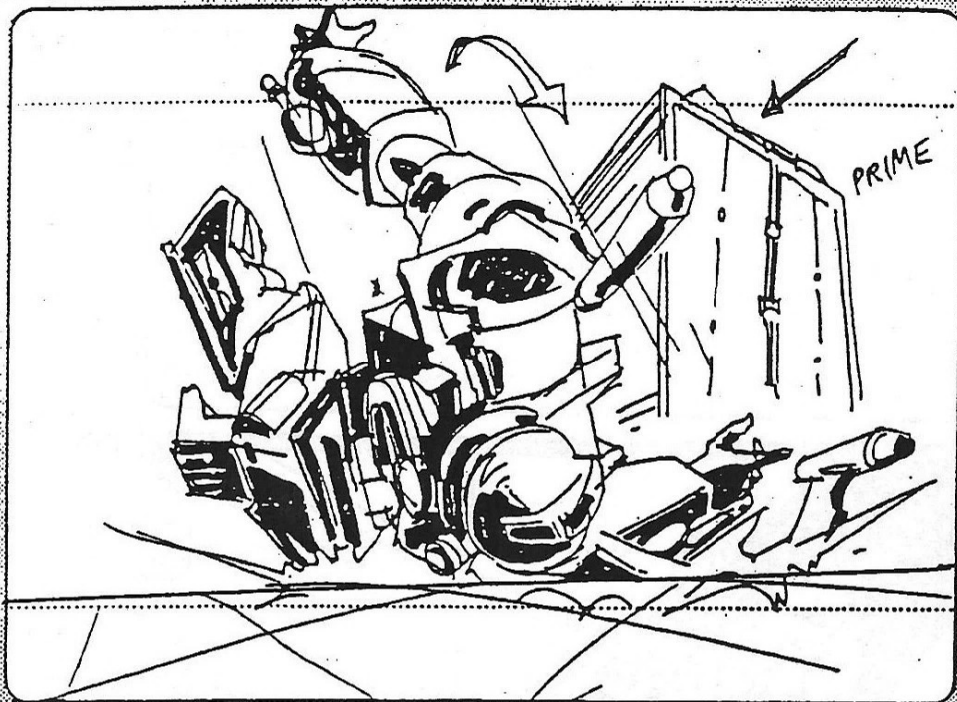
ACTION ...CLIPPING SHRAPNEL, SENDING HIM FLYING.

DIAL

MUSIC/SFX

CAMERA

SC. CONT. 8-96



ACTION ...AND SMASHING TO THE GROUND.

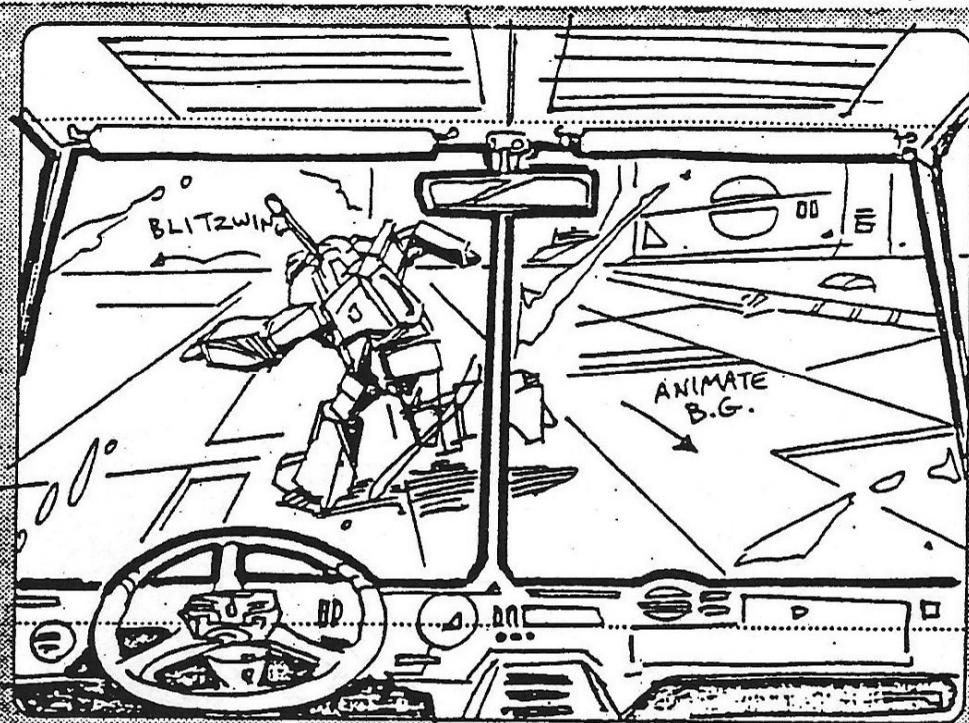
DIAL

MUSIC/SFX



SC. 8-97

SEQ. 8 Page 86



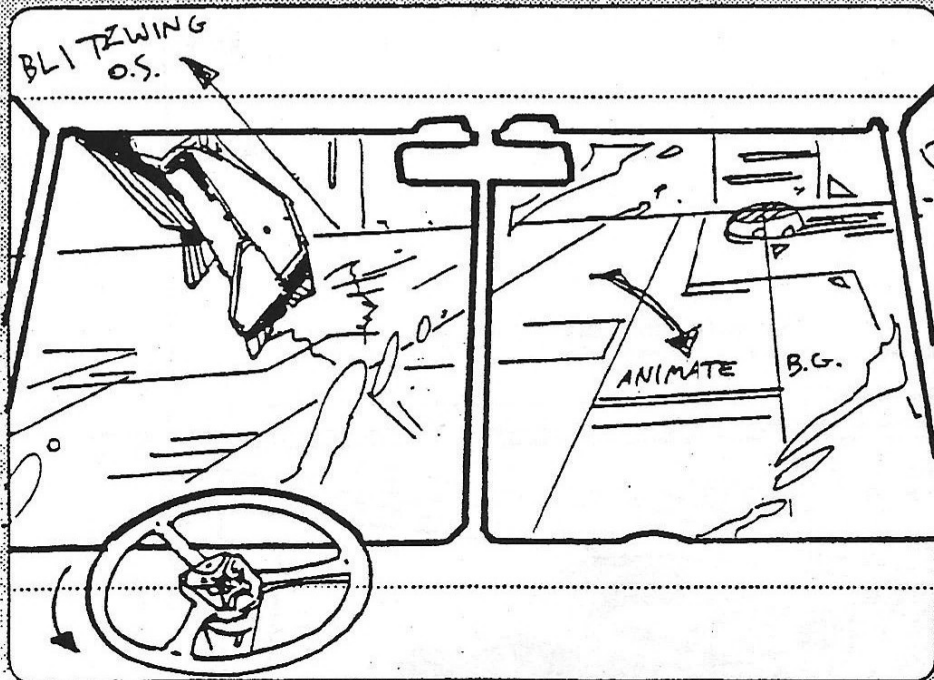
ACTION P.O.V. FROM INSIDE PRIME'S CAB. WE RACE FORWARD WITH PRIME AS HE CLOSES IN ON BLITZWING.

DIAL

MUSIC/SFX



SC. CONT.



ACTION ...WHO LEAPS INTO THE AIR AVOIDING IMPACT WITH PRIME. PRIME TURNS TO HIT HIM, BUT MISSES.

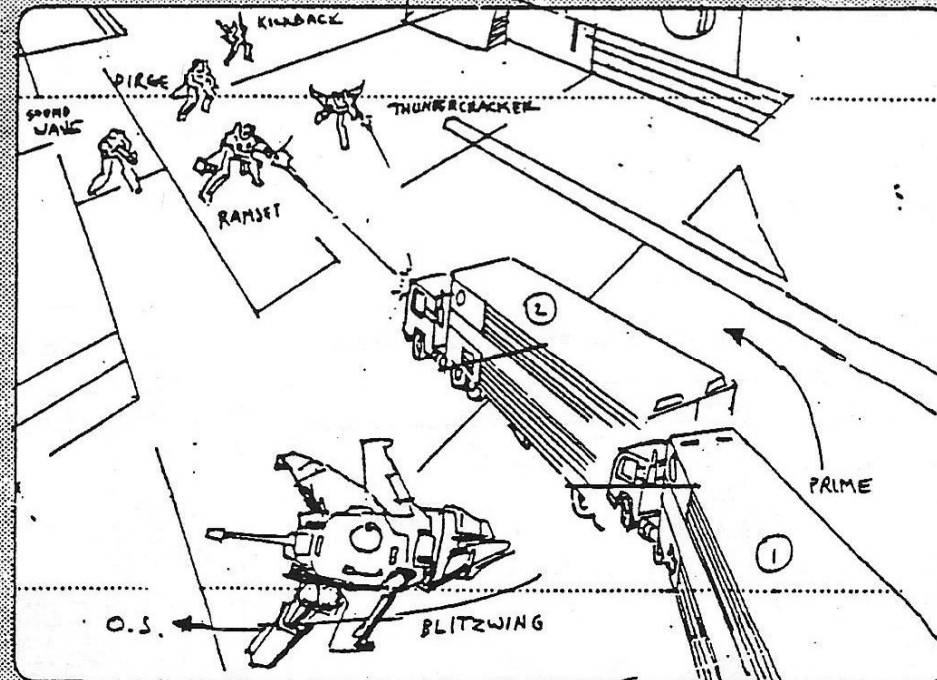
DIAL

MUSIC/SFX

CAMERA

SC. 8-98

SEQ. 8 Page 87



ACTION L. DOWN SHOT. PRIME, BLITZWING, AND THE GROUP OF DECEPTICONS. THE DECEPTICONS STOP, TURN AND FIRE ON PRIME WHO RUSHES THEM. BLITZWING FLIES O.S. ABOVE.

DIAL

MUSIC/SFX

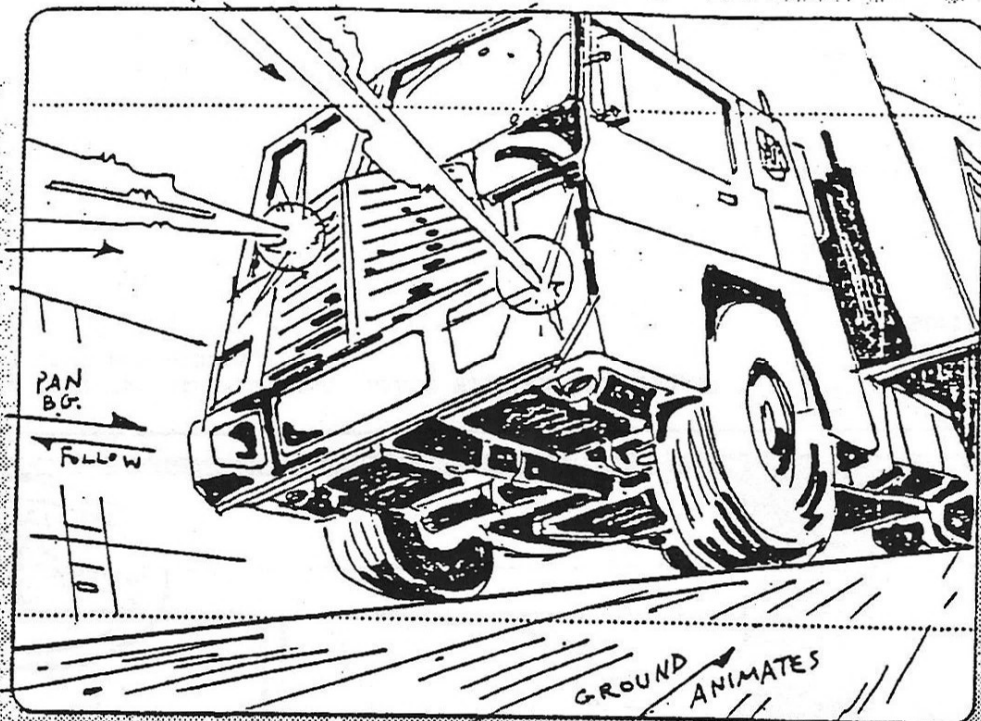
CAMERA

CAMERA

TFRAW

From Generation 1 to Beast Hunters and Beyond!!!!

SC. 0-11



ACTION

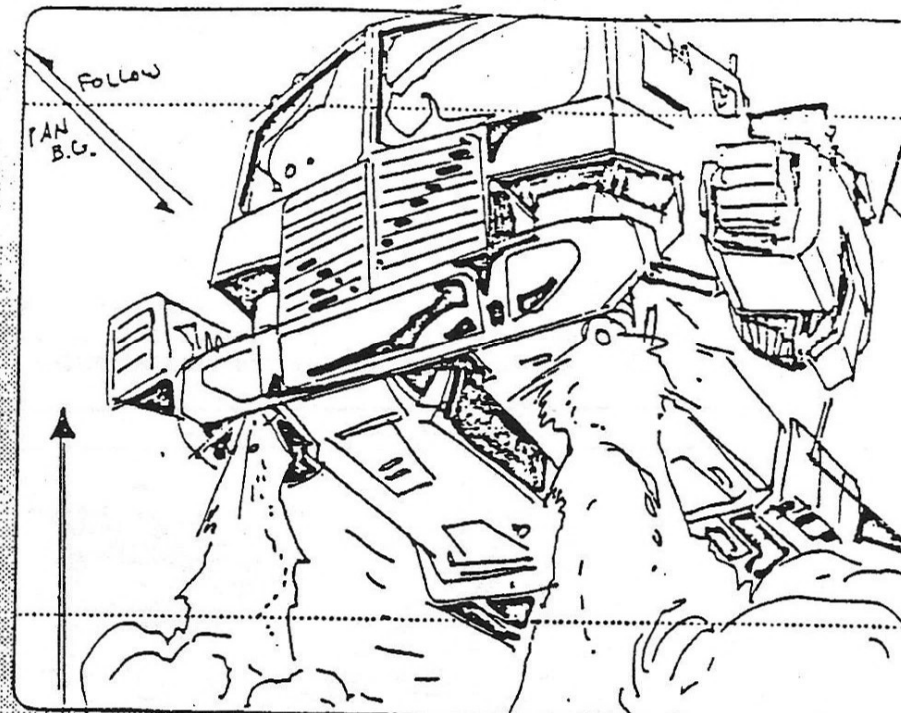
M.C.U. PRIME. WE MOVE ALONG WITH HIM AS HE CHARGES THE O.S. DECEPTICONS. HE TAKES MANY HITS AS HE...

DIAL

MUSIC/SFX

SC CONT.

Seq. Page 50



ACTION

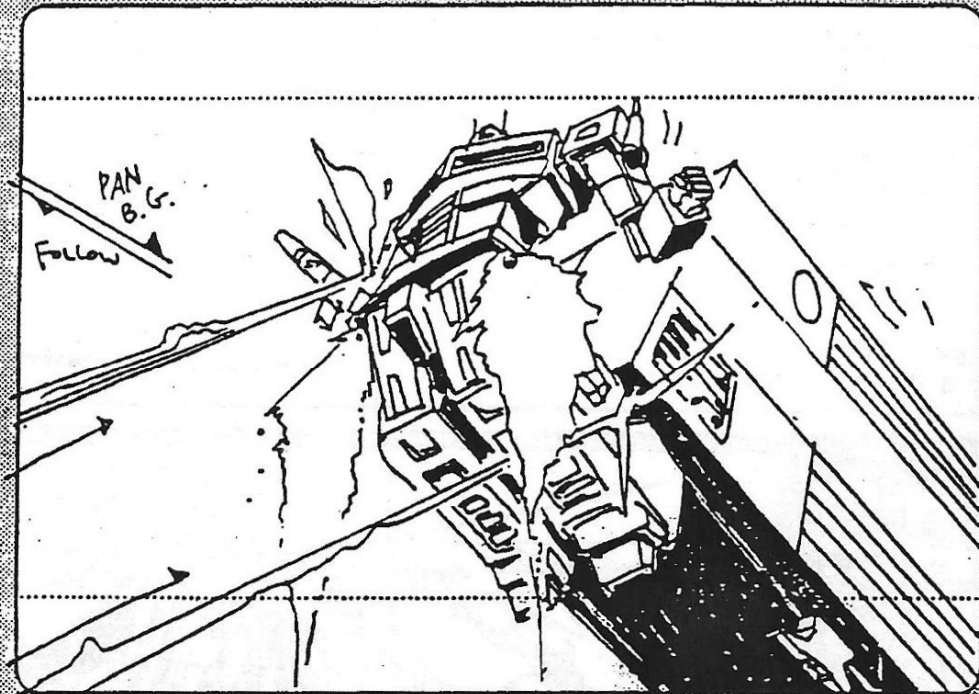
...WE PAN WITH HIM AS HE ROCKETS UP AND TRANSFORMS.

DIAL

MUSIC/SFX

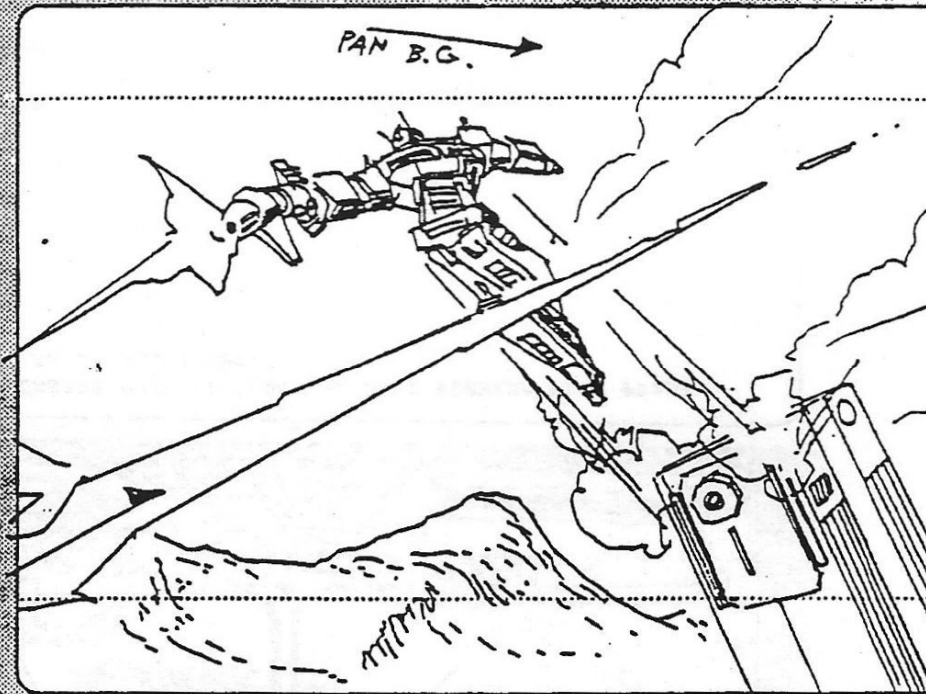
SC. CONT. 8-99

TRUCK-OUT



SC. CONT.

TRUCK. OUT SEQ. 8 Page 89



ACTION INTO ROBOT MODE...

DIAL

MUSIC/SFX

CAMERA

ACTION ...AND FIRES BACK AT THE Q.S. DECEPTICONS.

DIAL

MUSIC/SFX

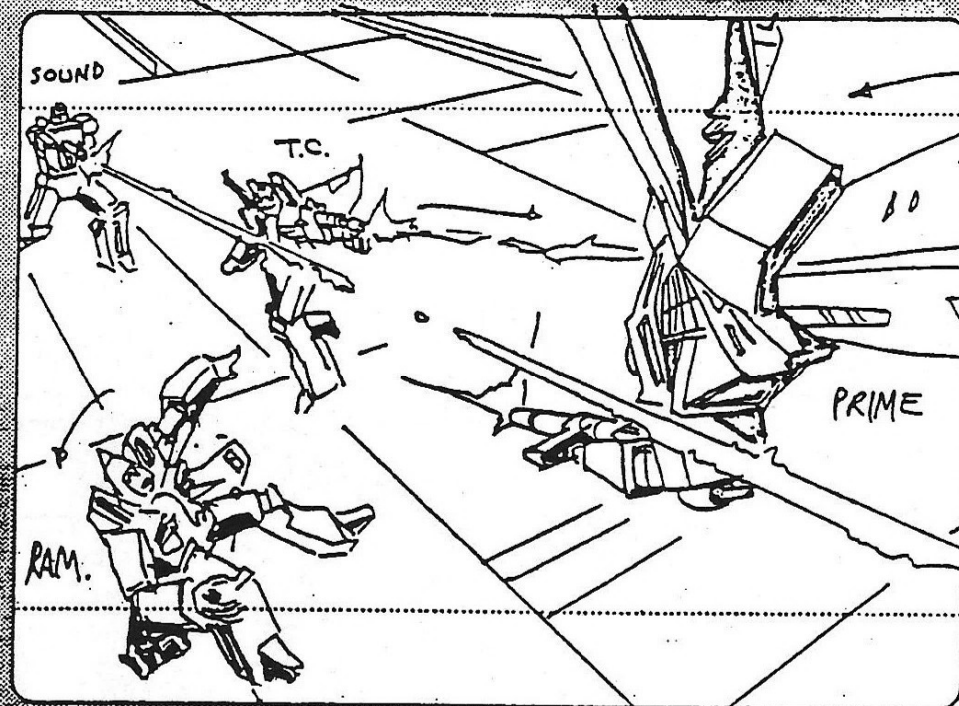
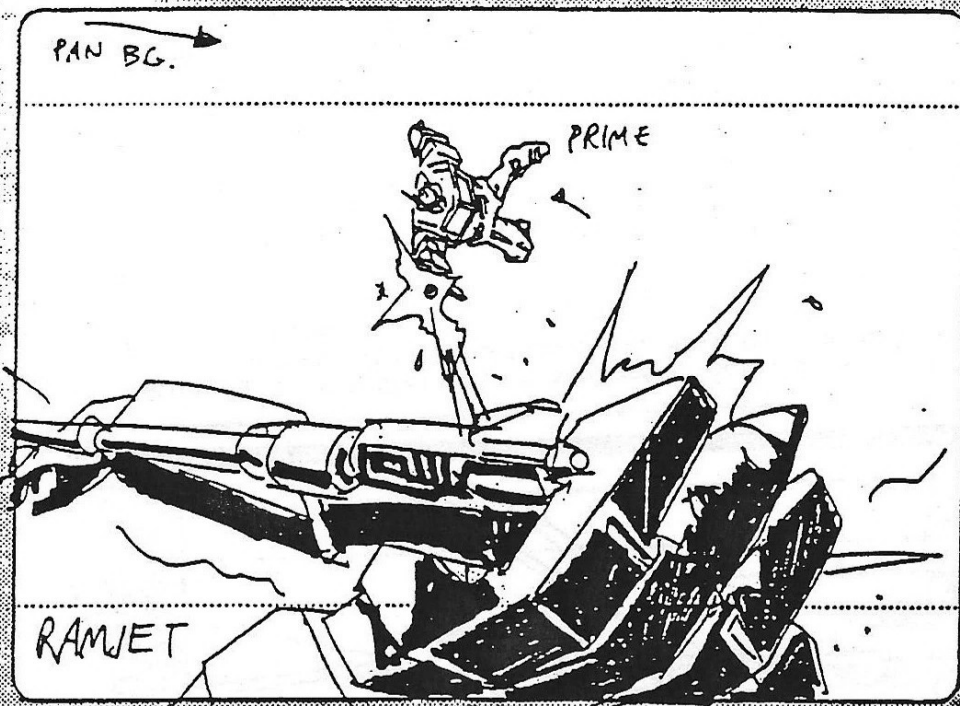
CAMERA

T. SC. 8-99

TRUCK-OUT

SC. 8-100

SEQ. 8 Page 90



ACTION ...PRIME FLYING OVERHEAD, FIRES A DIRECT HIT INTO RAMJET, WHO FALLS BACK.

DIAL

MUSIC/SFX



CAMERA

ACTION.. DOWN SHOT. PRIME STREAKS FORWARD THROUGH THE AIR FIRING ON SOUNDWAVE AND THUNDERCRACKER. RAMJET FALLS MOTIONLESS TO THE GROUND.

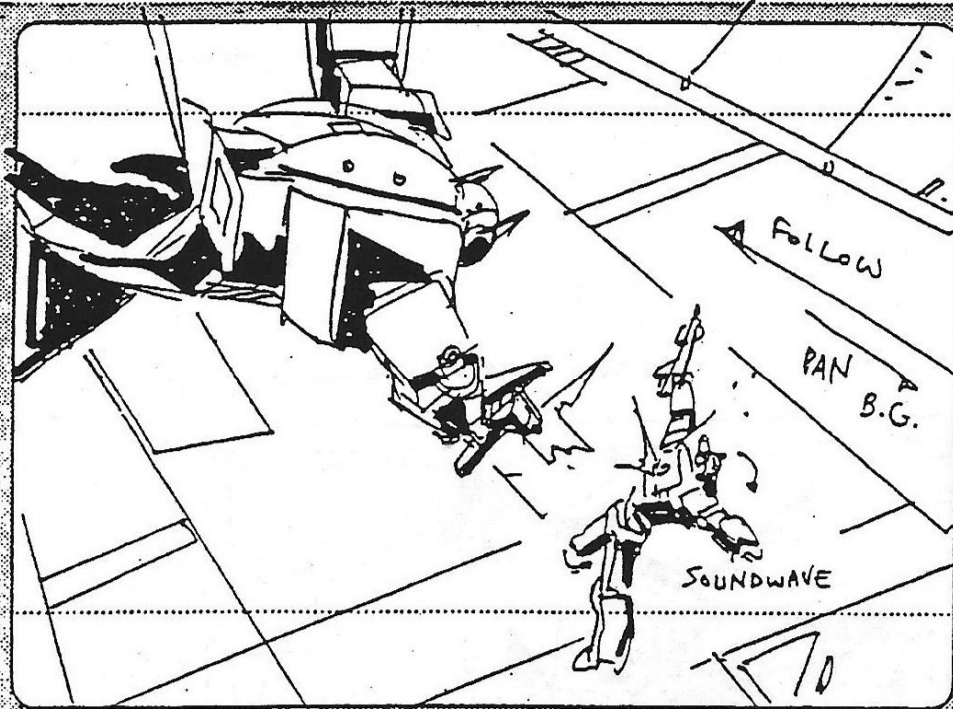
DIAL

MUSIC/SFX

CAMERA



SC. CONT. 8-100



ACTION...PRIME FLIES ON FIRING A LASER BLAST INTO SOUNDWAVE.

DIAL

MUSIC/SFX

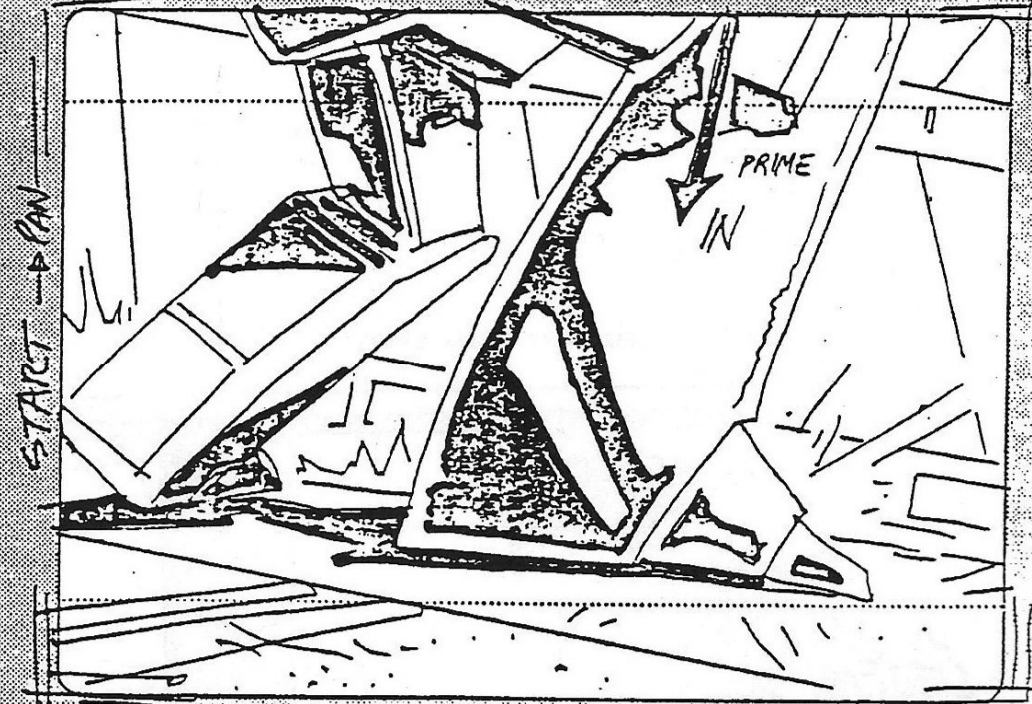
CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-101

CAM. SHAKE SEQ. 8 Page

91



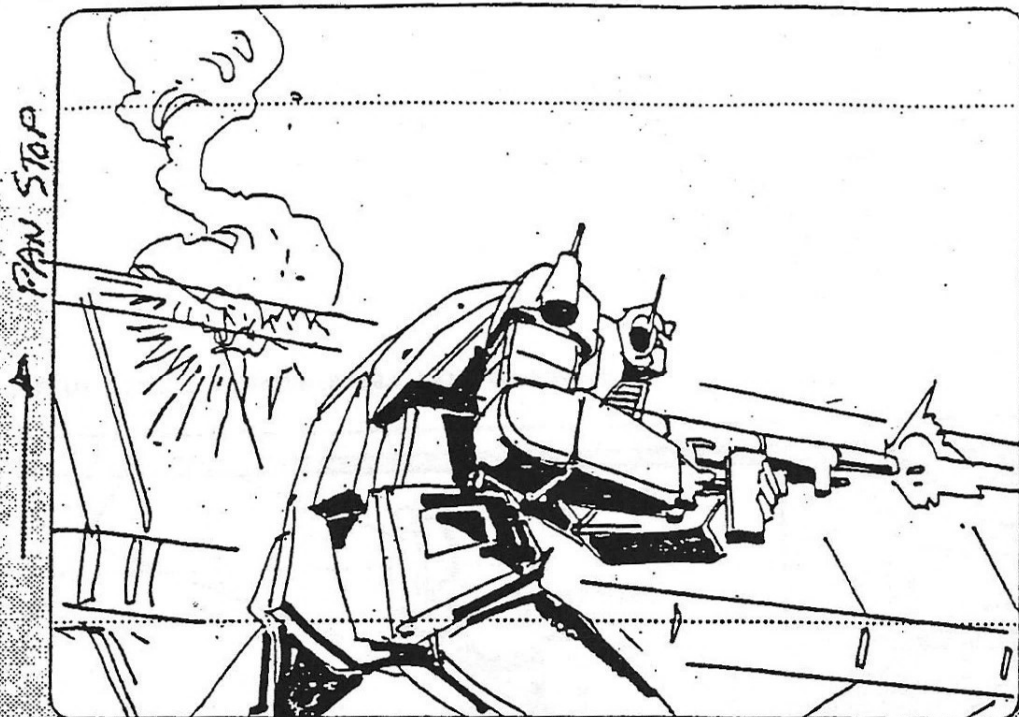
ACTION M.C.U. PRIME'S LEGS AS HE LANDS ON THE GROUND WITH SHOCKING IMPACT.

DIAL

MUSIC/SFX

CAMERA

CONT. SC. 0-101



ACTION WE PAN UP TO SEE HIM TAKE AIM A FIRE ROUND...

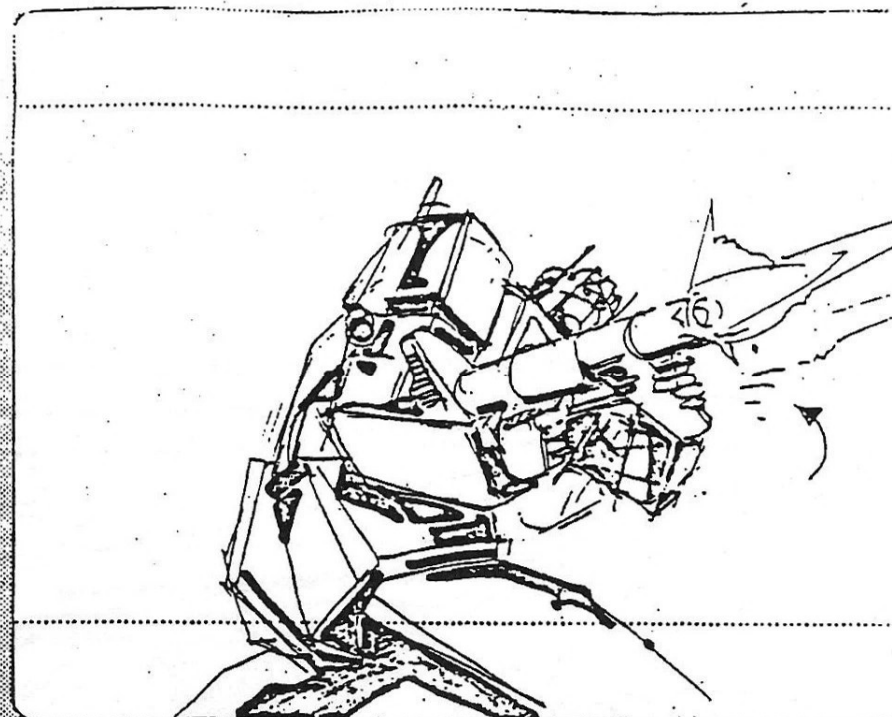
DIAL

MUSIC/SFX

CAMERA

SC. CONT

SEC. 0



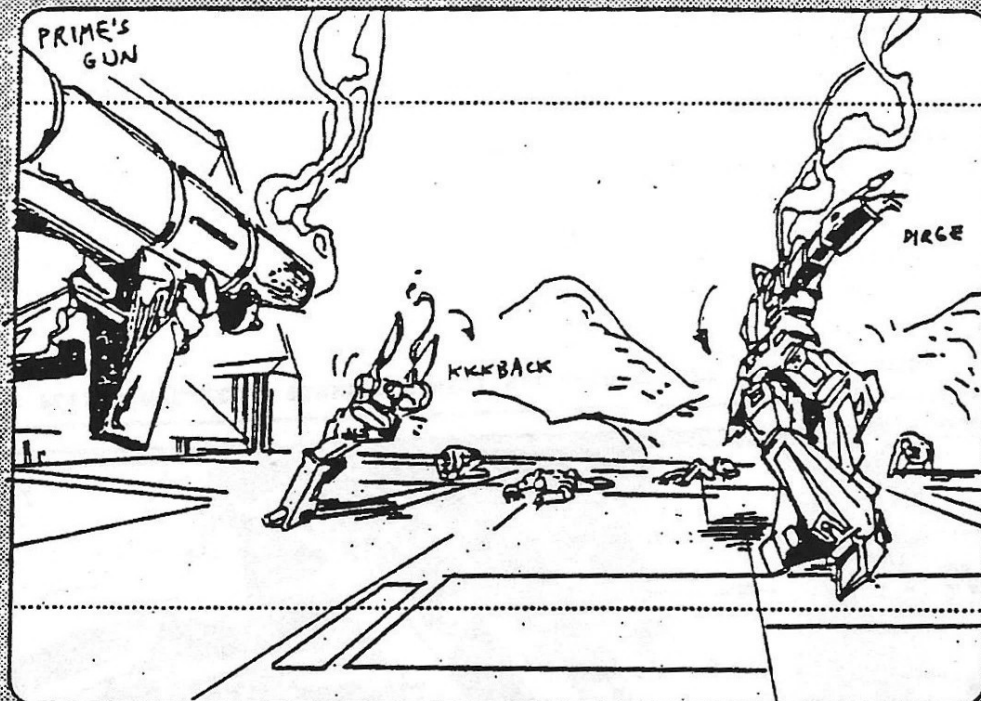
ACTION ...AFTER ROUND INTO THE O.S. DECEPTICONS.

DIAL

MUSIC/SFX

CAMERA

SC. 8-102



ACTION L.S. KICKBACK, DIRGE AND OTHER DECEPTICONS GO CRASHING TO THE GROUND. HAVING RECEIVED FATAL HITS FROM PRIME'S GUN IN THE FOREGROUND.

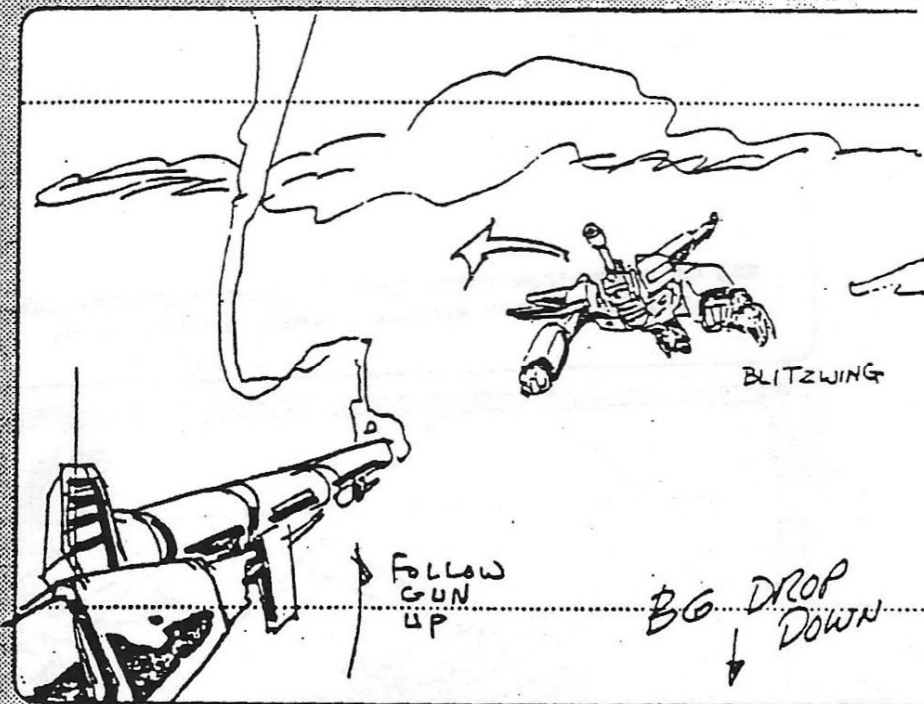
DIAL

MUSIC/SFX

CAMERA

SC. CONT.

SEQ. 8 Page 93



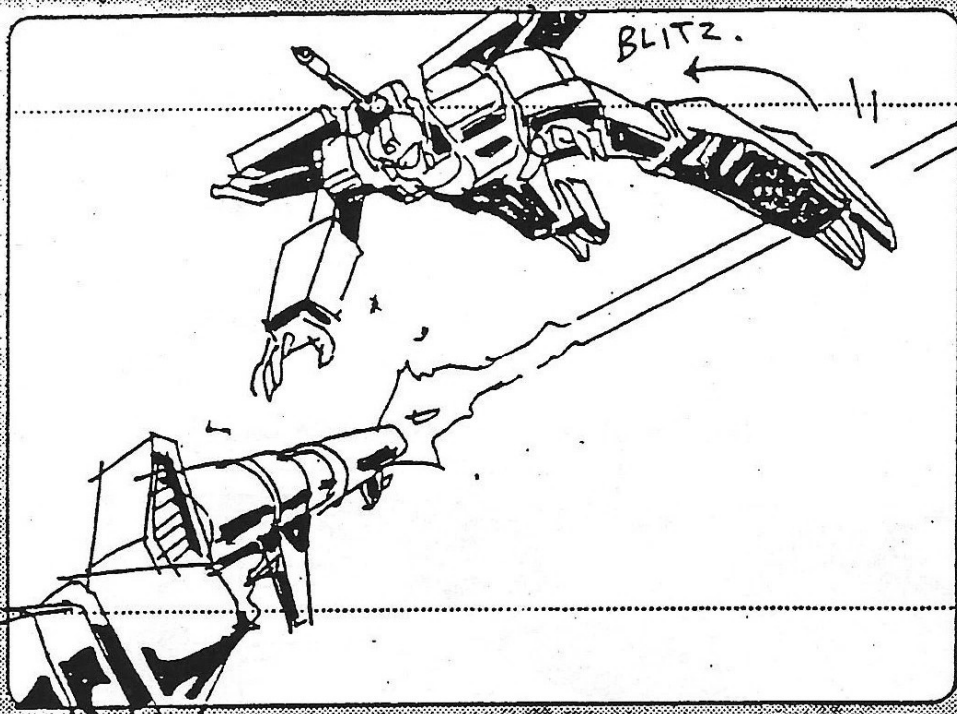
ACTION WE PAN UP FOLLOWING THE PATH OF PRIME'S GUN TO SEE BLITZWING FLYING TOWARD PRIME.

DIAL

MUSIC/SFX

CAMERA

SC. 8-102

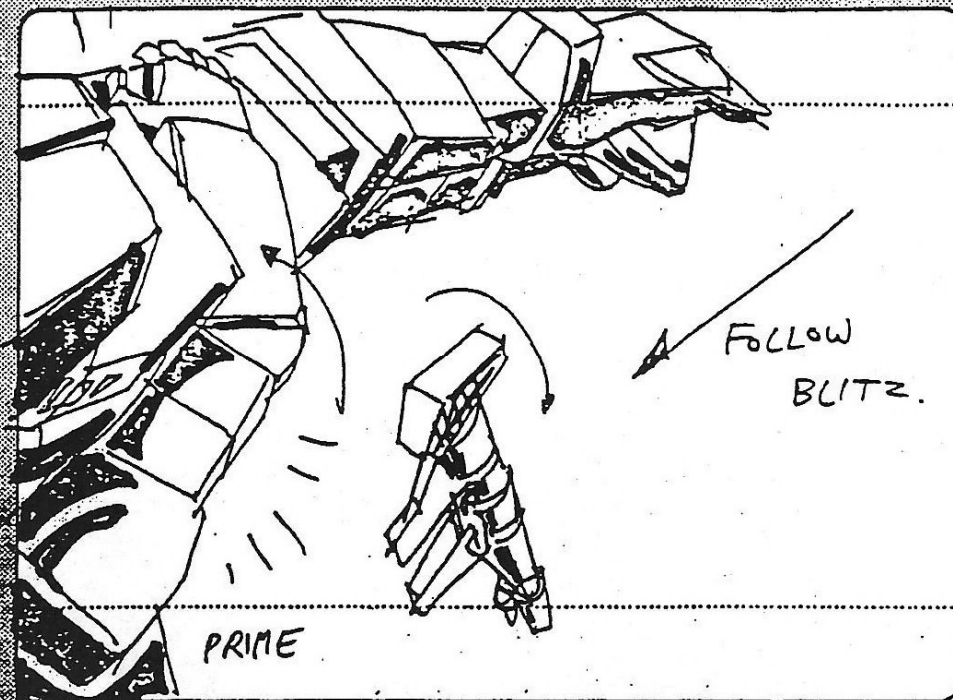


SC. CONT.

SEQ. 8

Page

94



ACTION BLITZWING SWERVES AND AVOIDS A BLAST FROM PRIME...

DIAL

MUSIC/SFX

TFRAW  
CAMERAration 1 to Beast Hunters and Beyond!!!!

ACTION ...HE RAMS INTO PRIME, KNOCKING PRIME'S GUN OUT OF HIS HAND...

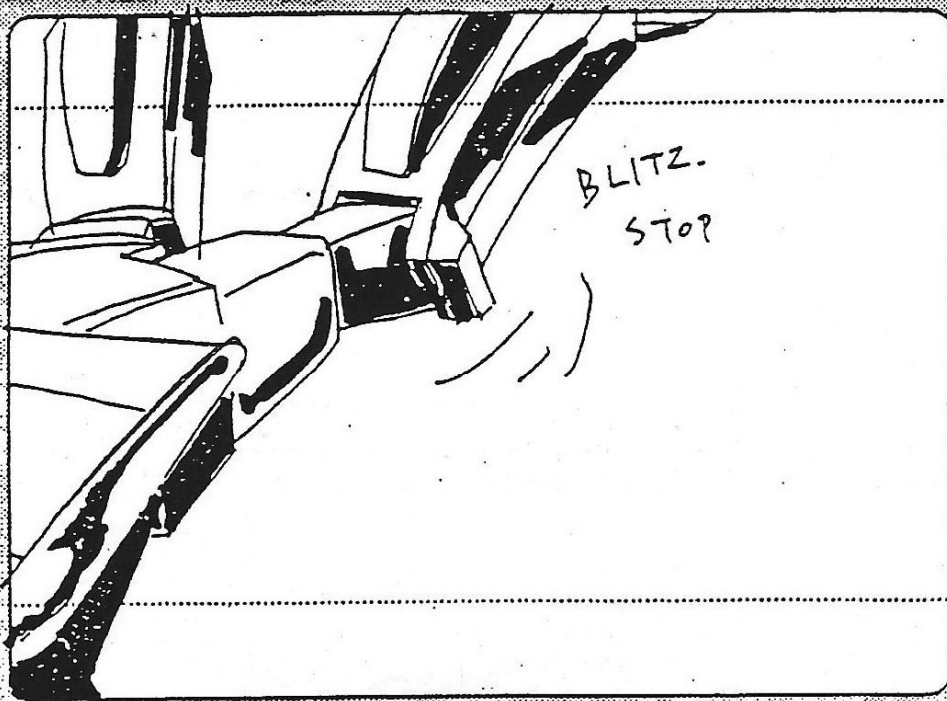
DIAL

MUSIC/SFX

CAMERA



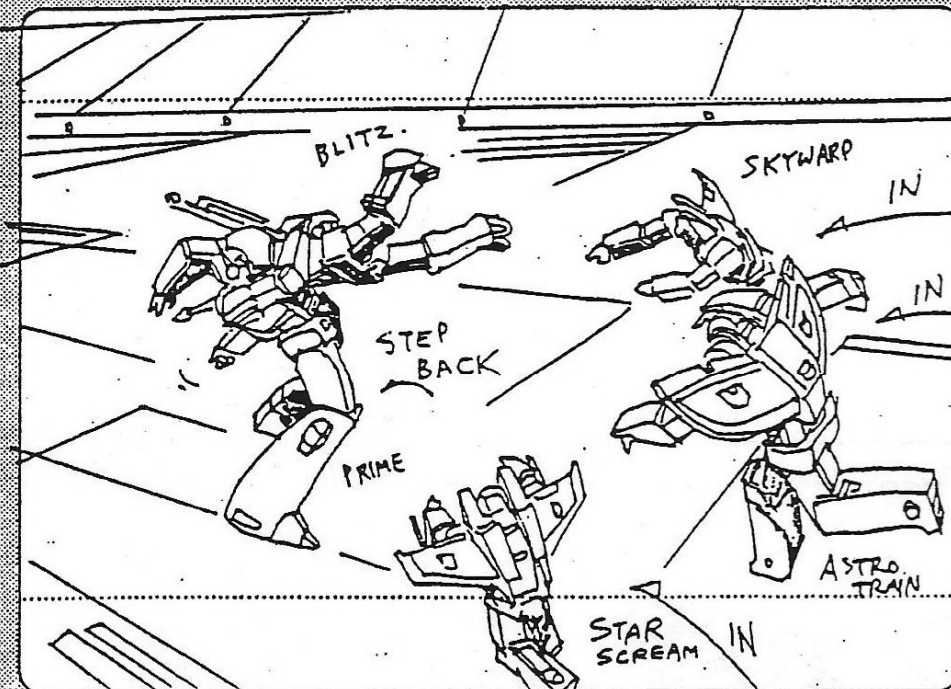
VT-SC. 8-102



SC. 8-103

SEQ. 8 Page

95



ACTION ..BLITZWING HANGS IN THE AIR A MOMENT.

DIAL

MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION L.S. PRIME AND BLITZWING. PRIME HAS CAUGHT BLITZWING. HE HOLDS HIM IN THE AIR AS SKYWARP, ASTROTRAIN AND STARScream RUSH HIM.

DIAL

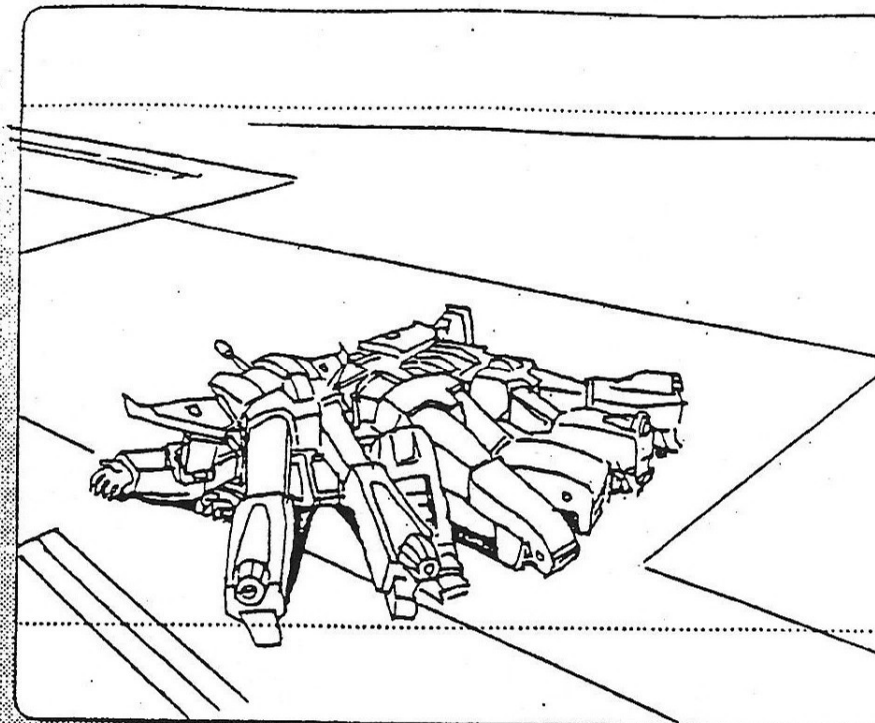
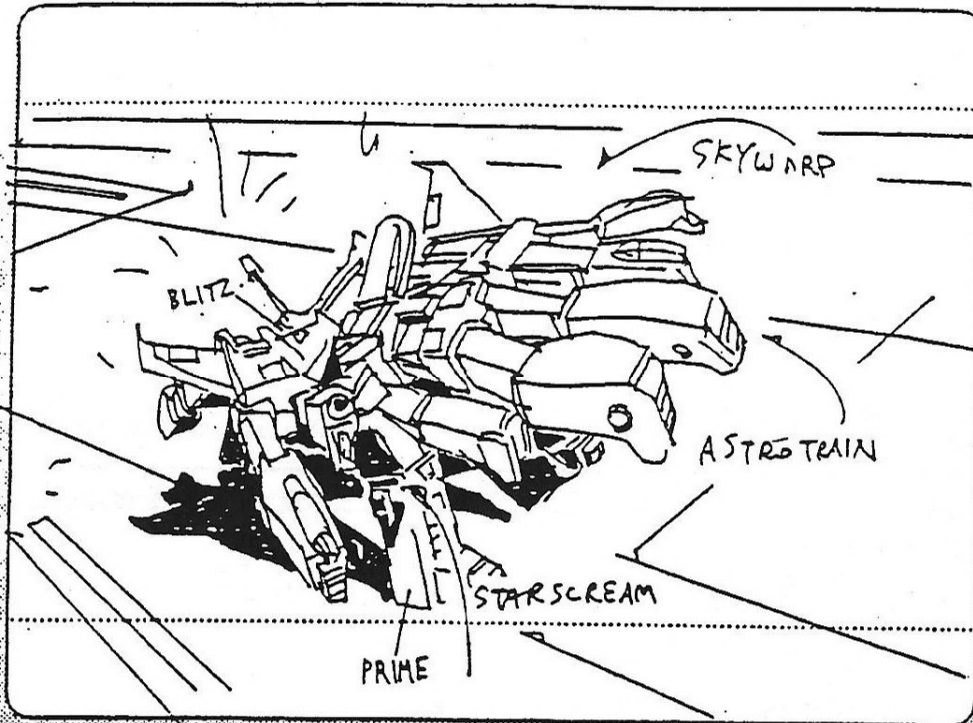
MUSIC/SFX

CAMERA

CONT. SC. CONT.

SC. CONT.

SEQ. 178



ACTION ...AND POUNCE ON HIM...

DIAL

MUSIC/SFX

ACTION ...KNOCKING HIM FLAT ON HIS BACK.

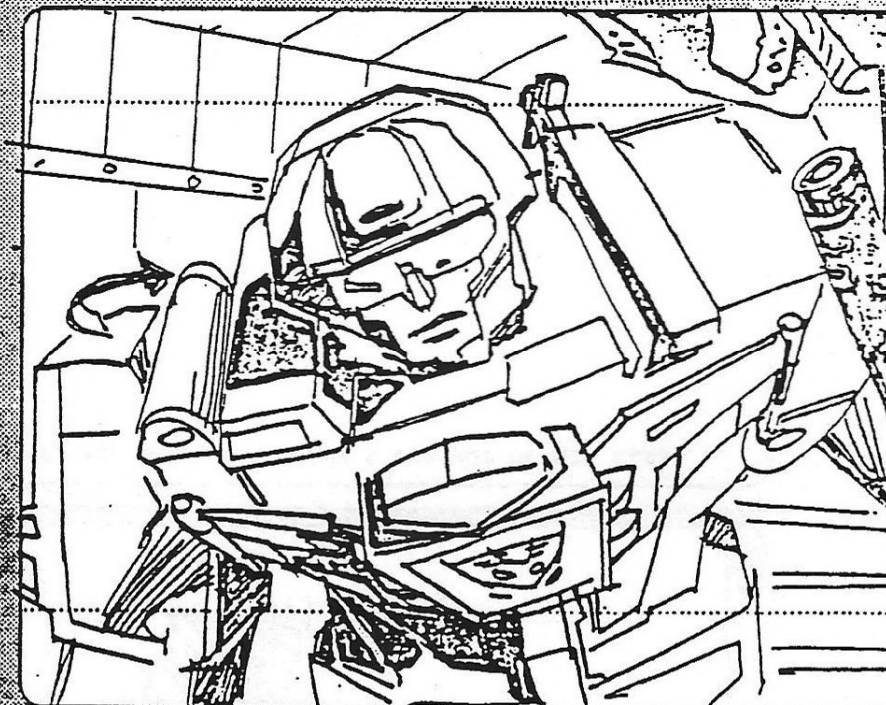
DIAL

MUSIC/SFX

SC. 8-104

SG CONT.

SEQ. 8 Page 9



ACTION M.S. DEVASTATOR. HE MOVES FORWARD...

DIAL

MUSIC/SFX

CAMERA

ACTION ...PUSHING HIS WAY THROUGH THE WRECKAGE OF THE CITY.

DIAL

MUSIC/SFX

CAMERA

SC. 8-105

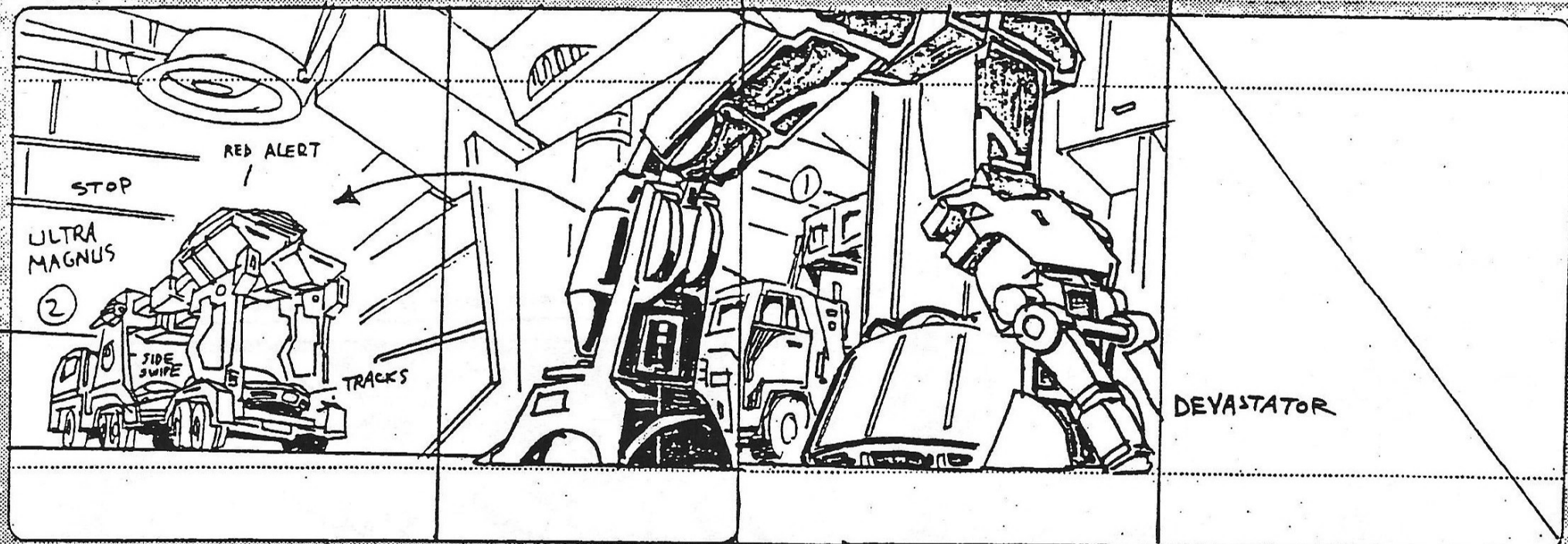
STOP

FOLLOW PAN

START SEQ. 8

Page

98



ACTION M.S. DEVASTATOR'S LEGS. WE PAN AHEAD OF HIM TO SEE ULTRA MAGNUS (IN TRUCK MODE) SWERVE TO A STOP. HE IS CARRYING RED ALERT TRACKS. (SIDESWIPE IN AUTO MODE)

DIAL

MUSIC/SFX

IFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!  
CAMERA

ACTION

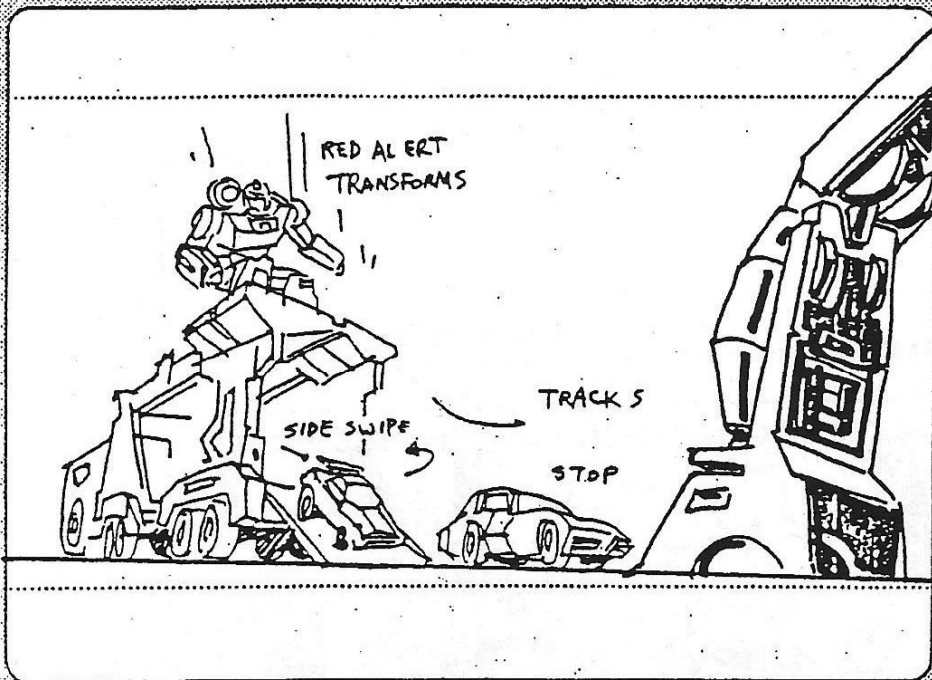
DIAL

MUSIC/SFX

CAMERA



SC. CONT. 8-105



ACTION RED ALERT TRANSFORMS INTO ROBOT MODE. TRACKS AND SIDESWIPE  
POLL OFF OF ULTRA MAGNUS...

DIAL

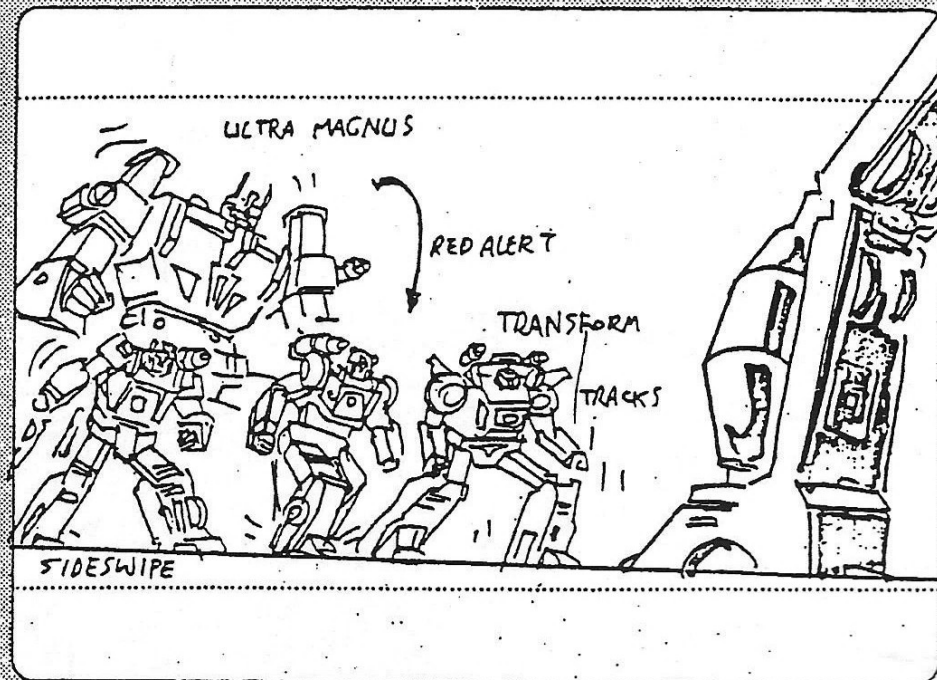
MUSIC/SFX

CAMERA

SC. CONT.

SEQ. 8 Page

99



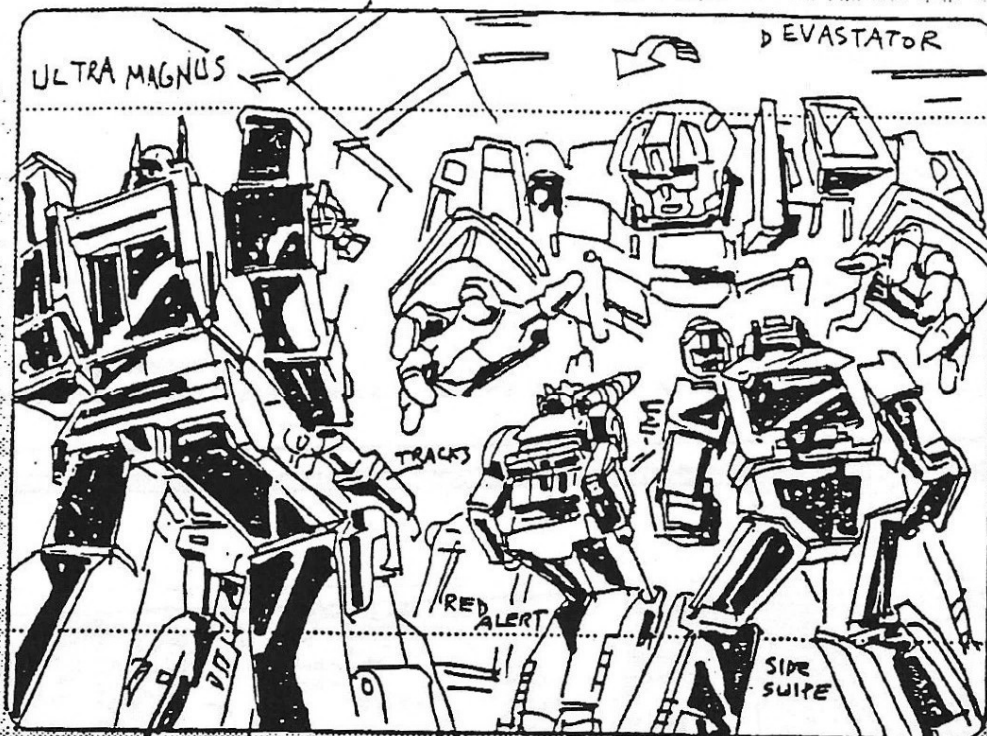
ACTION ...AND TRANSFORM INTO ROBOT MODE. RED ALERT JUMPS OFF OF ULTRA  
MAGNUS AS ULTRA MAGNUS TRANSFORMS INTO ROBOT MODE.

DIAL

MUSIC/SFX

CAMERA

SC. 0-100



ACTION M.L.S. ULTRA MAGNUS, TRACKS, RED ALERT, SIDESWIPE. ALL FACE DEVASTATOR WHO CLOSES IN ON THEM.

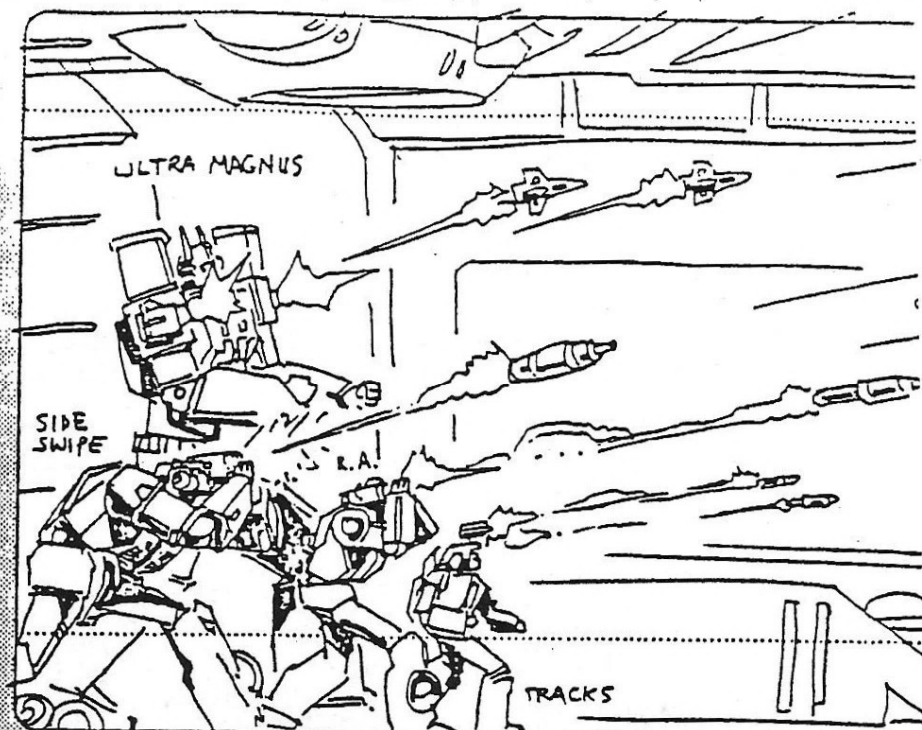
DIAL

MUSIC/SFX

TFRAW  
From Transformers 1 to Beast Hunters and Beyond!!!!  
CAMERA

SC. 0-107

SEC. 1

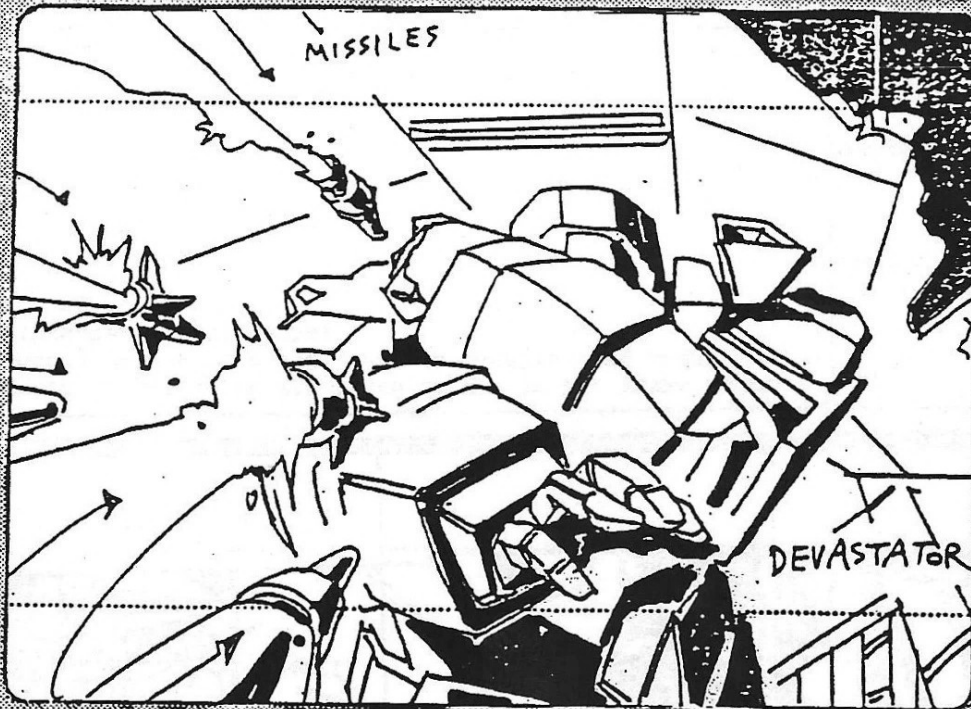


ACTION L.S. ULTRA MAGNUS, SIDESWIPE, RED ALERT AND TRACKS, FIRE MISSILES AT THE O.S. DEVASTATOR.

DIAL

MUSIC/SFX

SC. 8-108



ACTION M.S. DEVASTATOR. HE COVERS HIMSELF AS THE MISSILES STREAK TOWARD HIM...

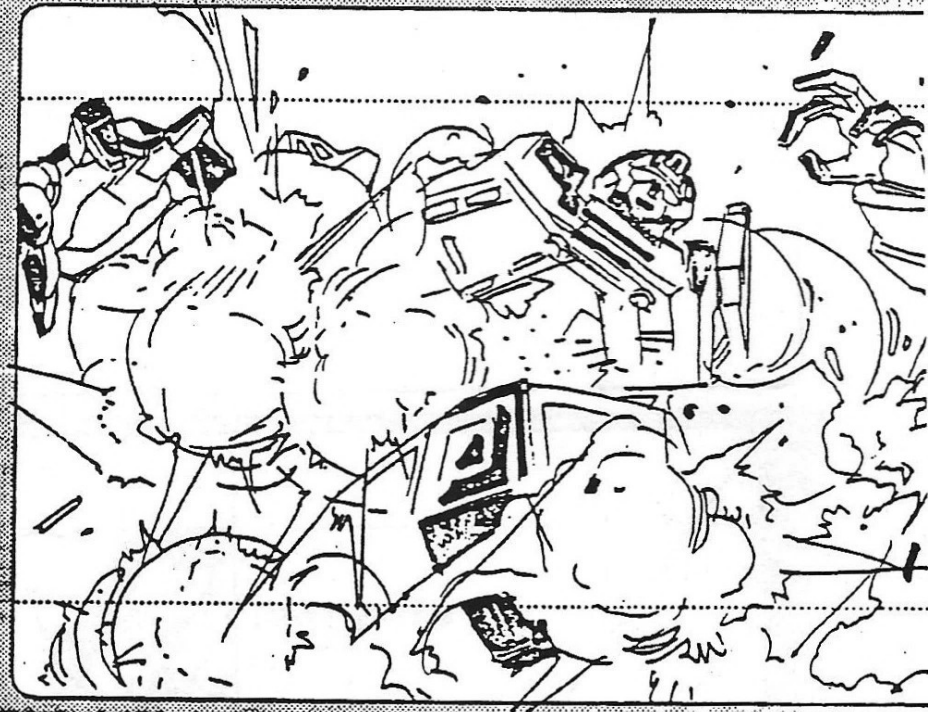
DIAL

MUSIC/SFX

CAMERA

SC. CONT.

SEQ. 8 Page 101



ACTION ...HIT HIM AND EXPLODE, KNOCKING HIM TO PIECES.

DIAL

MUSIC/SFX

CAMERA



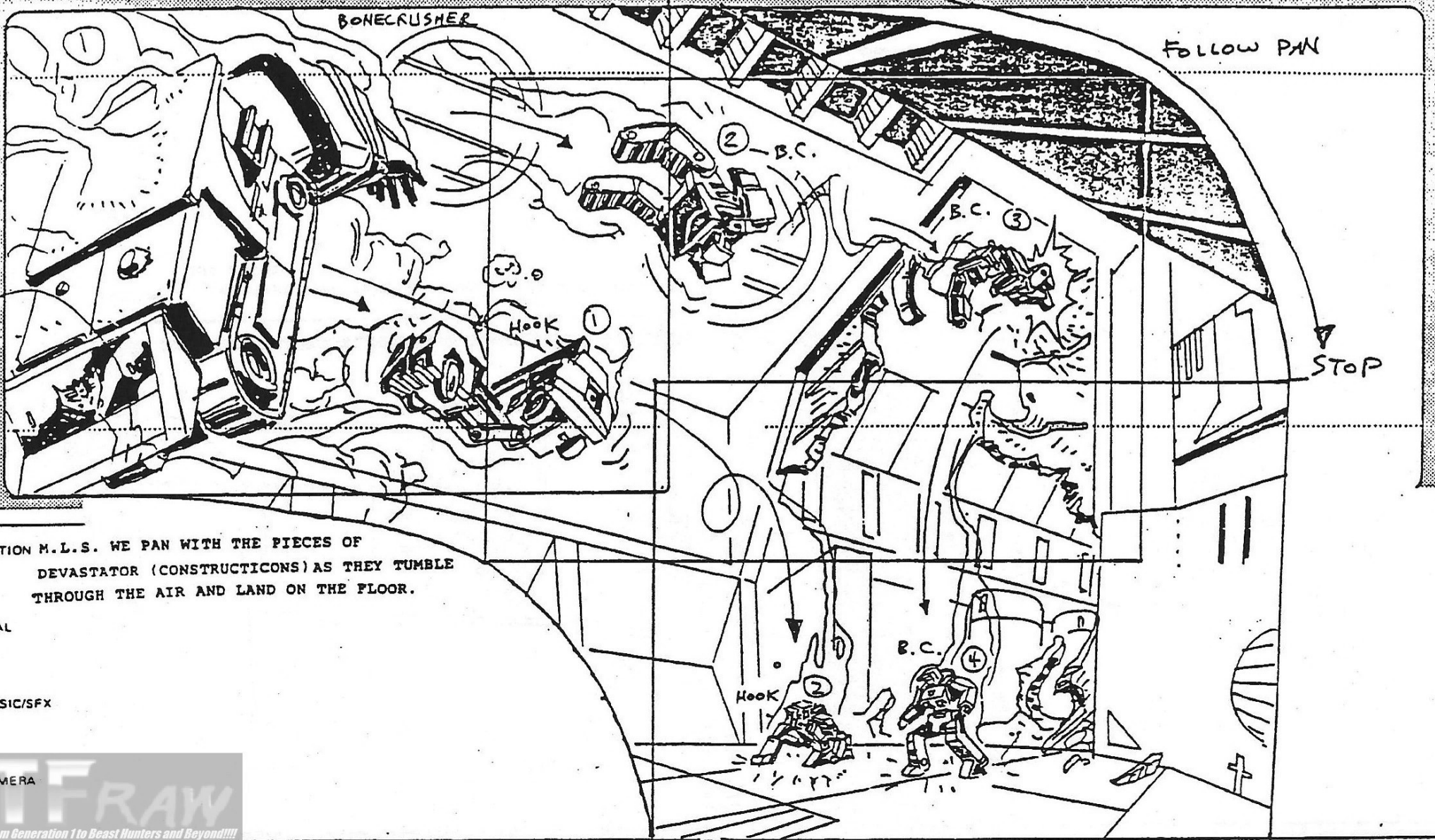
SC. 8-109

START

SEQ. 8

Page

102



ACTION M.L.S. WE PAN WITH THE PIECES OF  
DEVASTATOR (CONSTRUCTICONS) AS THEY TUMBLE  
THROUGH THE AIR AND LAND ON THE FLOOR.

DIAL

MUSIC/SFX

CAMERA

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!



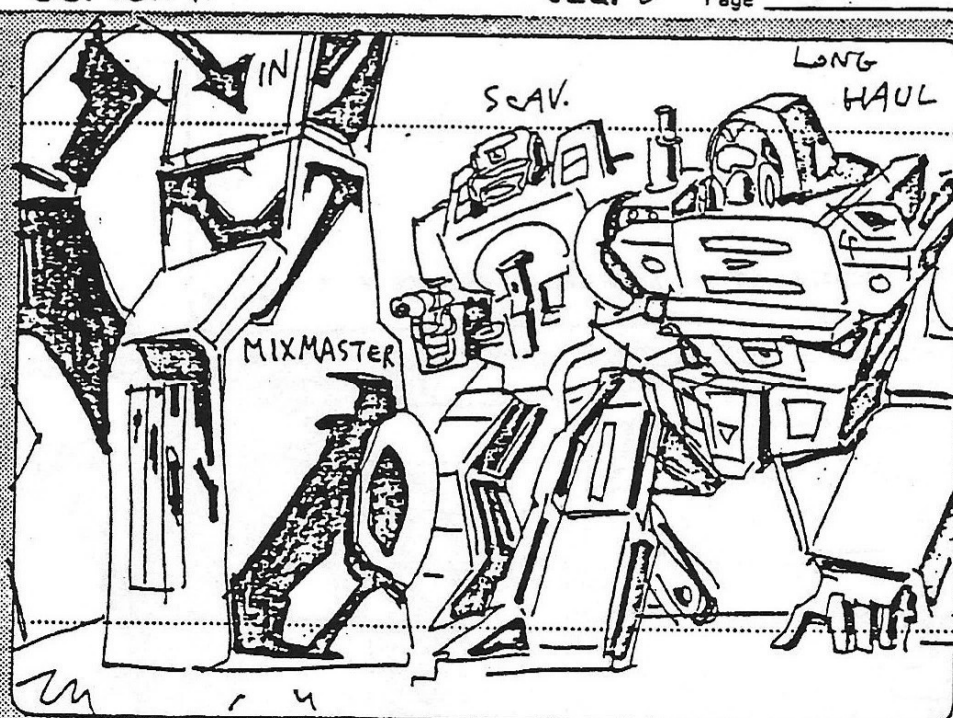
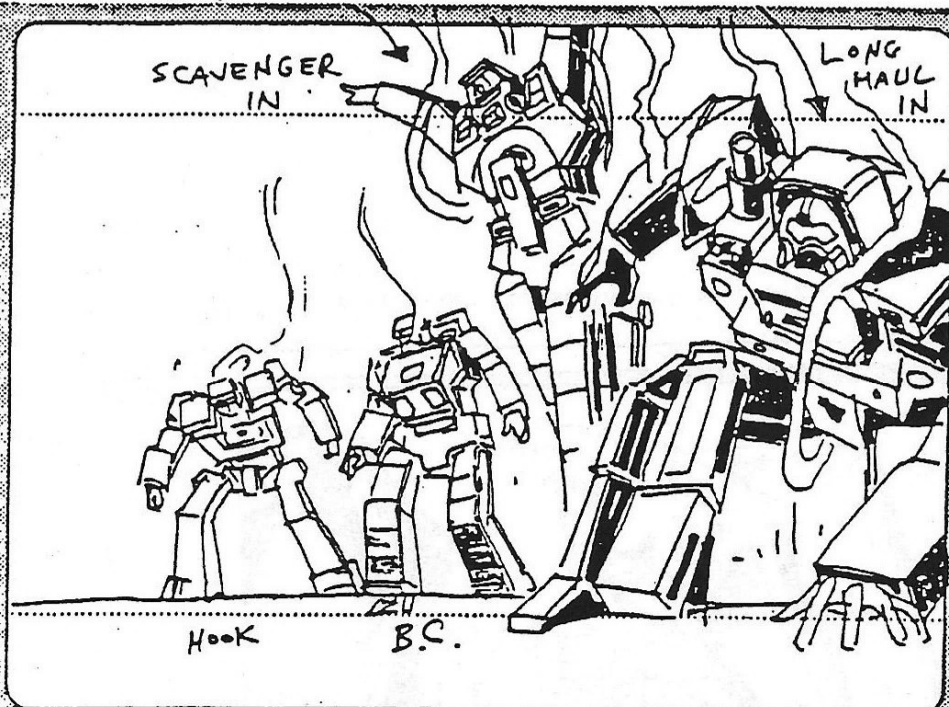
T. SC. 8-109

SC. CONT.

Seq. 8

Page

103



ACTION THE CONSTRUCTICONS GAIN THEIR FOOTING...

DIAL

MUSIC/SFX



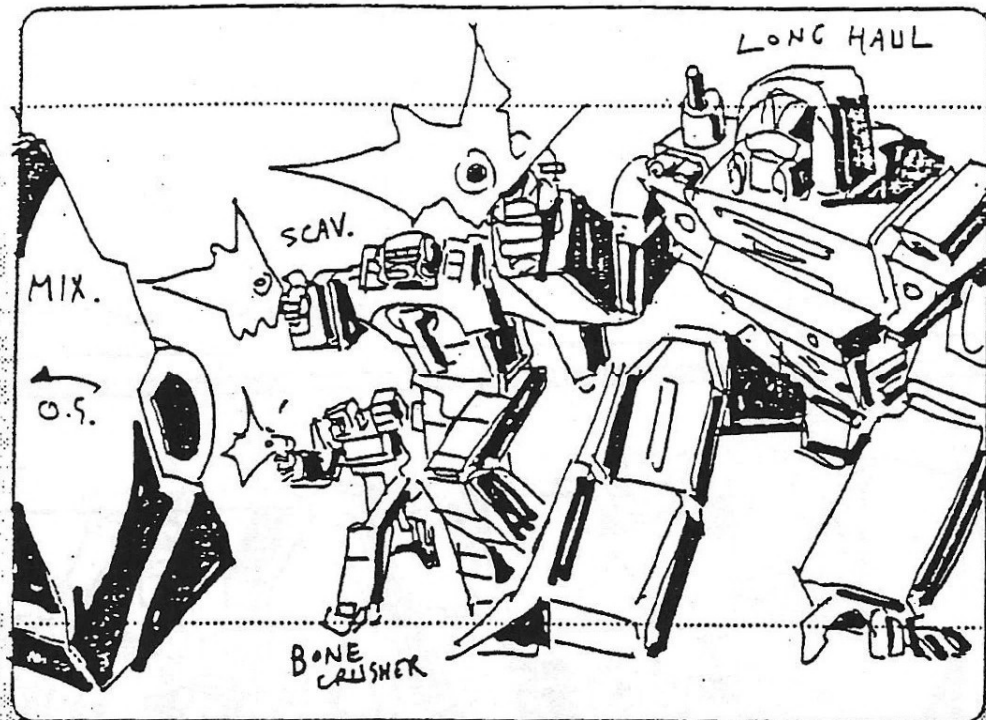
ACTION ...AND MOVE FORWARD, ATTACKING THE O.S. AUTOBOTS.

DIAL

MUSIC/SFX

CAMERA

SC. 2-107



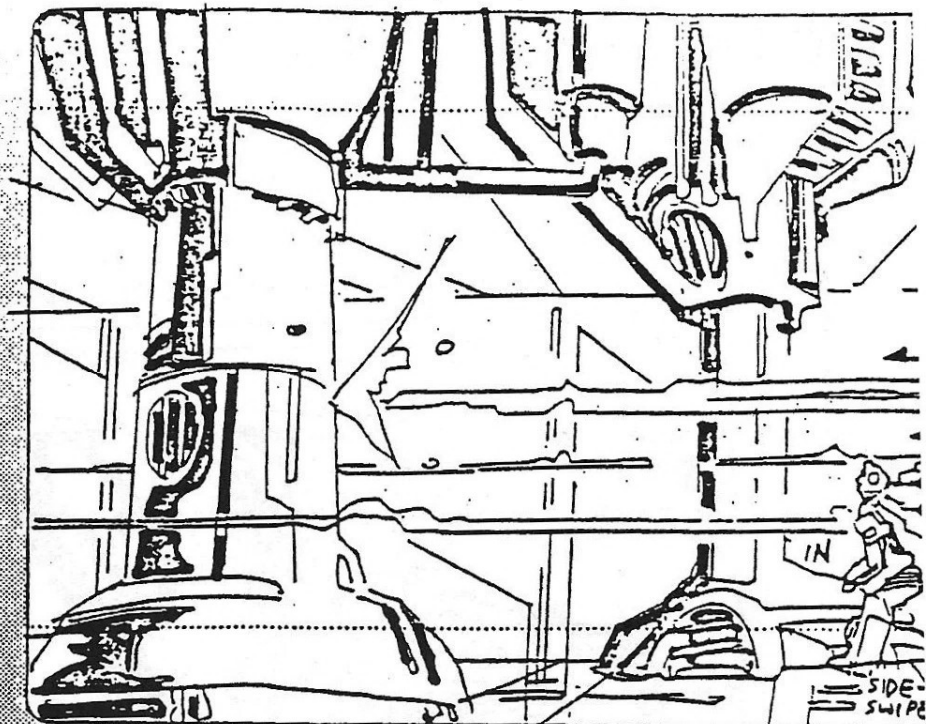
ACTION ...THEY START FIRING ON THE AUTOBOTS.

DIAL

MUSIC/SFX



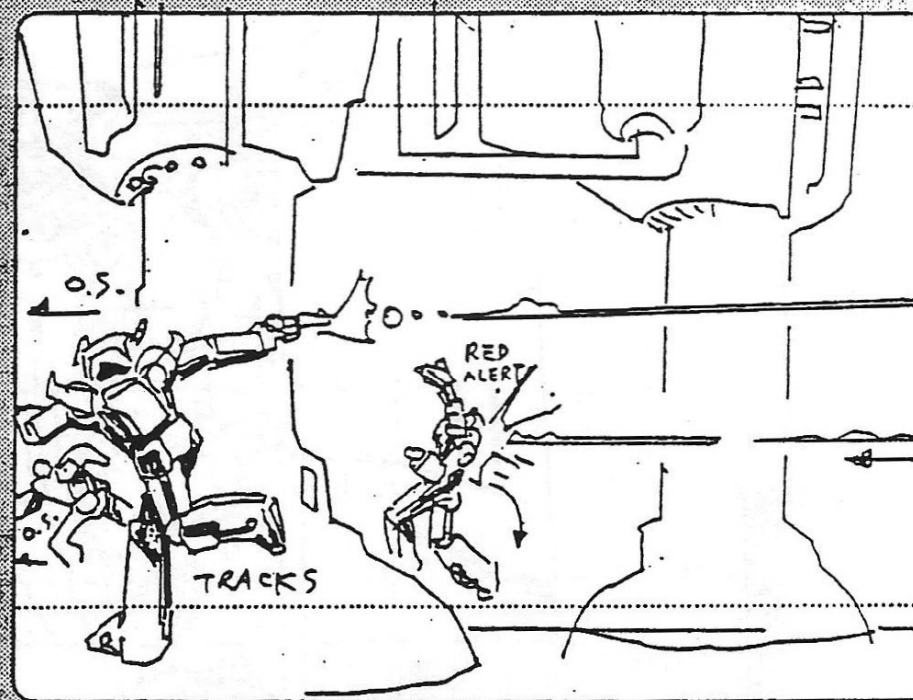
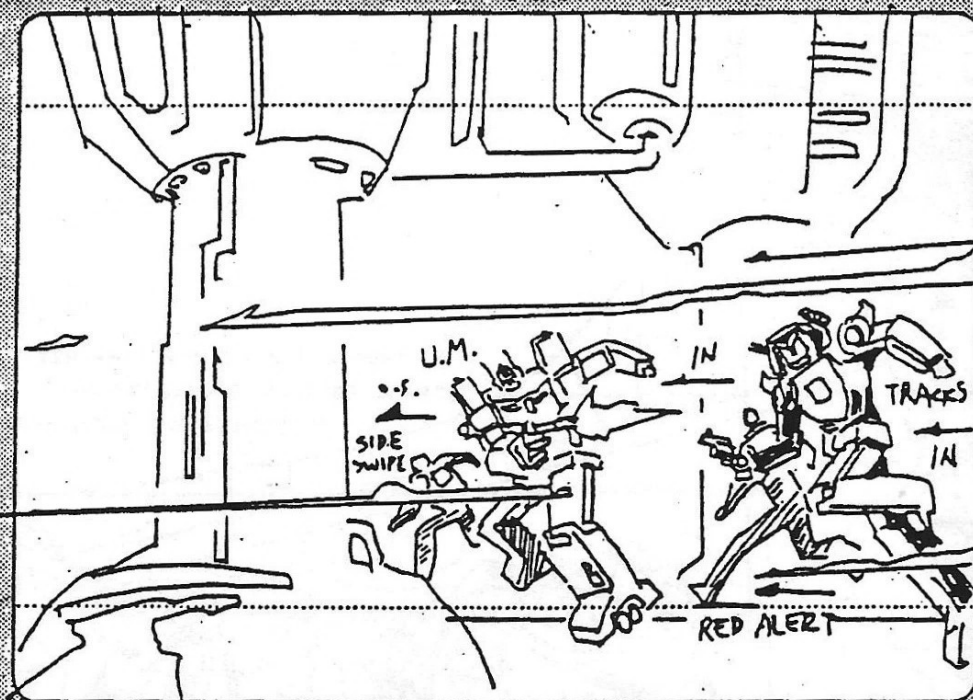
SC. 2-110



ACTION L.S. A PORTION OF THE CITY AND DECEPTICONS BLASTS...

DIAL

MUSIC/SFX



ACTION ...AS THEY ZING PAST THE RETREATING AUTOBOTS, WHO RUN THROUGH THE SCENE.

DIAL

MUSIC/SFX

CAMERA

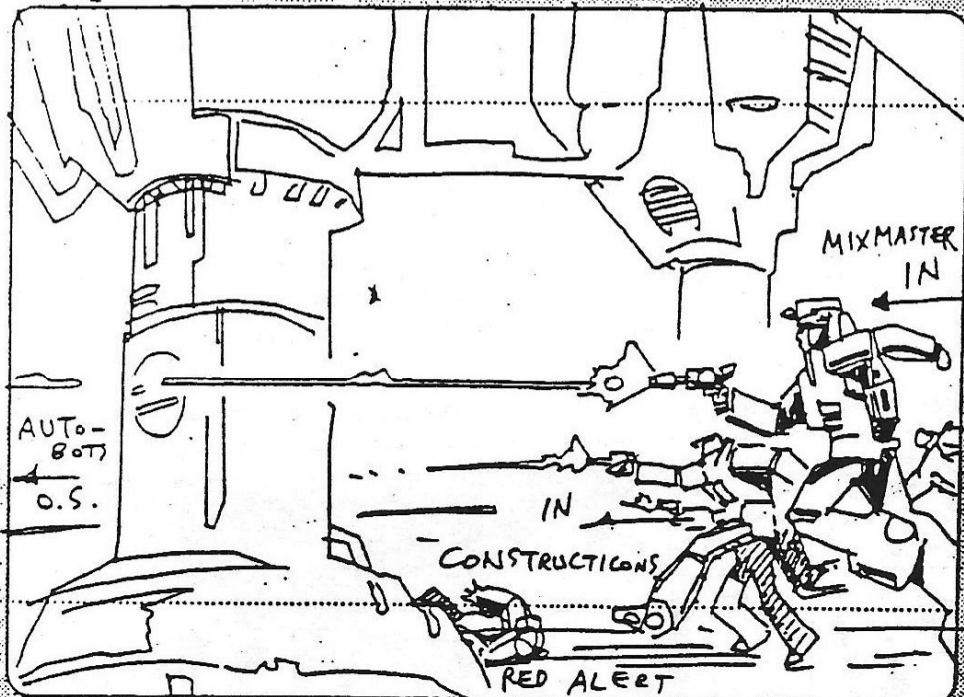
ACTION RED ALERT TAKES A HIT IN THE BACK AND FALLS TO THE FLOOR.

DIAL

MUSIC/SFX

CAMERA

SC. 8-110



ACTION ...THE CONSTRUCTICONS, BLASTING AWAY, RUN INTO SCENE IN PURSUIT OF THE O.S. AUTOBOTS.

DIAL

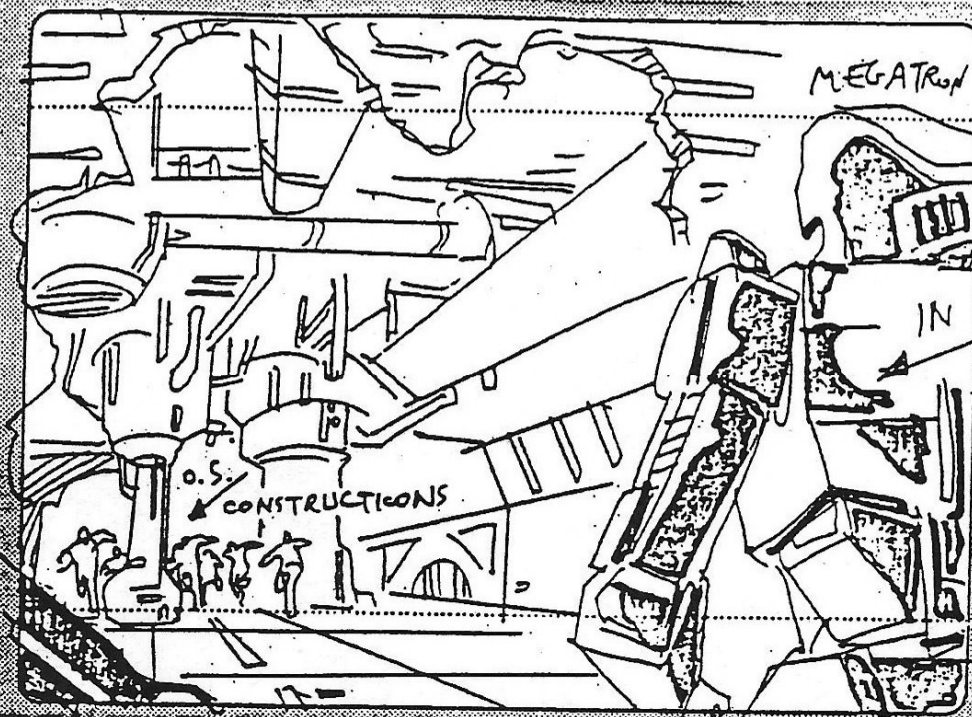
MUSIC/SFX



SC. 8-111

SEQ. 8

Page 106



ACTION X.L.S. THE CONSTRUCTICONS RACE AFTER THE FLEEING AUTOBOTS. MEGATRON MOVES INTO SCENE IN THE FOREGROUND.

DIAL

MUSIC/SFX

CAMERA



SC. 8-112

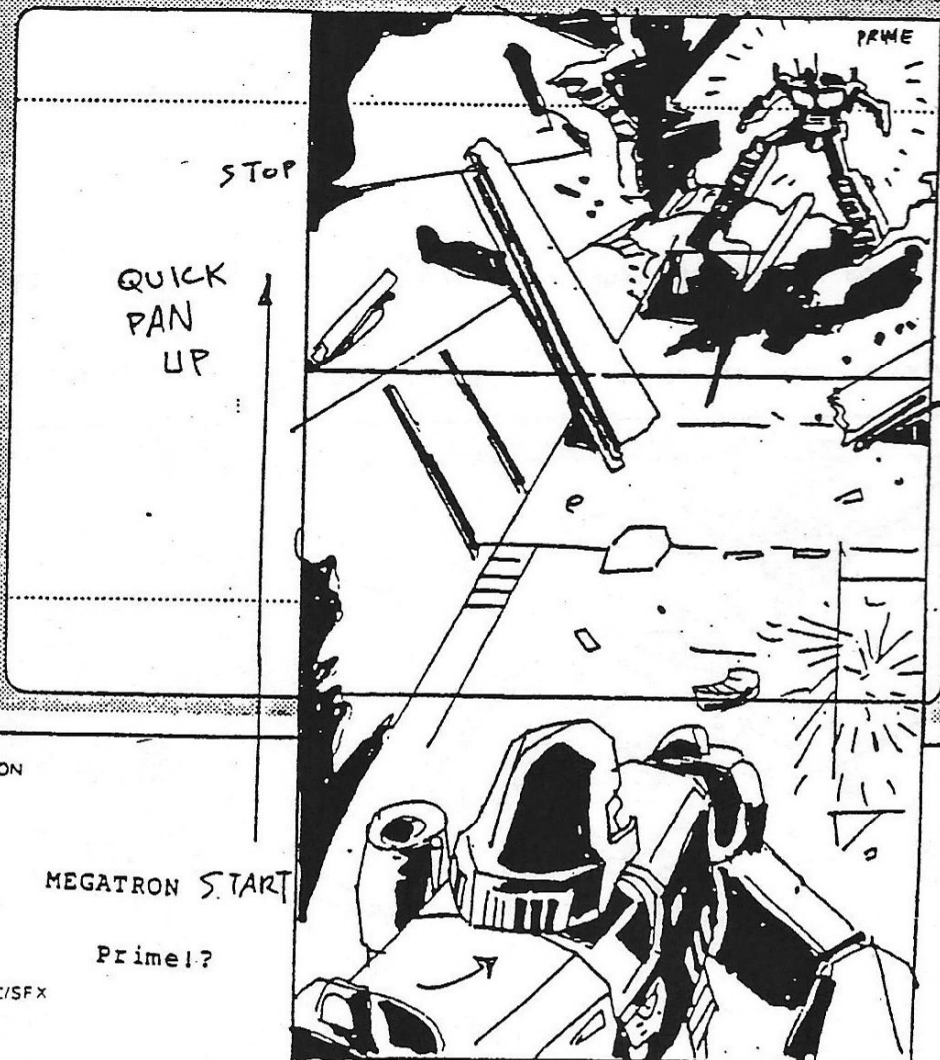


ON C.U. MEGATRON. HE SMILES AT THE ACTIVITY OF THE CONSTRUCTICONS. A PIECE OF DEBRIS FALLS IN BEHIND HIM AND CLANGS TO THE FLOOR.

C/SFX

SC. 8-112 CONT

SEQ. 8 Page 107



STOP

QUICK  
PAN  
UP

ACTION

DIAL MEGATRON START

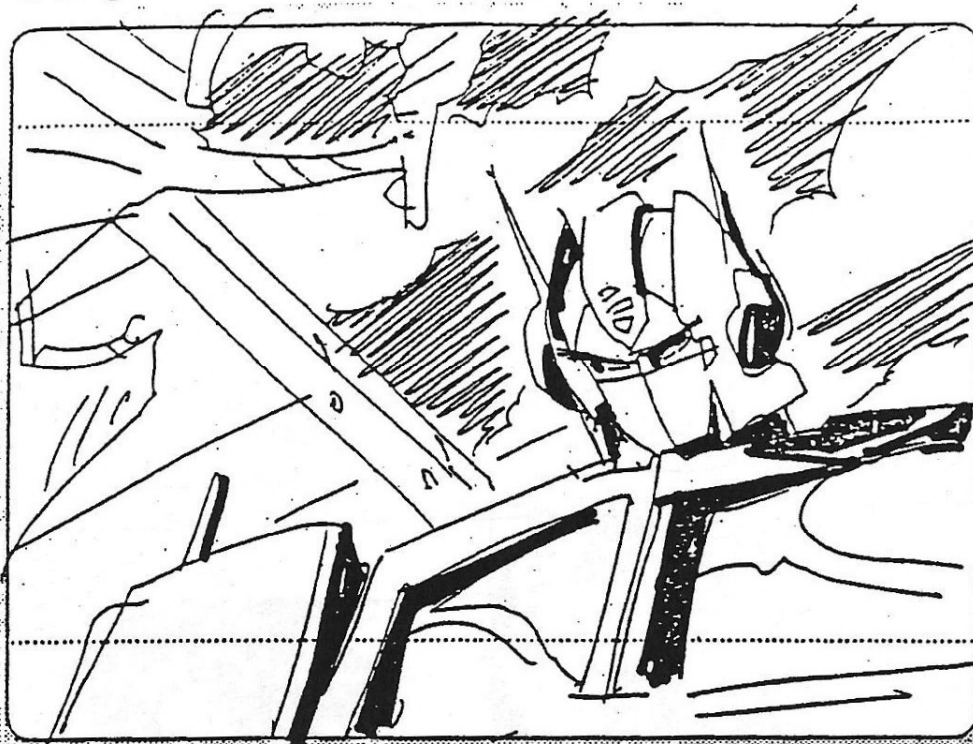
Prime!?

MUSIC/SFX

MEGATRON TURNS TO LOOK BEHIND HIM. WE PAN UP TO SEE THAT PRIME IS STANDING IN THE GLOW OF THE BRIGHT SKY.

NO SCENE 8-113

SC. 0-11



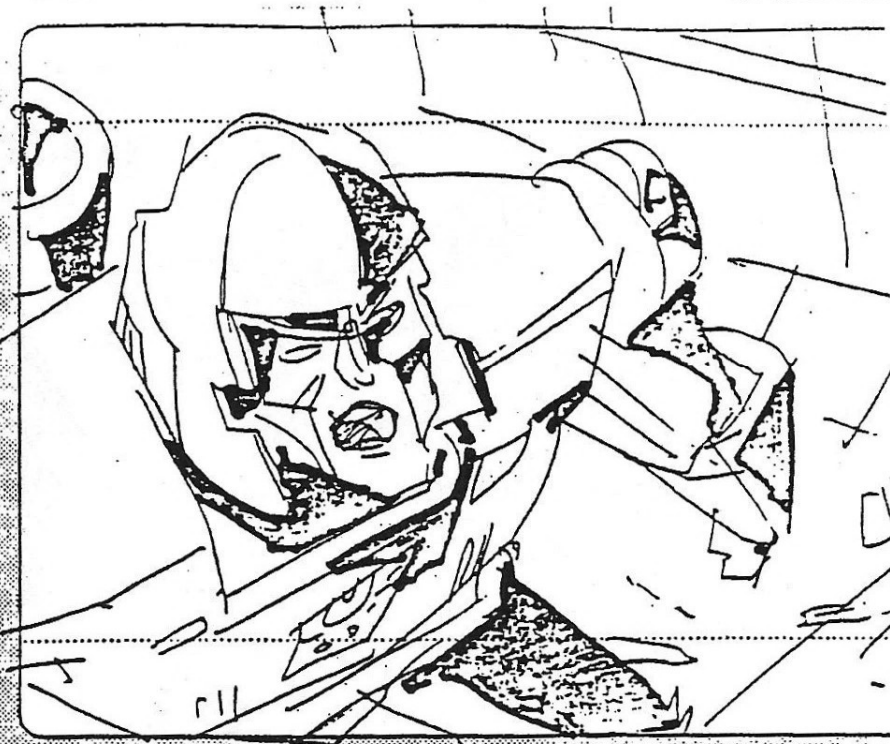
ACTION M.S. PRIME. HE LOOKS DOWN AT MEGATRON, AND CHALLENGES HIM.

DIAL PRIME One shall stand. One shall fall.

MUSIC/SFX

CAMERA

SC. 0-12



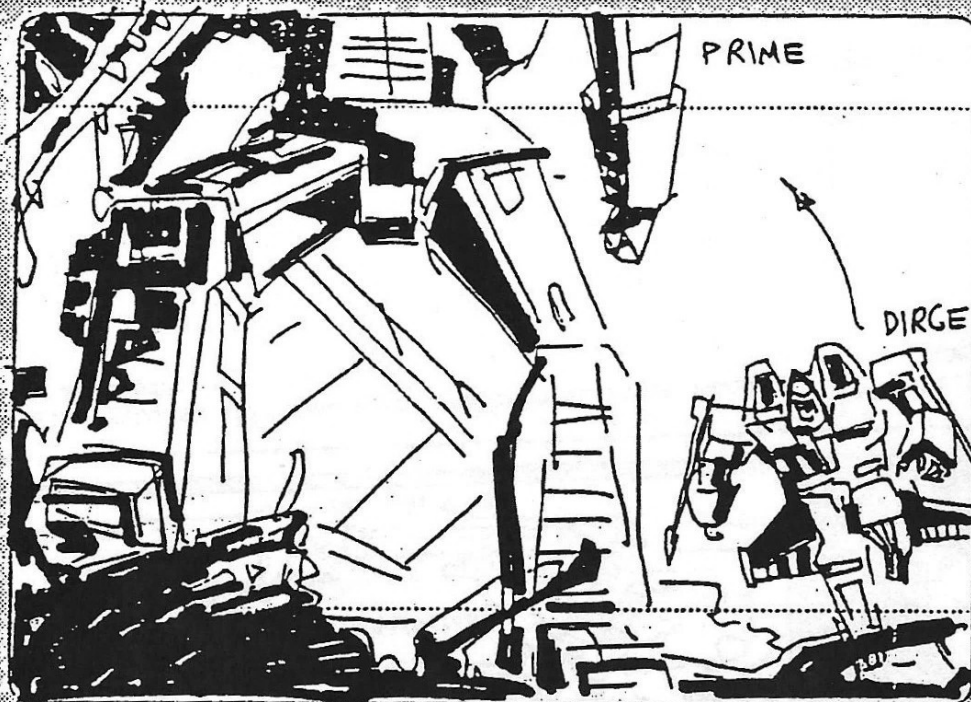
ACTION M.S. MEGATRON. HE SHOUTS HIS REPLY TO PRIME.

DIAL MEGATRON Why throw away your life so reckl

MUSIC/SFX

CAMERA

SC. 8-116



ACTION M.L.S. PRIME AND DIRGE. DIRGE FLIES IN BEHIND PRIME.

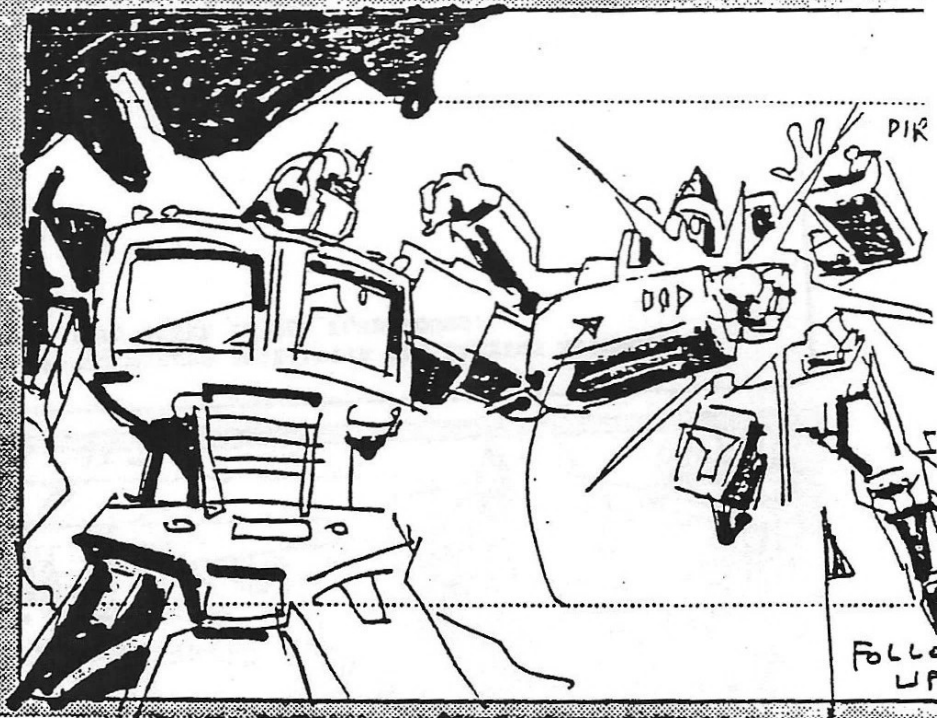
DIAL OPTIMUS PRIME: That's a question...

MUSIC/SFX

CAMERA

SC. CONT.

SEQ. 8 Page 109



ACTION ...WE PAN WITH HIM AS HE TRIES TO GRAB PRIME. BUT PRIME T BACK AND SLAMS DIRGE WITH THE BACK OF HIS ARM...

DIAL

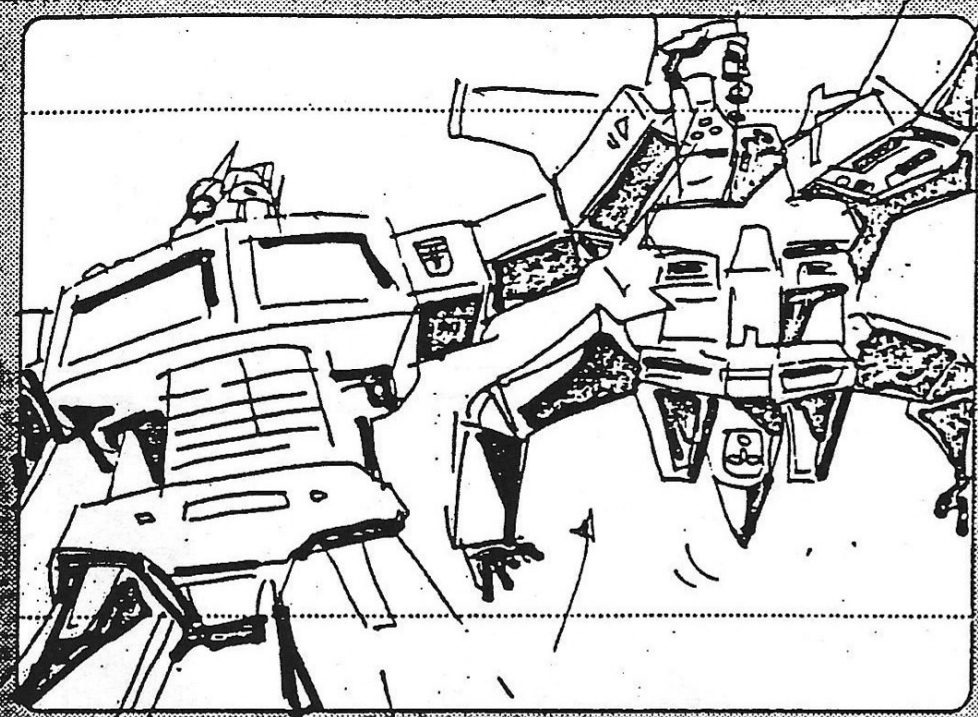
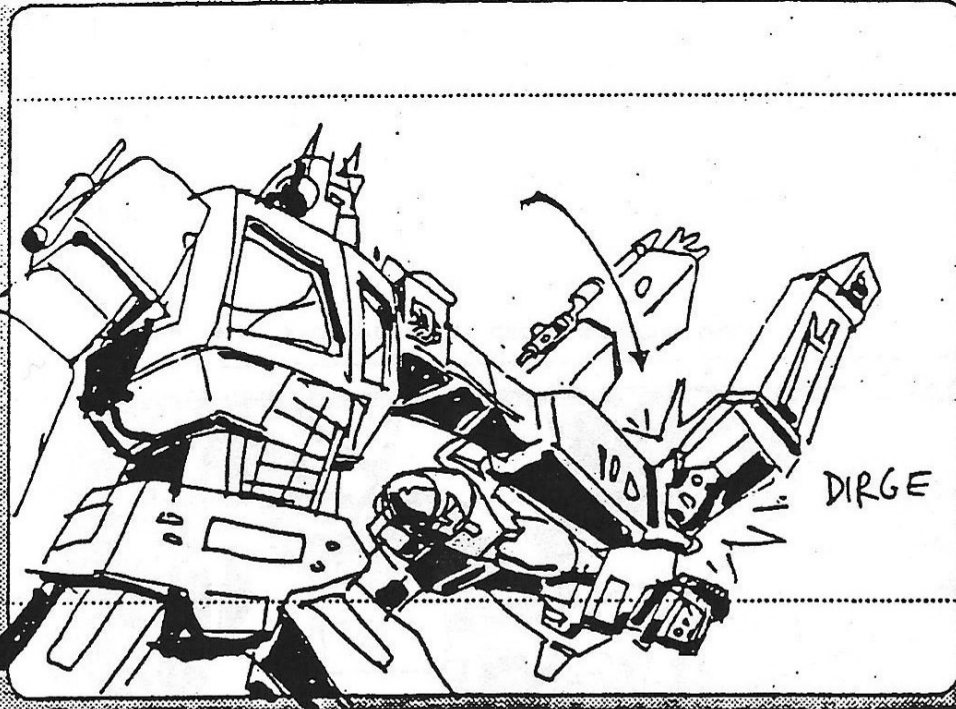
MUSIC/SFX

CAMERA

SC. 8-116

SC. CONT.

SEQ. 8 Page 110



ACTION ...PRIME THEN GRABS DIRGE...

DIAL

MUSIC/SFX  
**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...LIFTS HIM HIGH INTO THE AIR...

DIAL

MUSIC/SFX



SC. CONT 8-116

SC. 8-118

SEQ. 8 Page 111



NO SCENE 8-117



NEXT PAGE 111A

ION ...WE PAN WITH HIM AS HE SMASHES DIRGE INTO THE GROUND WITH SHATTERING FORCE.

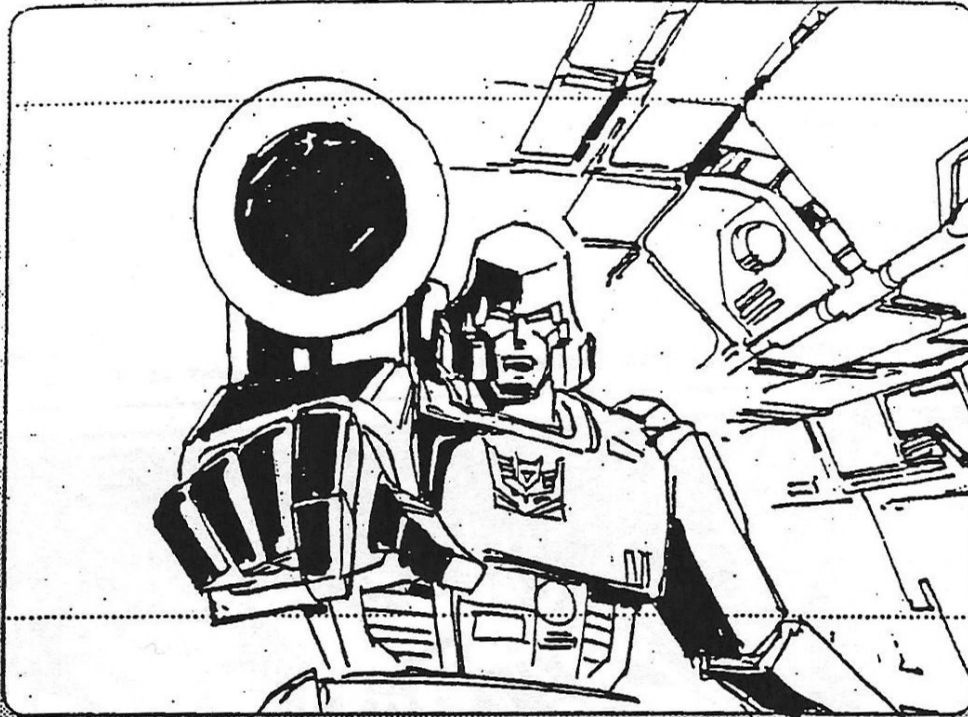
ACTION M.C.U. PRIME. HE TURNS BACK TO FACE THE O.S. MEGATRON.

DIAL OPTIMUS PRIME (cont) You should ask yourself Megatron.

MUSIC/SFX

CAMERA

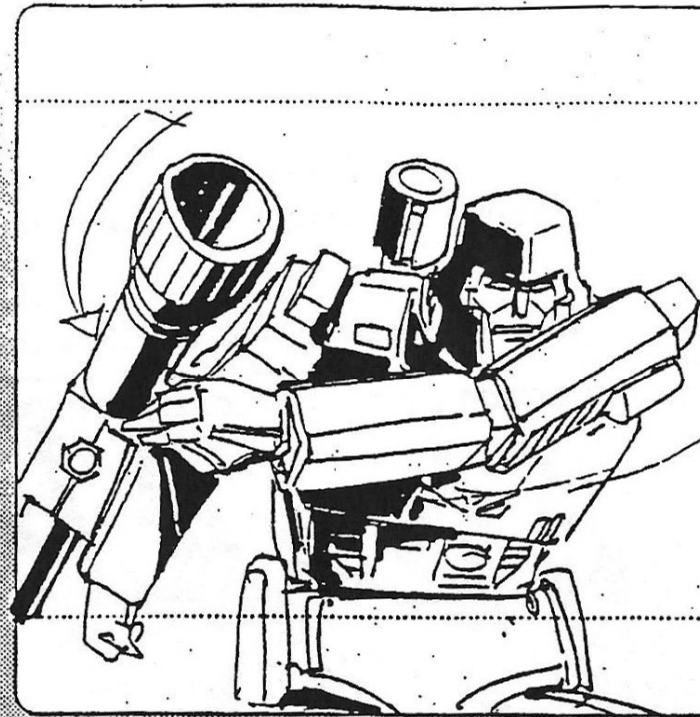
SC. 8-118 A



SC. CONT

SEQ. 8

Page 111



ACTION M.S. MEGATRON. HE TAKES CAREFUL AIM AT PRIME O.S...

DIAL MEGATRON: No !

MUSIC/SFX

TFRAW

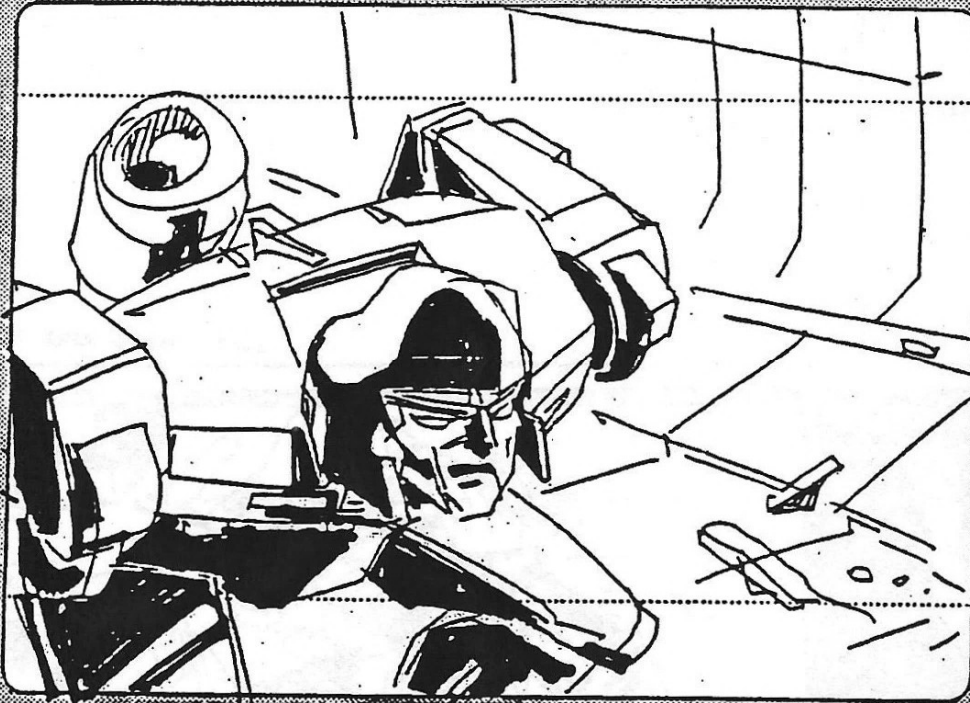
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...BUT THEN SWINGS HIS CANNON DOWN, DECIDING NOT TO SHOOT.

DIAL MEGATRON (CONT) I'll crush you with my bare hands.  
(pick up line)

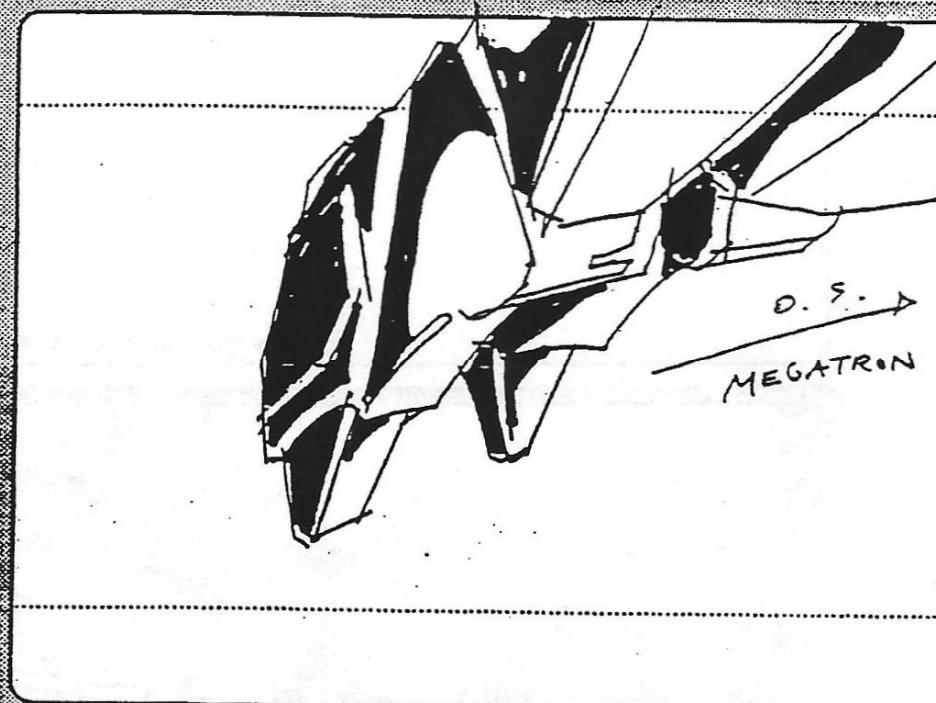
MUSIC/SFX

SC. CONT 8-118A



SC. CONT.

SEQ. 8 Page 1/2



ACTION M.S. MEGATRON. HE CROUCHES DOWN AND...

DIAL

MUSIC/SFX

CAMERA

ACTION ...JUMPS UP AND O.S.

DIAL

MUSIC/SFX

CAMERA

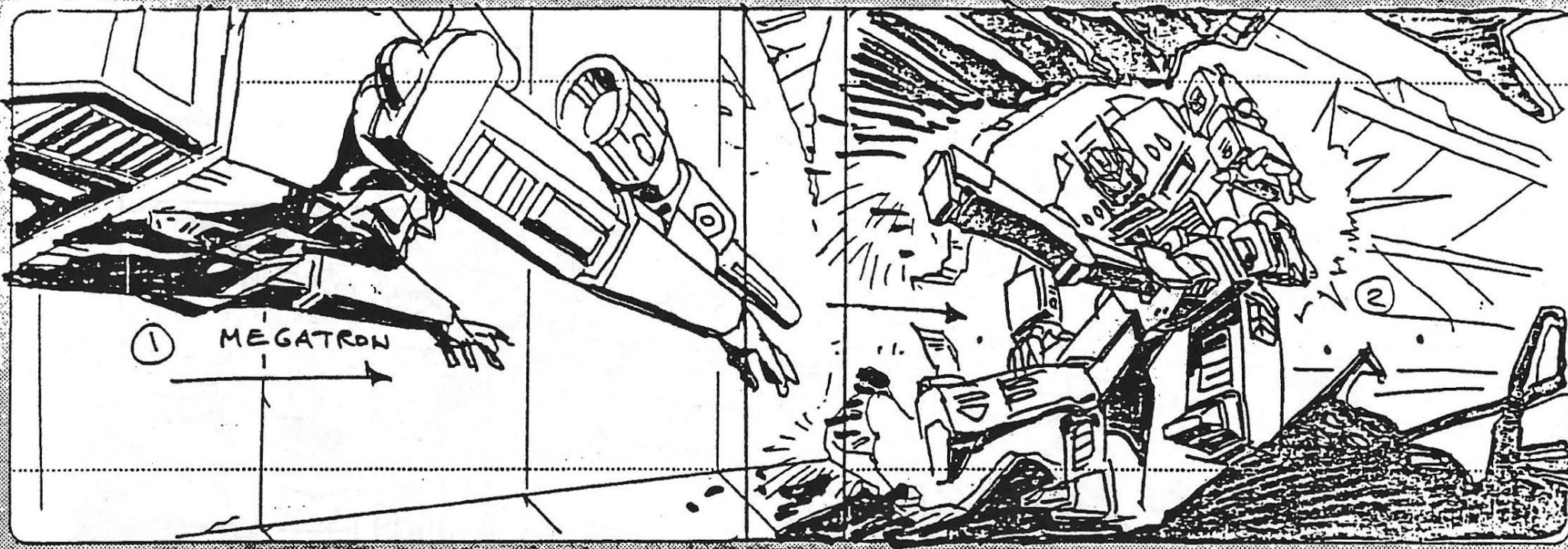
TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!



SC. 8-120

FOLLOW PAN

SEQ. 8 Page 113



ACTION M.S. MEGATRON. WE FOLLOW HIM AS HE FLIES FORWARD AND...

DIAL MEGATRON/PRIME (CHARGES)



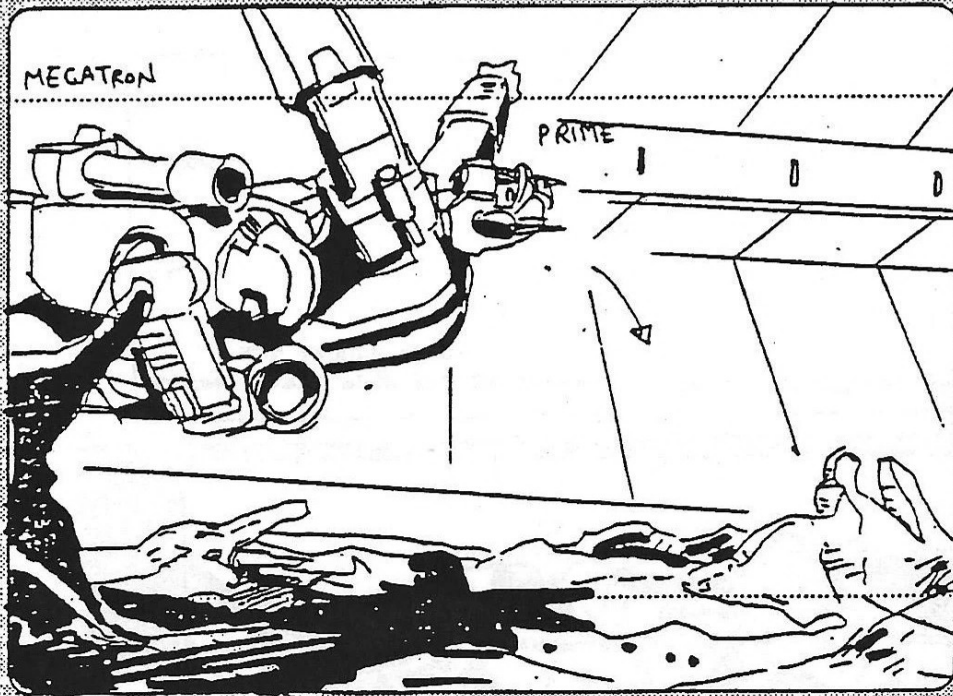
ACTION ...CRASHES INTO PRIME.

DIAL

MUSIC/SFX

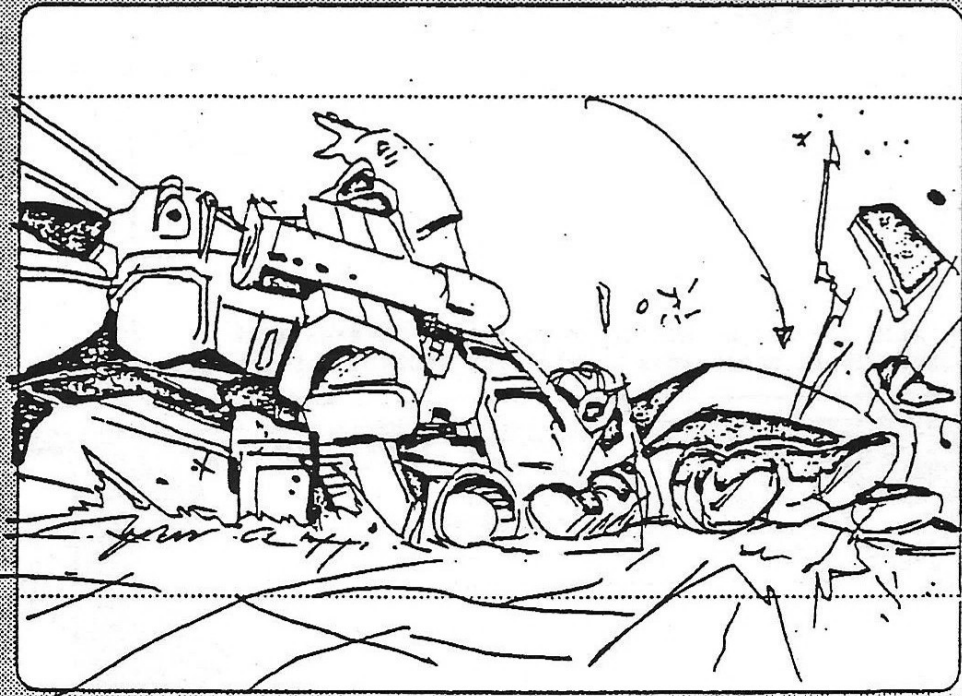


SC. 8-121



SC. CONT.

SEQ. 8 Page 114



ACTION M.S. PRIME AND MEGATRON. PRIME IS KNOCKED OFF OF HIS FEET.

DIAL

MUSIC/SFX

CAMERA

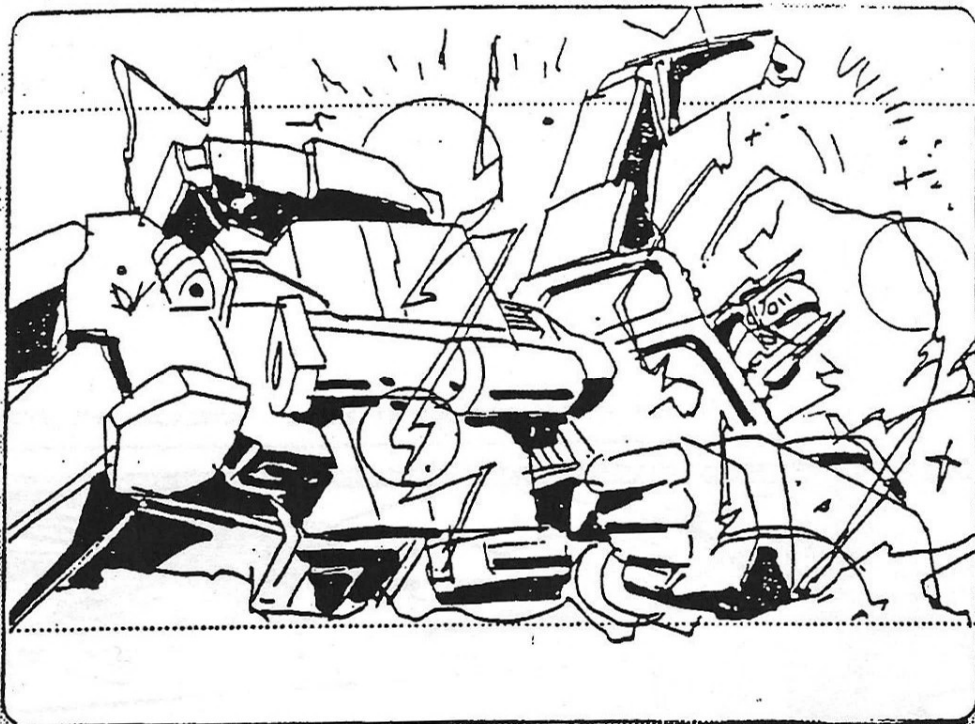
ACTION ...THEY BOTH FALL BACK, AND HIT THE FLOOR WITH JARRING FORCE.

DIAL

MUSIC/SFX

CAMERA

SC. CONT.



ACTION SPARKS FROM BROKEN CABLES IN THE CITY COMPLEX CRACKLE ALL AROUND THEM.

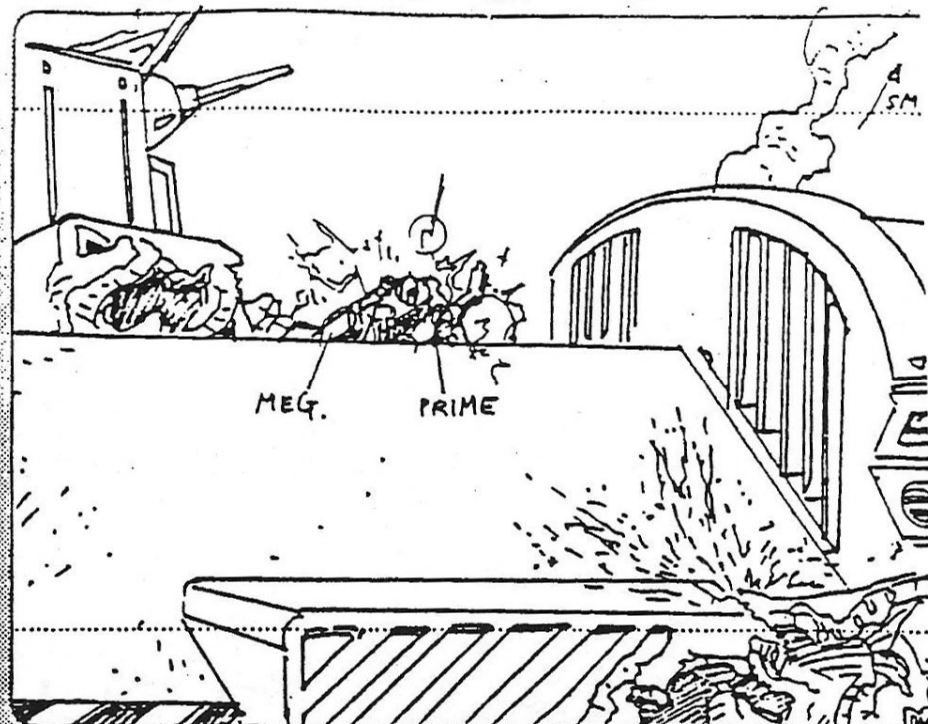
DIAL

MUSIC/SFX

TF RAW  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-122

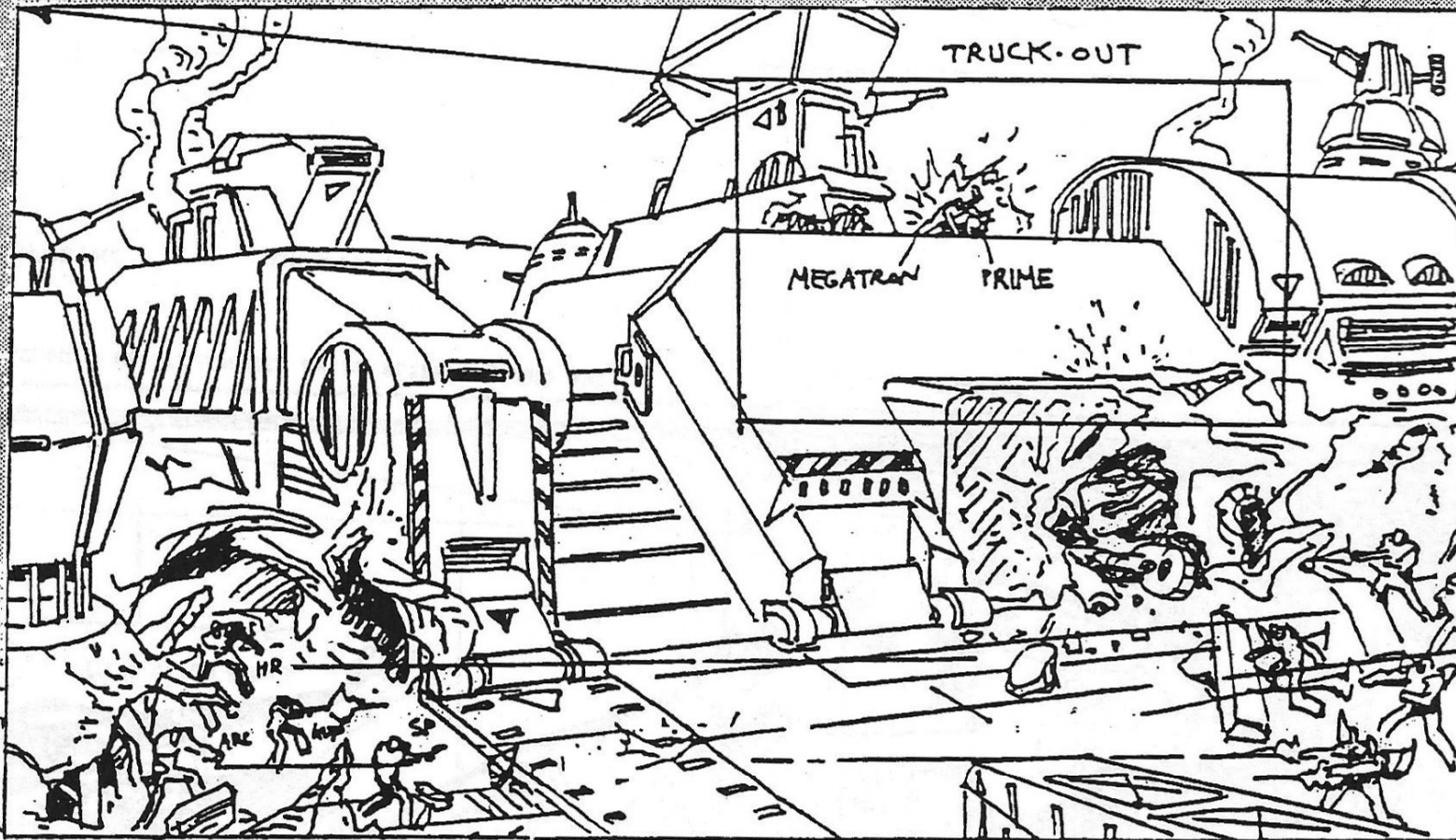
SEQ. 3



ACTION X.L.S. MEGATRON AND PRIME. SURROUNDED BY ELECTRICAL SPARKS, THEY WRESTLE ON TOP OF A SECTION OF AUTOBOT CITY.

DIAL

MUSIC/SFX



TRUCK-OUT

MEGATRON PRIME

DECEPTICONS

AUTOBOTS

WE TRUCK OUT TO INCLUDE A WIDE EXPANSE OF THE CITY. ON A DECK FAR BELOW MEGATRON AND PRIME, THE OTHER AUTOBOTS ARE WARRING WITH A GROUP OF DECEPTICONS.

MUSIC/SFX

CAMERA

CAMERA

SC. 8-124

START

PAN

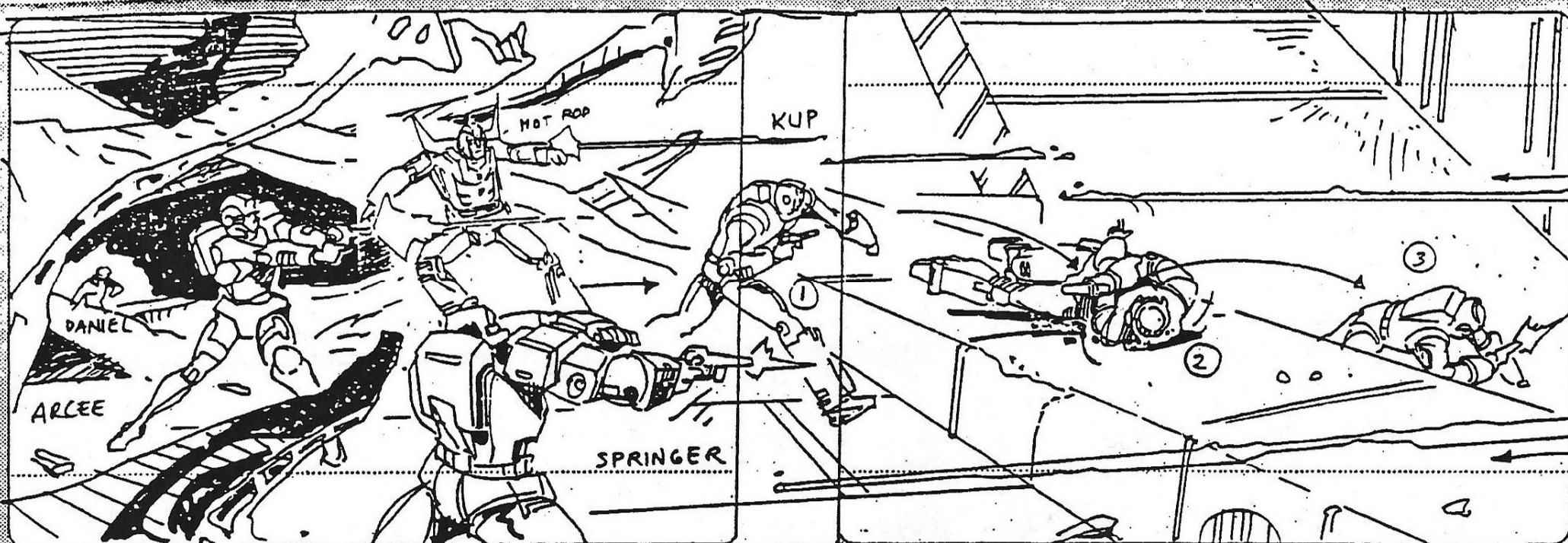
SC.

SEQ. 8

STOP

Page

117



ACTION L.S. DANIEL, ARCEE, SPRINGER AND KUP. DANIEL IS POSITIONED IN A SAFE PLACE WHILE ARCEE AND SPRINGER FIRE LASER BLASTS TO COVER KUP. WE PAN WITH HIM...

DIAL

MUSIC/SFX

**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...AS HE RUNS FORWARD, ROLLS OVER AND JUMPS DOWN ON THE OTHER SIDE OF A LOW WALL.

DIAL

MUSIC/SFX



SC. 8-125

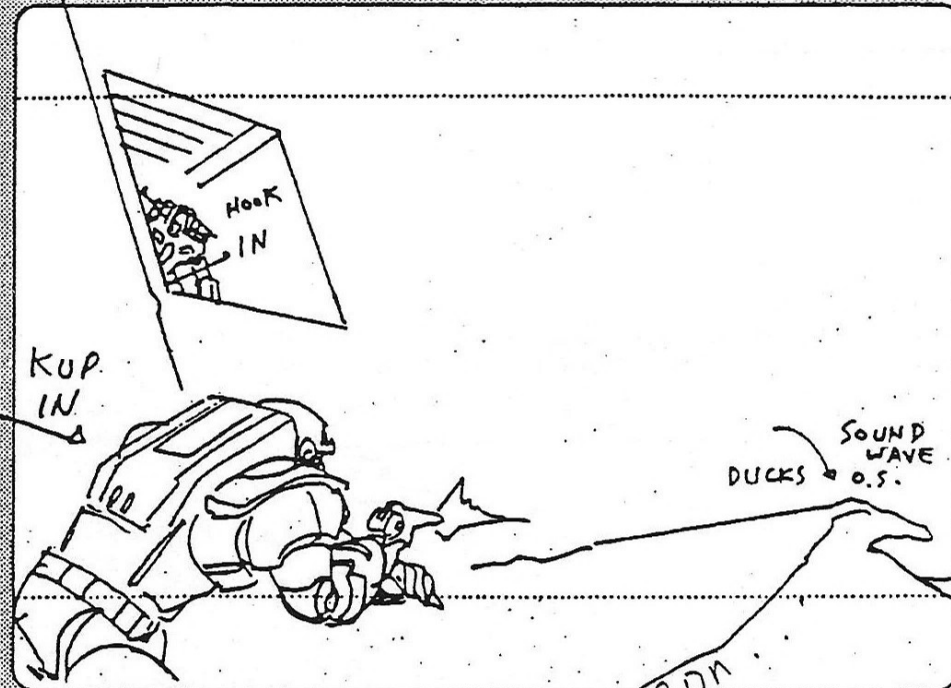


SC. CONT.

SEQ. 8

Page

118



ACTION X.L.S. THUNDERCRACKER AND SOUNDWAVE. THUNDERCRACKER TAKES A DIRECT HIT FROM THE O.S. AUTOBOTS. SOUNDWAVE FIRES BACK...

DIAL

MUSIC/SFX

CAMERA

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

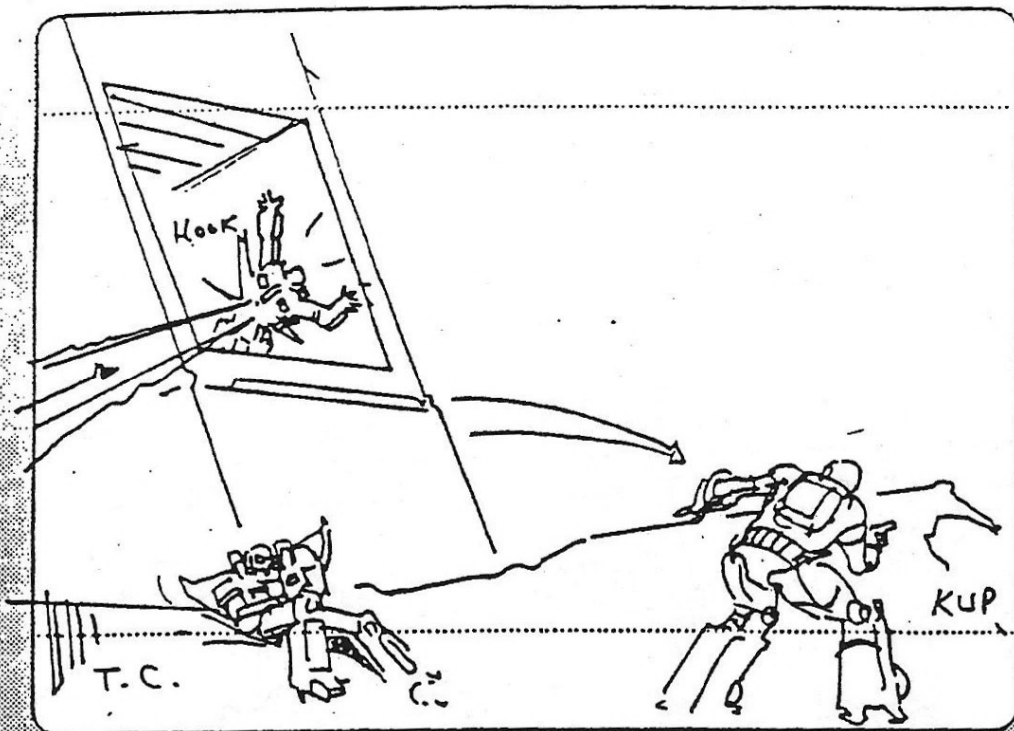
ACTION ...KUP ENTERS THE SCENE AND FIRES AS SOUNDWAVE WHO DUCKS FOR COVER, WHILE HOOK ENTERS THE SCENE THROUGH A HIGH PORTAL.

DIAL

MUSIC/SFX

CAMERA

SC. CONT. 0-1-23

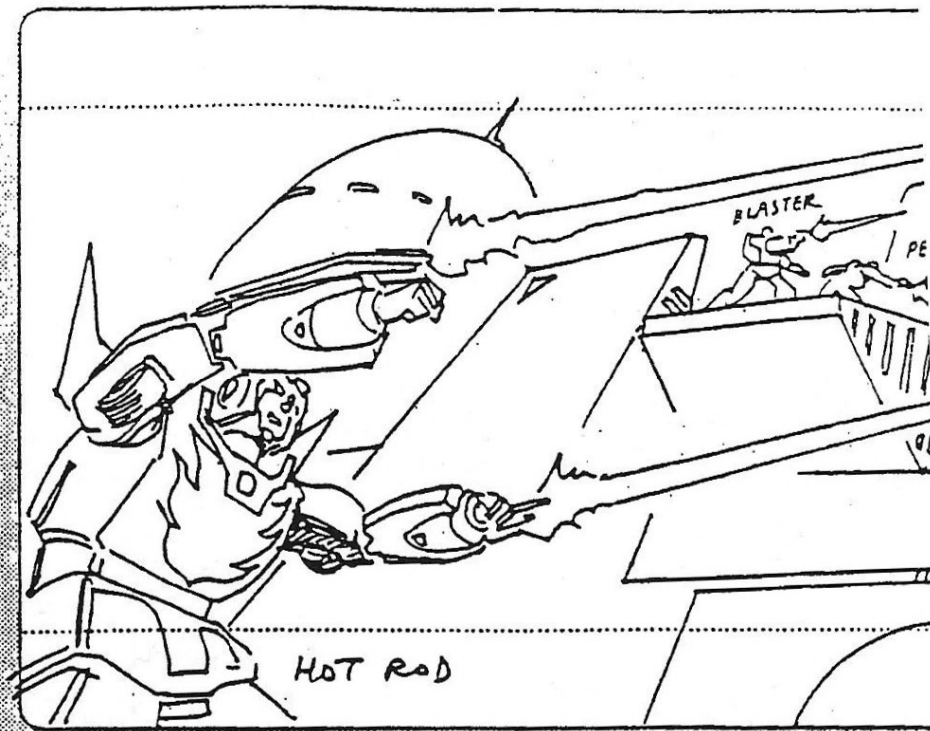


ACTION KUP RUNS FORWARD. HOOK TAKES TWO DIRECT HITS FROM HOT ROD O.S.

DIAL

MUSIC/SFX

SC. 0-1-24

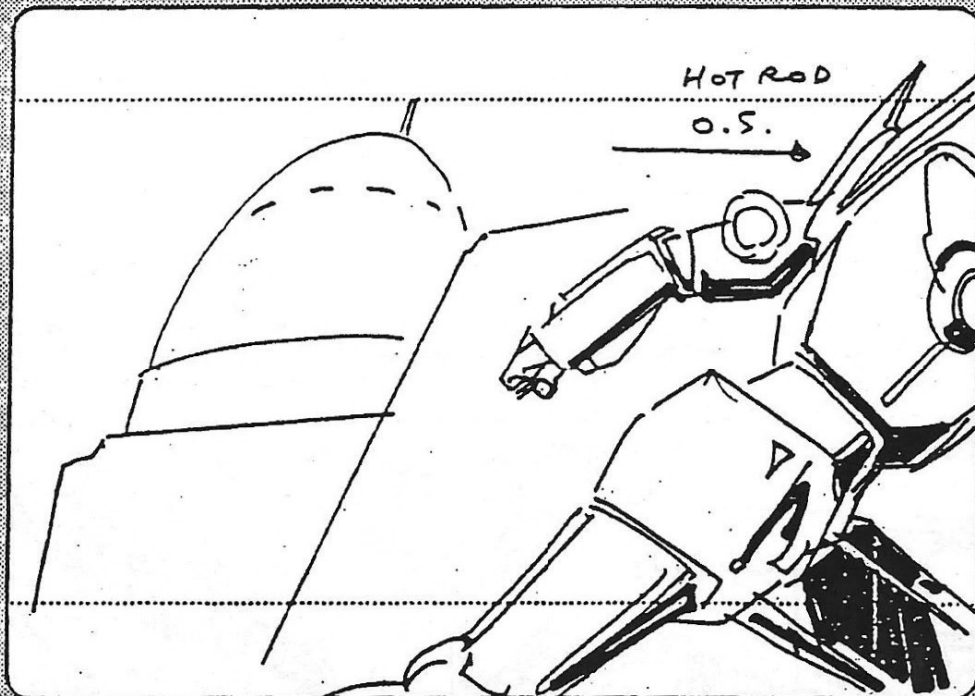


ACTION M.L.S. HOT ROD IN THE FOREGROUND, FIRES HIS WEAPONS. HIGH ABOVE HIM ON A PORCH, BLASTER AND PERCEPTOR FIRE O.S.

DIAL

MUSIC/SFX

SC. CONT. 8-126



ACTION HOT ROD RUNS O.S.

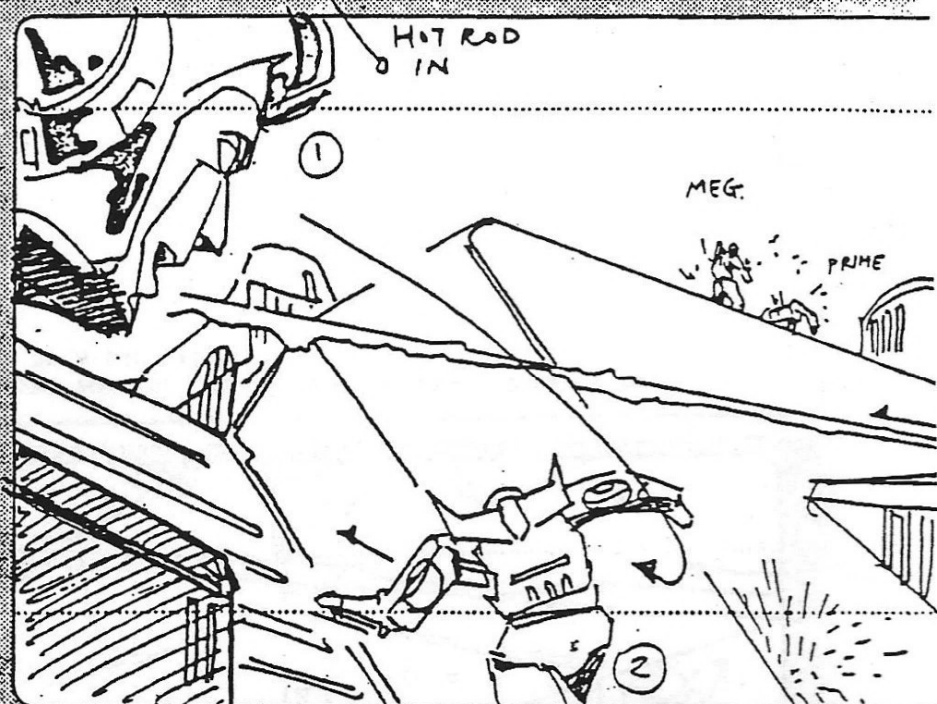
DIAL

MUSIC/SFX

CAMERA

SC. 8-127

SEQ. 8 Page 120



ACTION X.L.S. MEGATRON AND PRIME FIGHT IT OUT ON A WALL HIGH ABOVE, AS HOT ROD RUNS INTO SCENE AND UP A STEEP RAMP.

DIAL HOT ROD " I've got to help Prime.

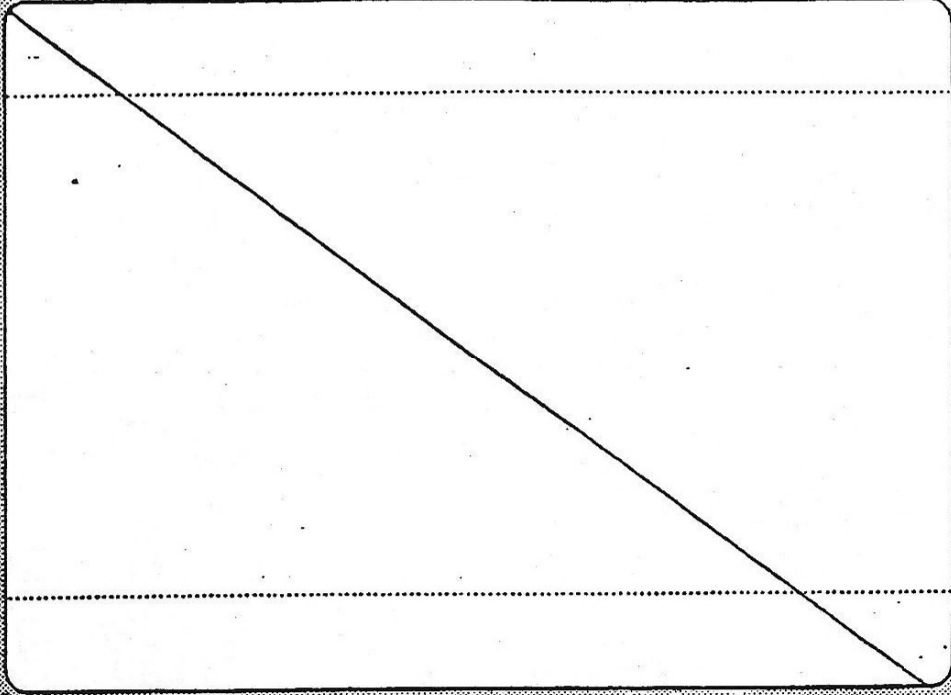
MUSIC/SFX

CAMERA

SC. 128

SC. 8-129

SEQ. 8 Page 121



ACTION M.C.U. KUP. HE LOOKS UP AND CALLS TO HOT ROD O.S.  
LONG HALL IS MOVING IN THE B.G.

DIAL KUP Stay away, lad. That's Prime's  
fight.

MUSIC/SFX  
TFRAW  
From: Generation 1 to Beast Hunters and beyond!!!!

ACTION

DIAL

MUSIC/SFX



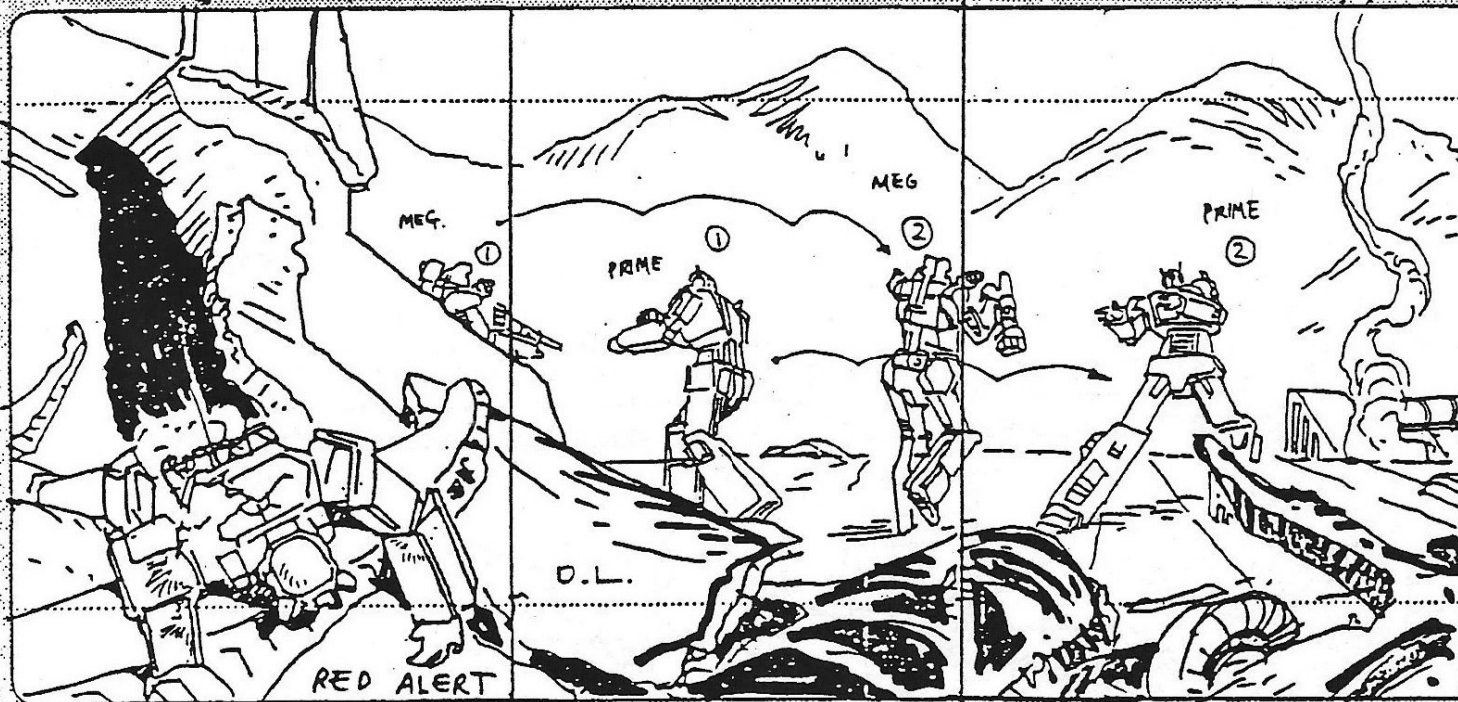
SC8-130

START

FOLLOW PAN

STOP

SEQ. 8 Page 122



ACTION X.L.S. MEGATRON AND PRIME. MEGATRON ADVANCES ON PRIME WHO BACKS AWAY FROM MEGATRON.

DIAL

ACTION

DIAL

MUSIC/SFX

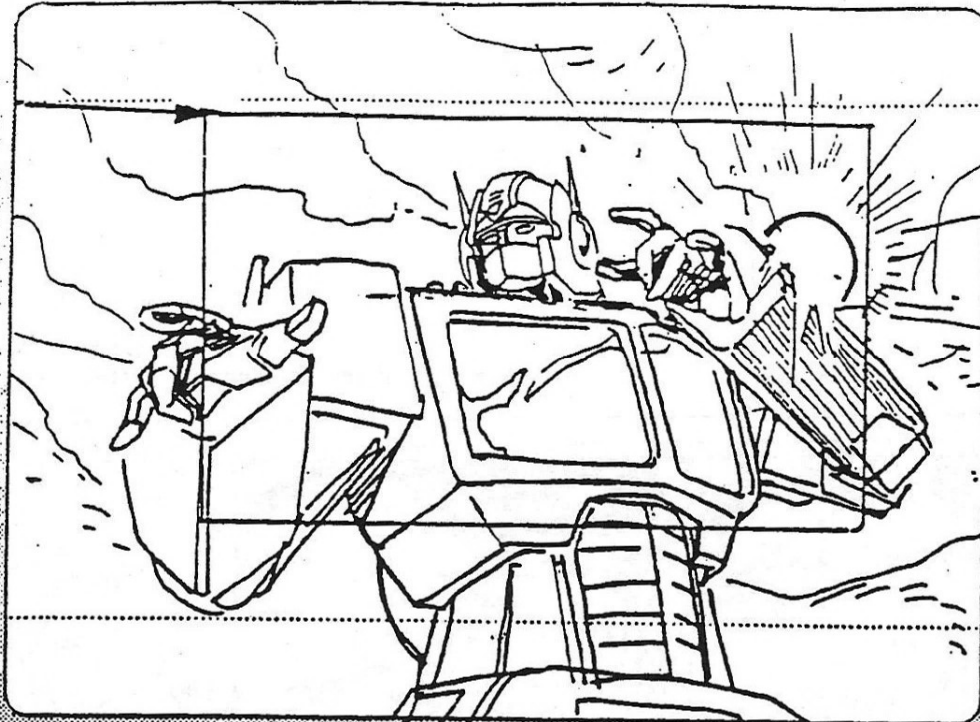
MUSIC/SFX

CAMERA

CAMERA

SC. 01

TRUCK-IN



ACTION M.S. PRIME. WE TRUCK INTO HIM AS THE LOW SUN SHINES BEHIND HIM. HE STANDS READY TO FIGHT.

DIAL

MUSIC/SFX

SC. 02

TRUCK-IN



ACTION M.S. MEGATRON. WE TRUCK IN ON HIM AS HE PREPARES TO AT PRIME.

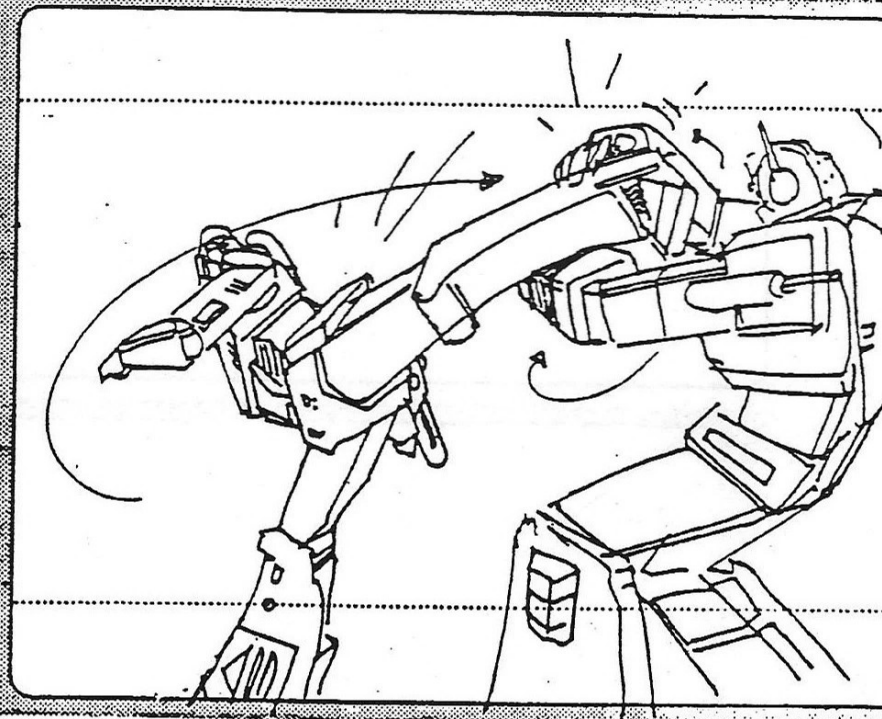
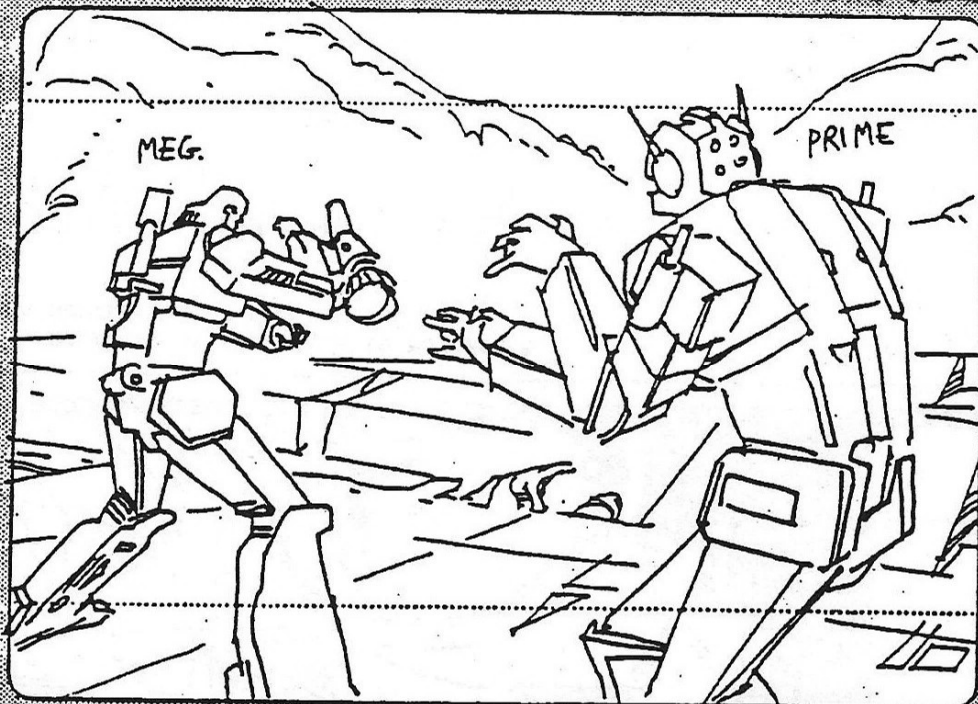
DIAL

MUSIC/SFX

SC. 8/33

SC. CONT.

SEQ. 8 Page 124



ACTION L.S. MEGATRON AND PRIME. MEGATRON GETS READY...

DIAL

MUSIC/SFX

CAMERA

ACTION ...AND KICKS OUT AT PRIME, WHO DODGES HIS BLOW AND GRABS A HOLD OF MEGATRON'S FOOT.

DIAL

MUSIC/SFX

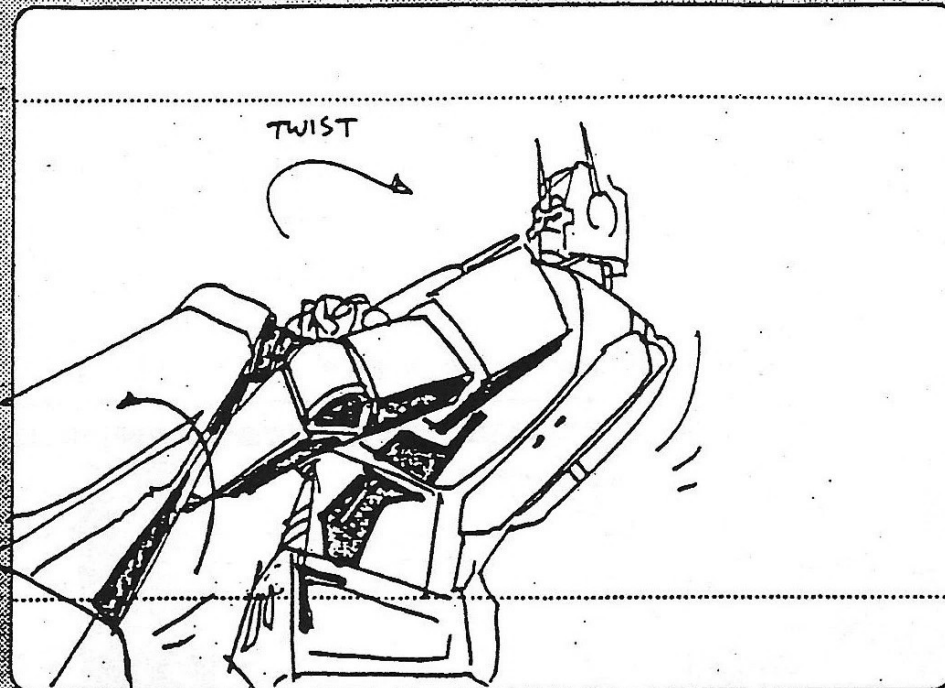
CAMERA

SC. 8-134



SC. 8-135

SEQ. 8 Page 125



ACTION M.S. PRIME. HE GETS A TIGHT HOLD ON MEGATRON'S LEG...

DIAL

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...AND WITH MUCH FORCE TWISTS IT OVER AND...

DIAL

MUSIC/SFX



SC. CONT. 8-135



ACTION ...WITH A MIGHTY SHOVE THROWS MEGATRON BACK.

DIAL

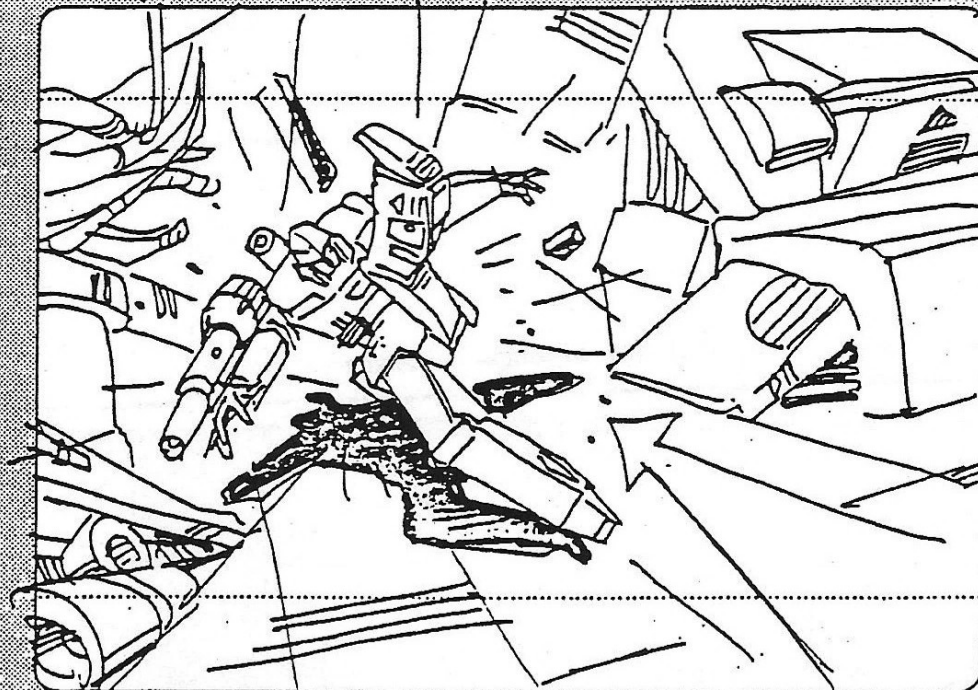
MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-136

SEQ. 8 Page 126



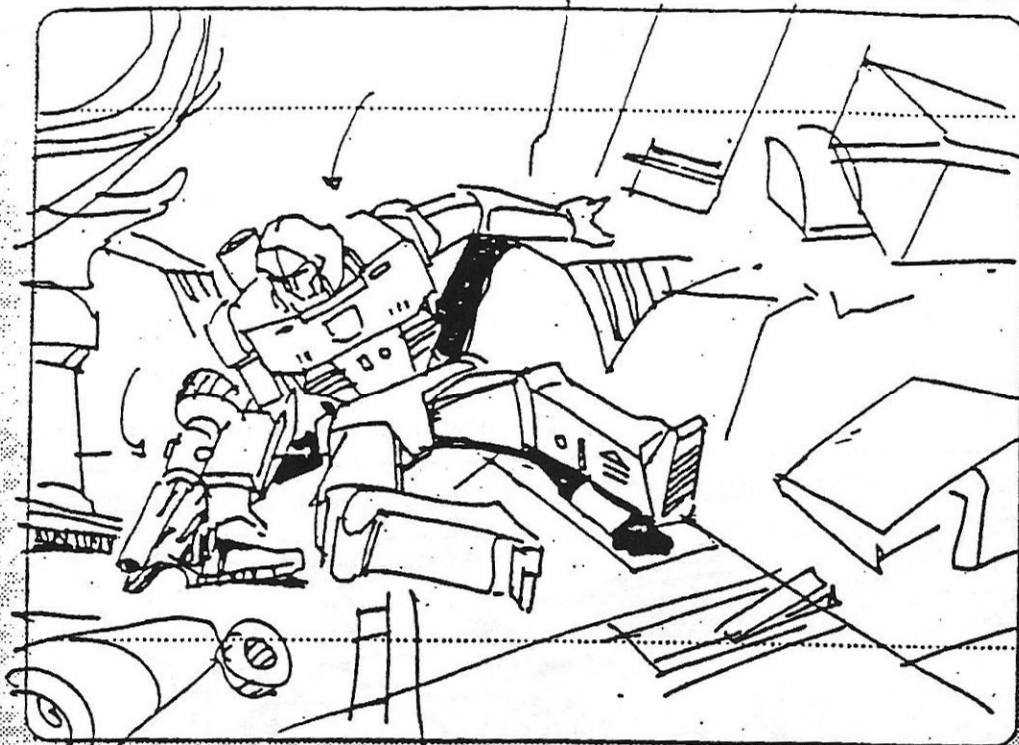
ACTION L.S. MEGATRON. HE GOES FLYING THROUGH THE SCENE, AND CRASHES INTO THE CITY WALL.

DIAL

MUSIC/SFX

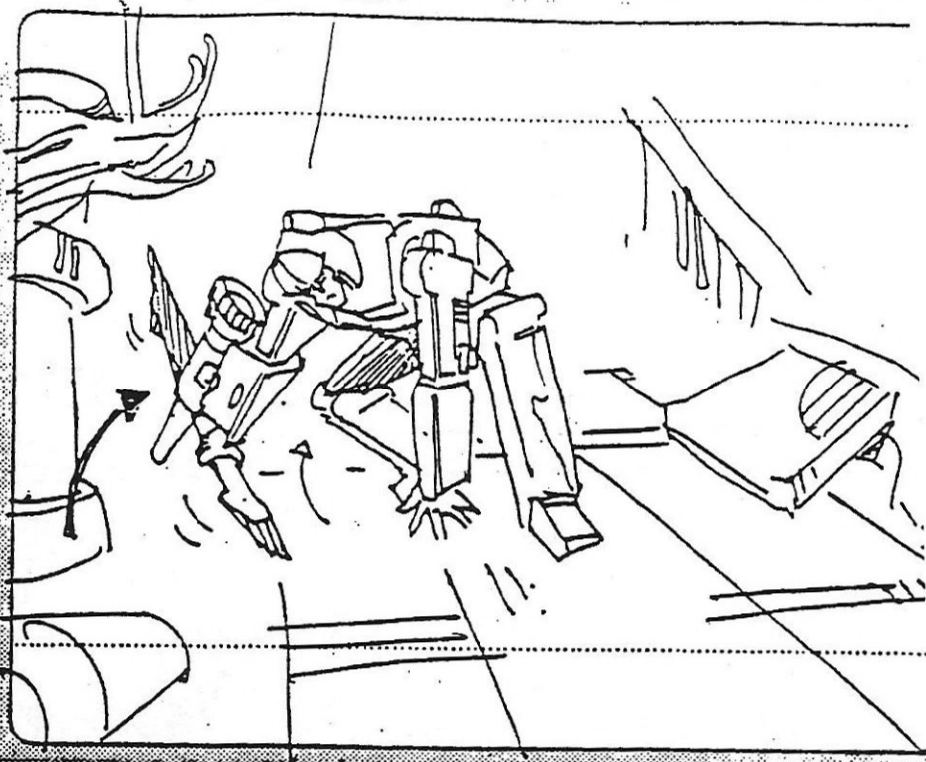
CAMERA

SC. 000 0-30



SC. 001

Page 2



ACTION MEGATRON REGAINS HIS PRESENCE OF MIND...

DIAL

MUSIC/SFX

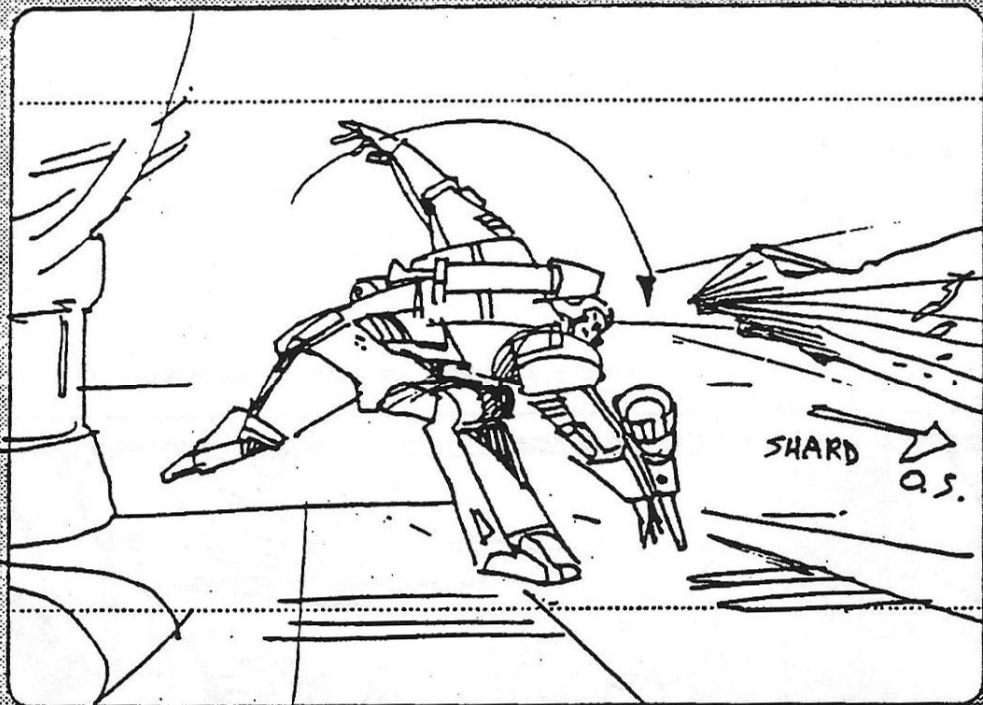
ACTION ...PUSHES HIMSELF UP AND PICKS UP A PIECE OF JAGGED METAL.

DIAL

MUSIC/SFX

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT. 8-136



ACTION HE HURLS THE SHARP SHARD O.S.

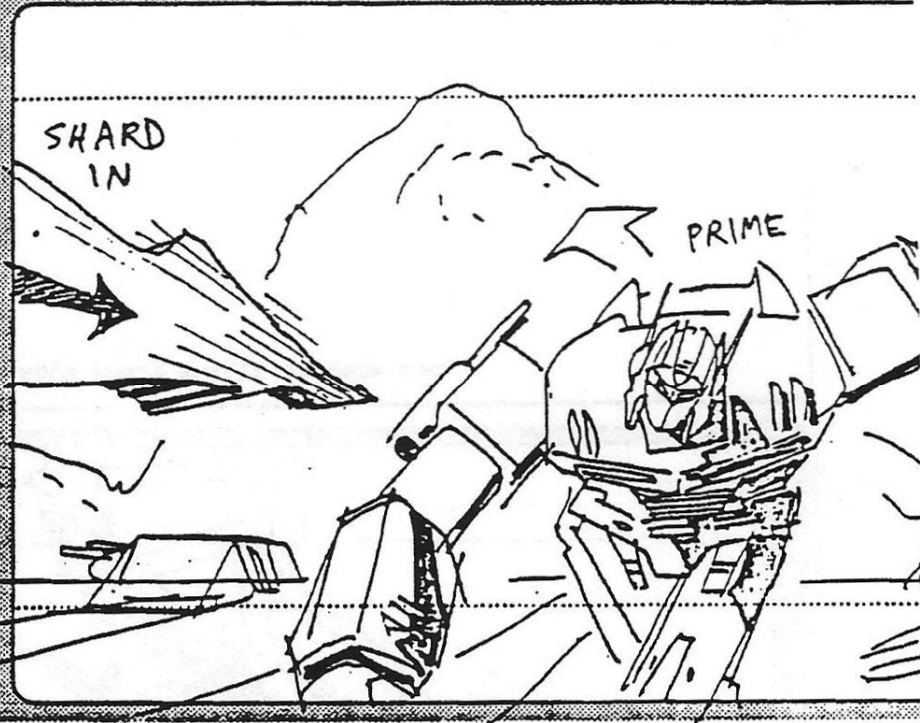
DIAL

MUSIC/SFX

CAMERA

SC. 8-137

SC. 8 Page 128



ACTION M.S. PRIME MOVING FORWARD AS THE SPIKED SHARD SPEEDS TOWARD HIM.

DIAL

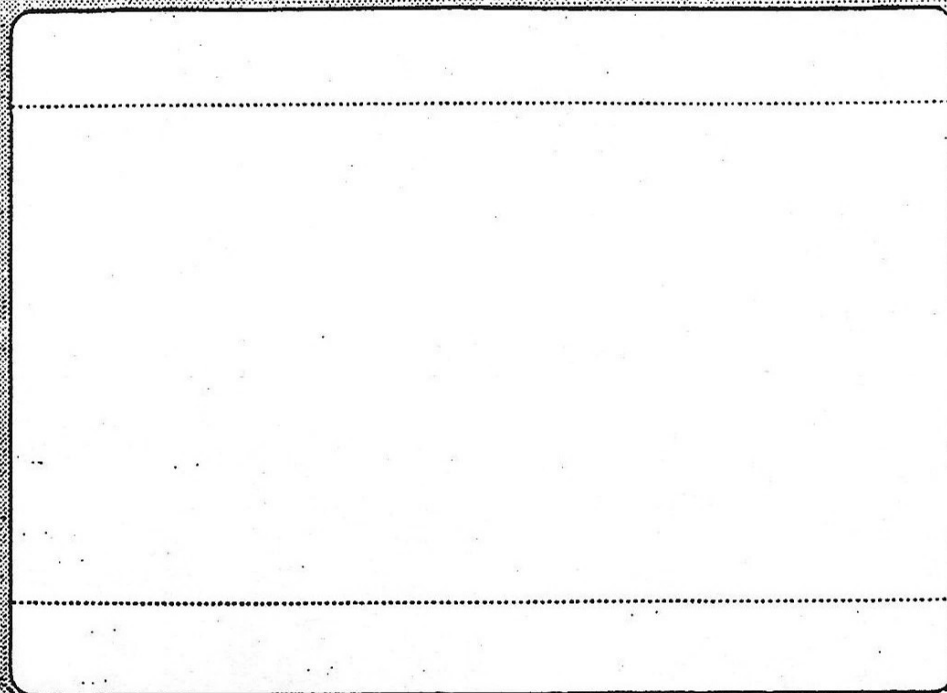
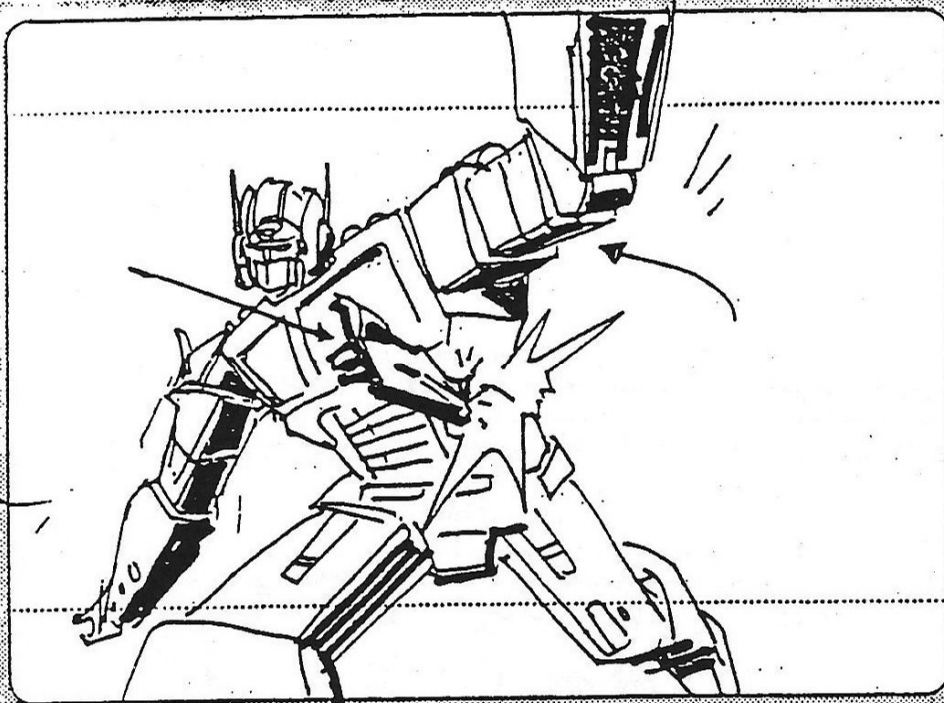
MUSIC/SFX

CAMERA

SC. CONT. 8-137

SC.

SET 8 Page 129



ACTION HE TRIES TO DODGE IT BUT IT CATCHES HIM IN THE SIDE...

DIAL



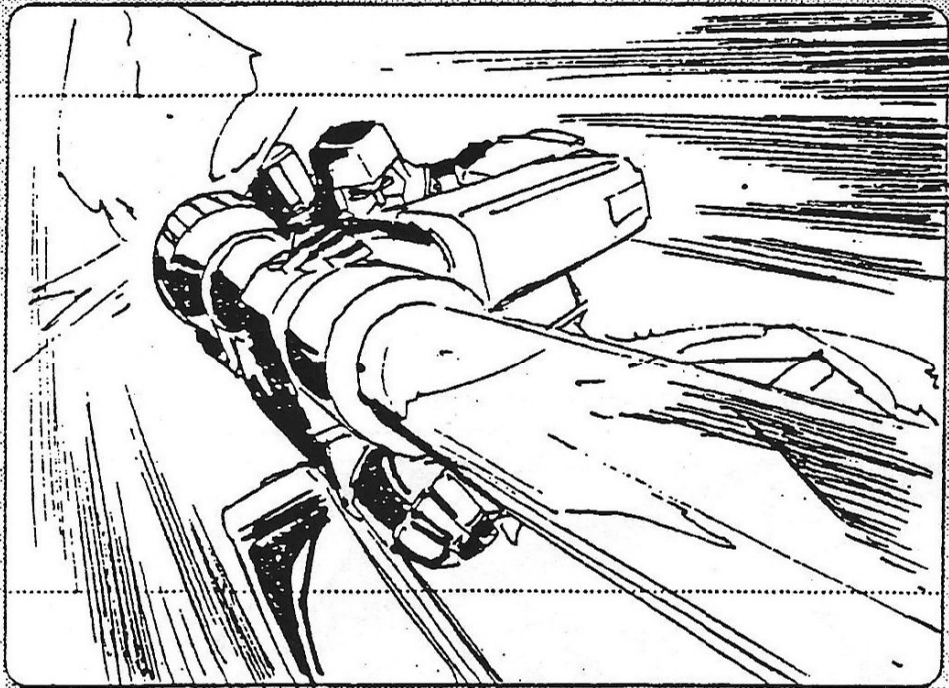
ACTION

DIAL

MUSIC/SFX

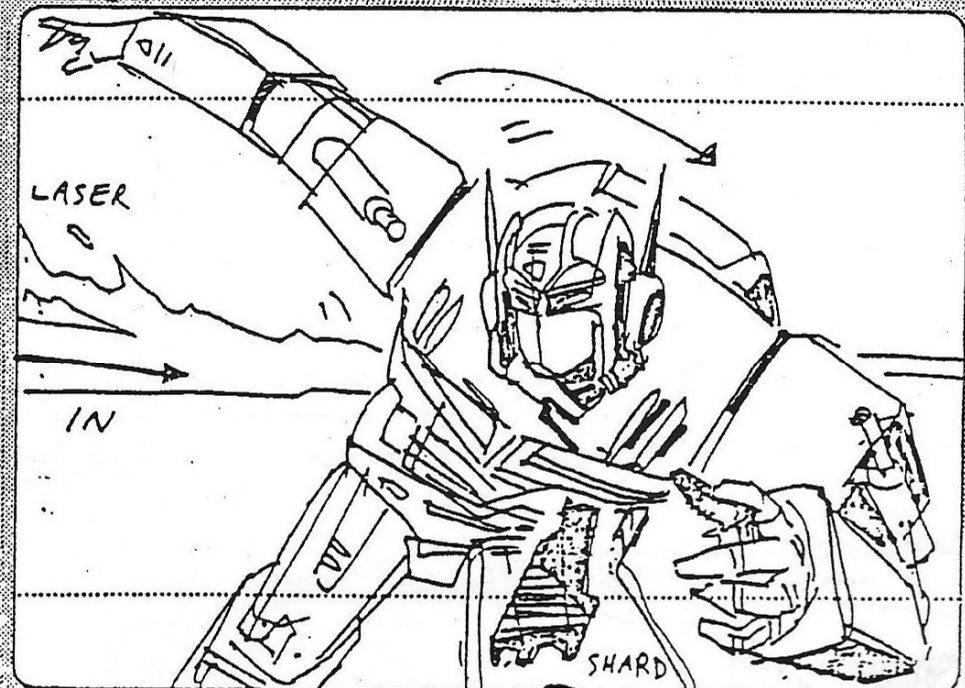


SC. 8-137A



SC. 137-B

Page 129 A



ACTION

DIAL

MUSIC/SFX

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

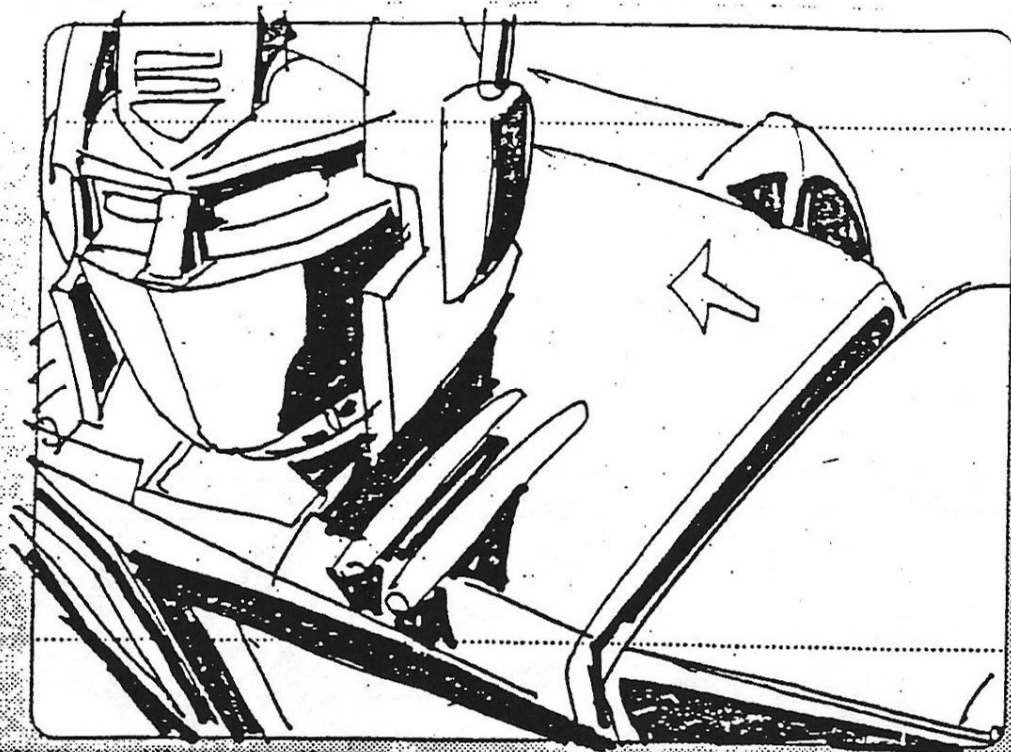
...HE KEEPS MOVING FORWARD AND DUCKS A LASER BLAST THAT  
SIPS PAST HIM.

DIAL

MUSIC/SFX

CAMERA

SC. 0011 0707 D



ACTION ...HE CONTINUES ON TOWARD THE O.S. MEGATRON.

DIAL

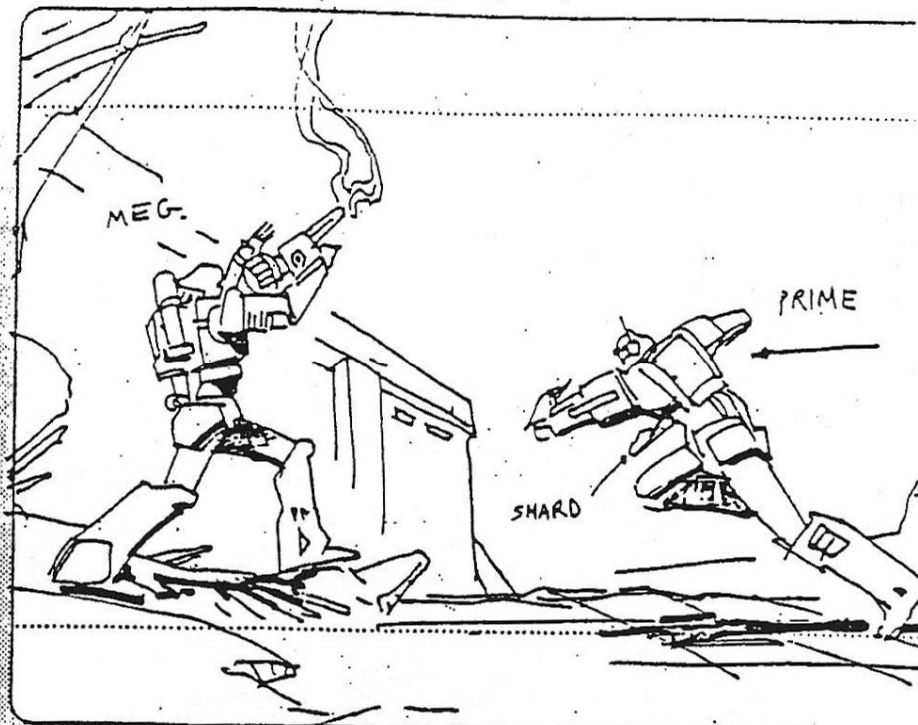
MUSIC/SFX

TFRAW

From Generation 1 to Beast Hunters and Beyond!!!!

SC. 0013 0708

SEC. 3 Page 130



ACTION L.S. MEGATRON AND PRIME. PRIME RUSHES MEGATRON.

DIAL

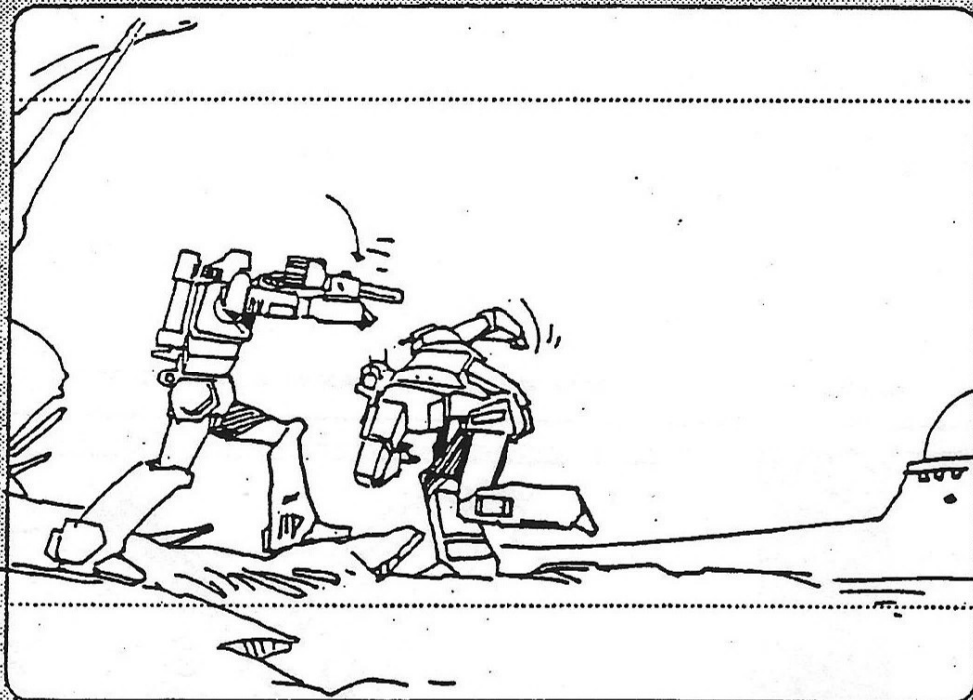
MUSIC/SFX

SC. CONT.

8-138

SC. 8-139

SEQ. 8 Page 131

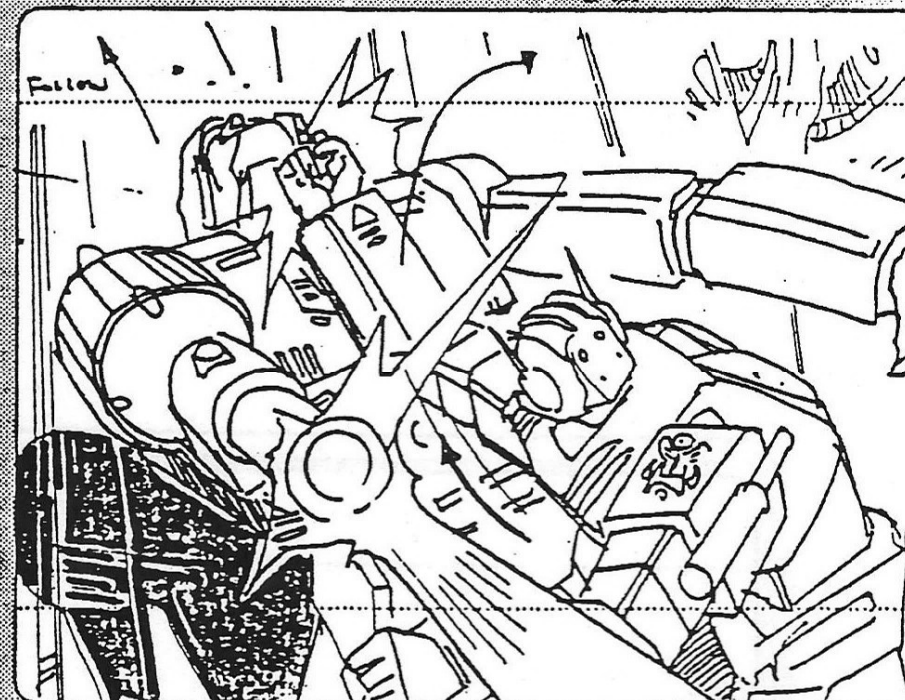


ACTION MEGATRON TRIES TO BANG HIM IN THE HEAD WITH HIS CANNON  
BUT PRIME DUCKS DOWN.

DIAL

MUSIC/SFX

CAMERA



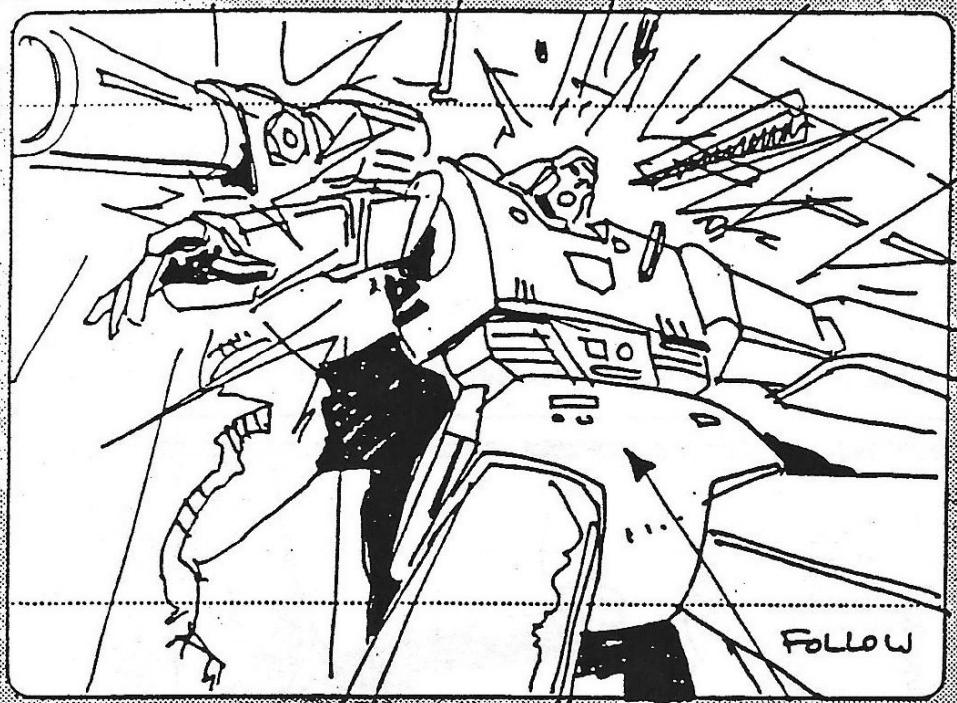
ACTION M.S. MEGATRON AND PRIME.' PRIME PUNCHES MEGATRON IN THE  
CHIN, SENDING HIM FLYING BACK.

DIAL

MUSIC/SFX

CAMERA

SC. CONT. 8-139



ACTION WE FOLLOW HIM AS HE BANGS INTO A WALL, CRUSHING IT IN...

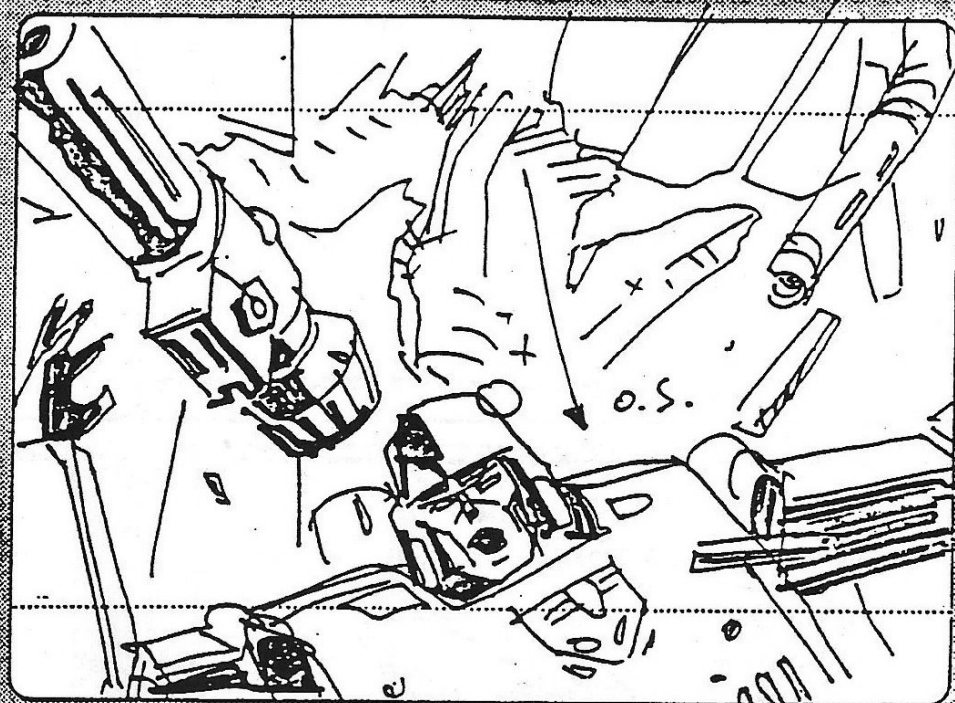
DIAL

MUSIC/SFX

CAMERA

SC. CONT.

SEQ. 8 Page 132



ACTION ...HE FALLS O.S.

DIAL

MUSIC/SFX

CAMERA

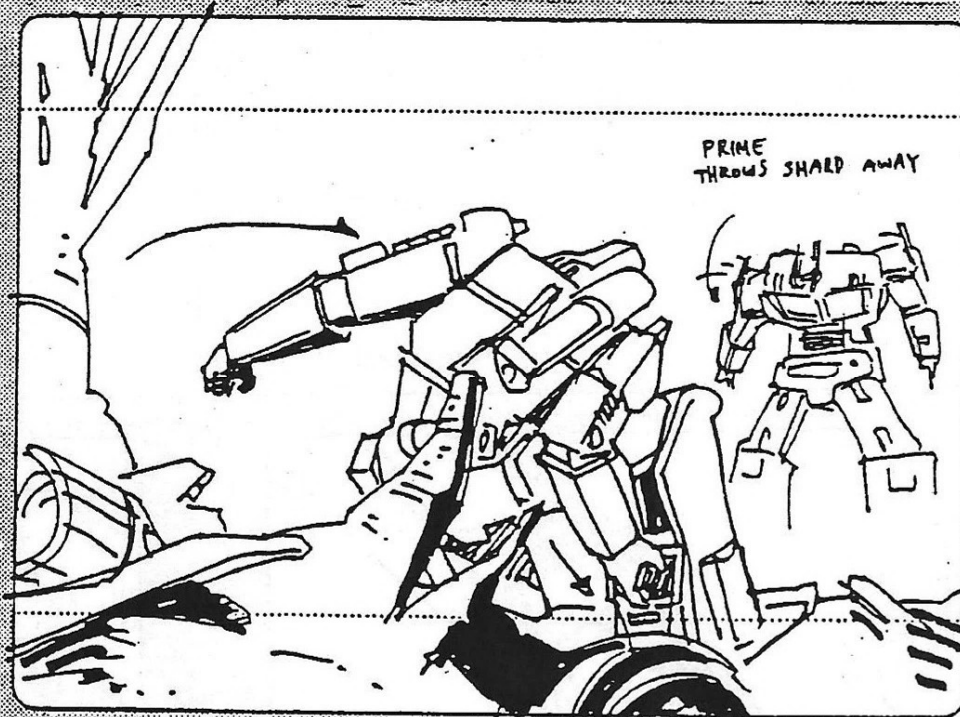
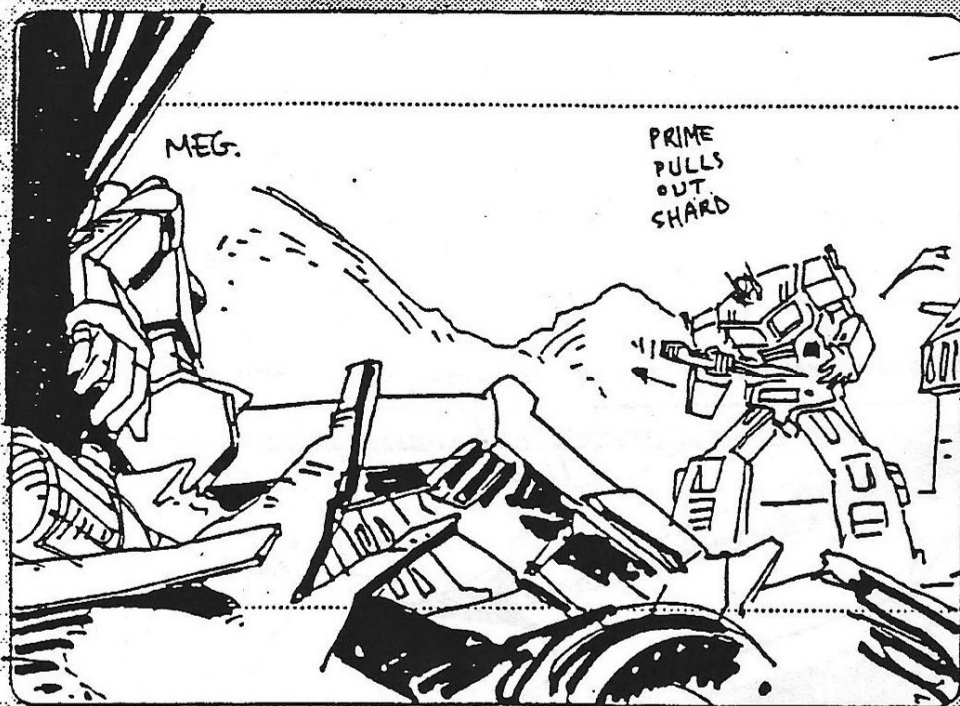


SC.

8-140

SC. CONT.

SEQ. 8 Page 133



ACTION X.L.S. PRIME WITH MEGATRON IN THE FOREGROUND. PRIME PULLS THE SHARD OUT OF HIS SIDE...

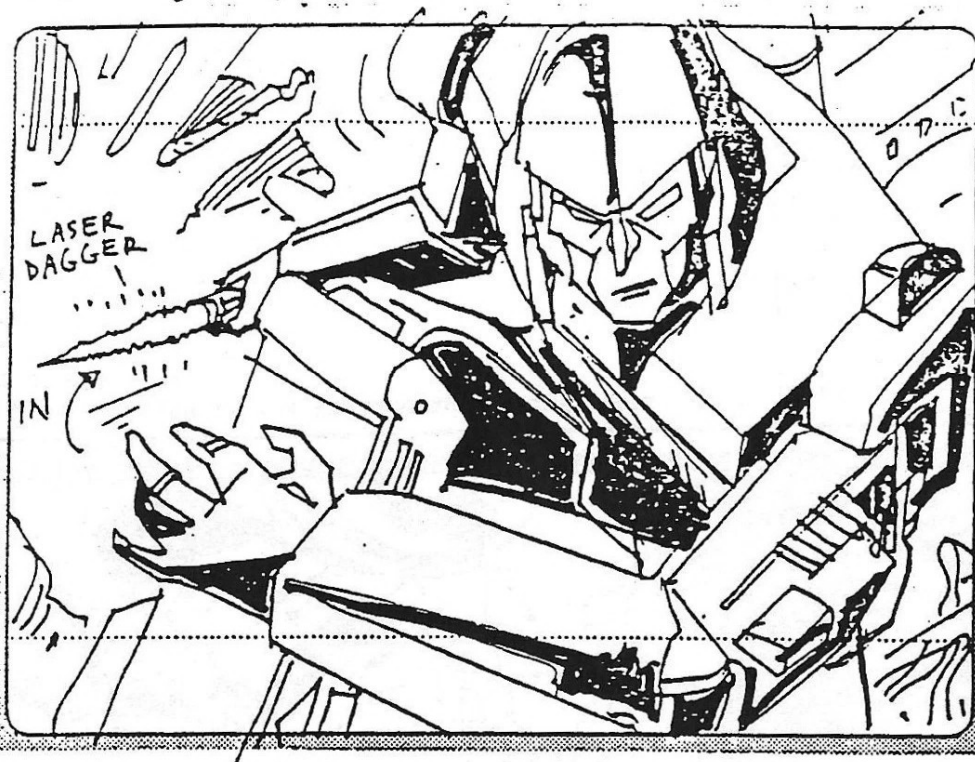
ACTION ...AND THROWS IT AWAY. MEGATRON GETTING UP TO HIS FEET REACHES FOR A DAGGER HIDDEN ON THE SIDE OF HIS LEG.

DIAL

MUSIC/SFX

CAMERA

SC.

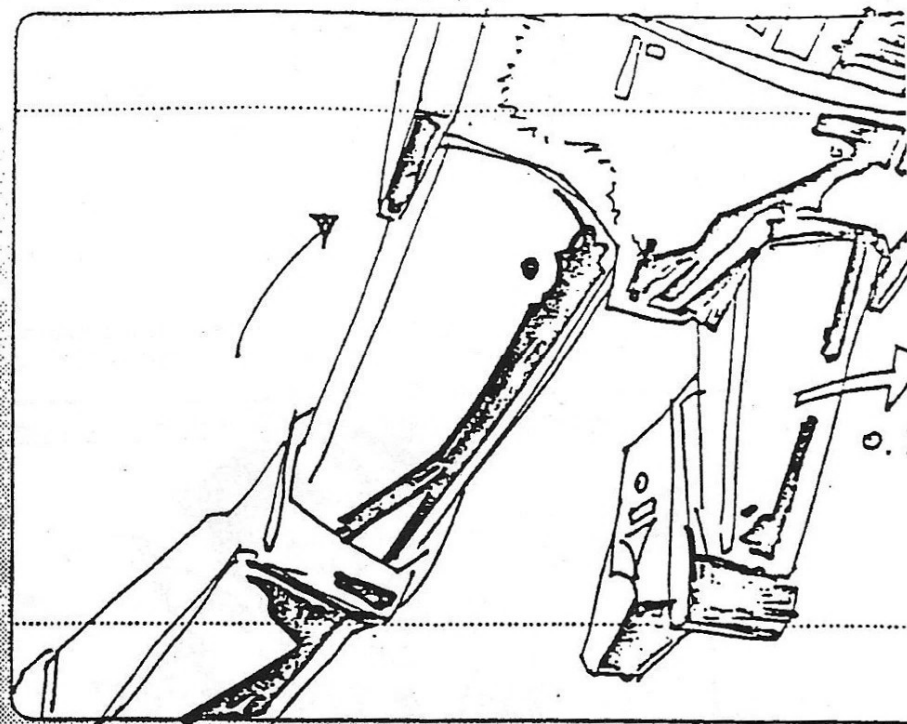


ACTION M.C.U. MEGATRON. HE PULLS HIS LASER DAGGER OUT AND...

DIAL

MUSIC/SFX

SC. CONT.



ACTION ...JUMPS O.S.

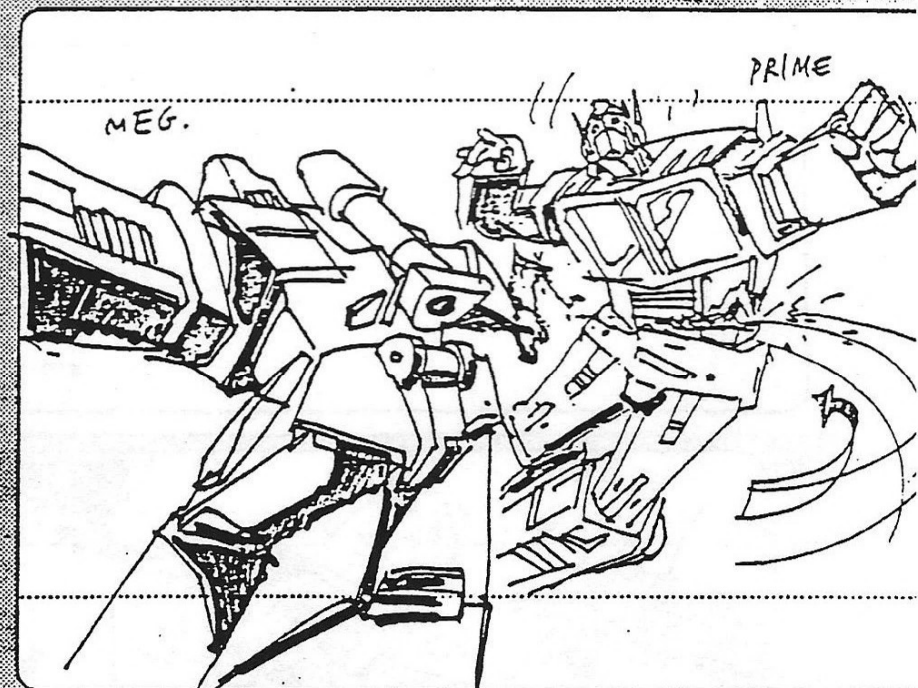
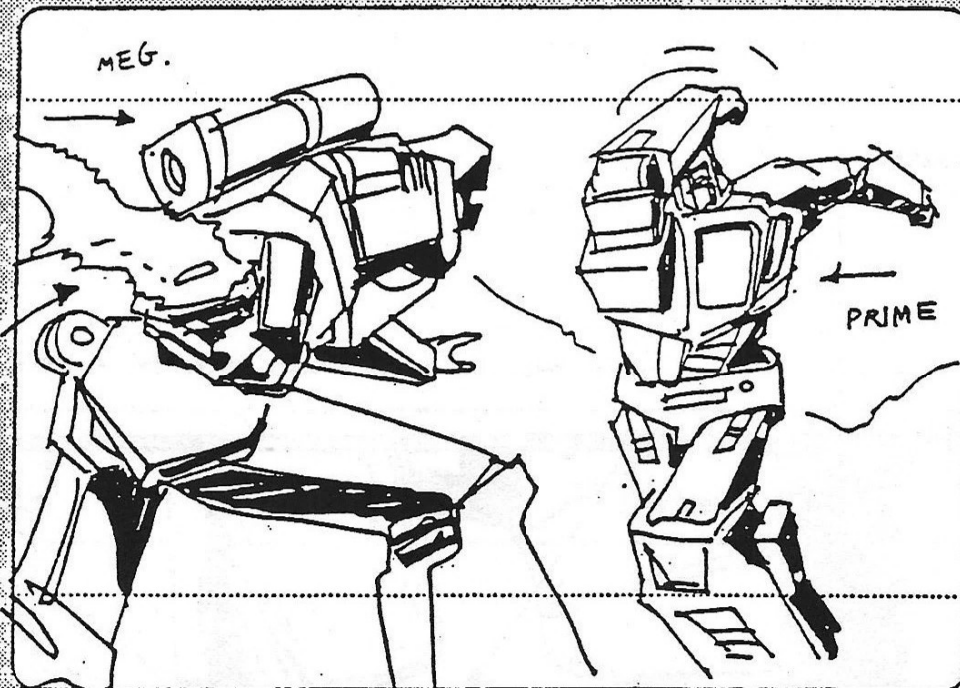
DIAL

MUSIC/SFX

SC. 8-142

SC. CONT.

Page 135



ACTION M.L.S. MEGATRON AND PRIME. MEGATRON RUSHES PRIME...

DIAL

MUSIC/SFX

CAMERA

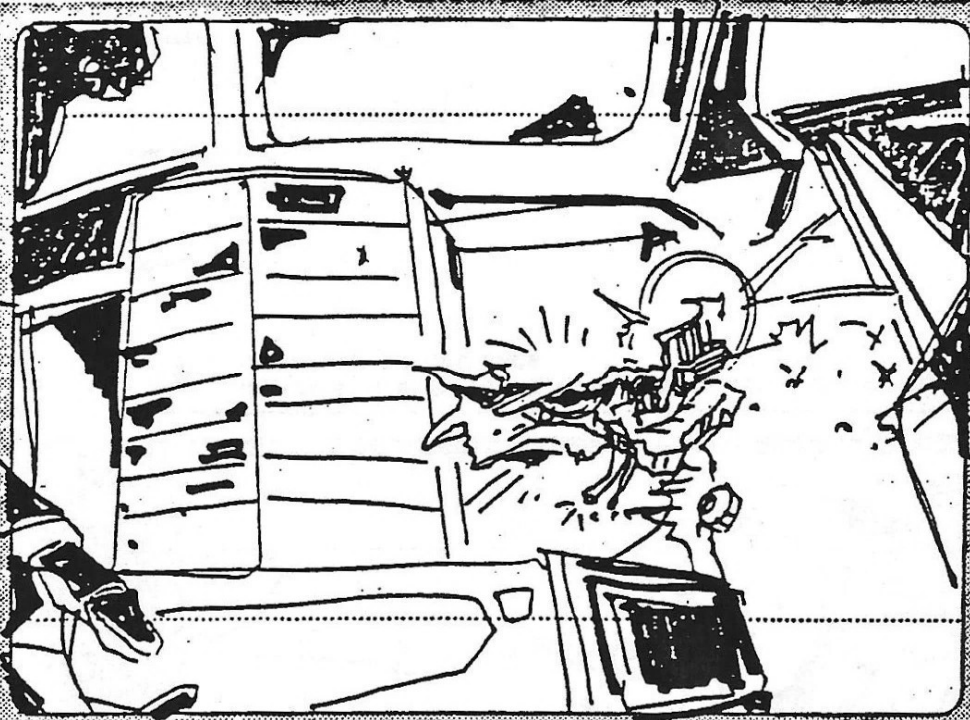
ACTION ...SWINGS HIS DAGGER, CUTTING PRIME ACROSS THE MIDDLE.

DIAL

MUSIC/SFX

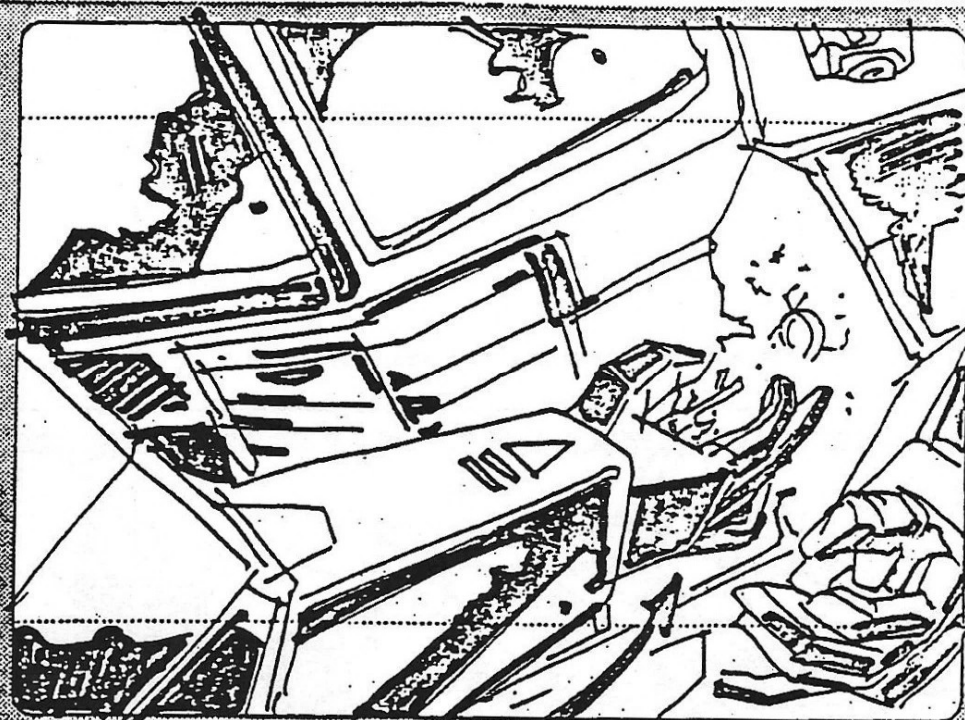
CAMERA

SC. 8-143



SC. CONT.

Page 136



ACTION C.U. PRIME'S BODY. THE DAGGER HAS CUT A DEEP WOUND IN PRIME'S SIDE. SPARK FROM SHORTING CIRCUITS FLY OUT...

DIAL



ACTION ...PRIME REACHES OVER TO IT WITH HIS HAND.

DIAL

MUSIC/SFX



SC. 8-144

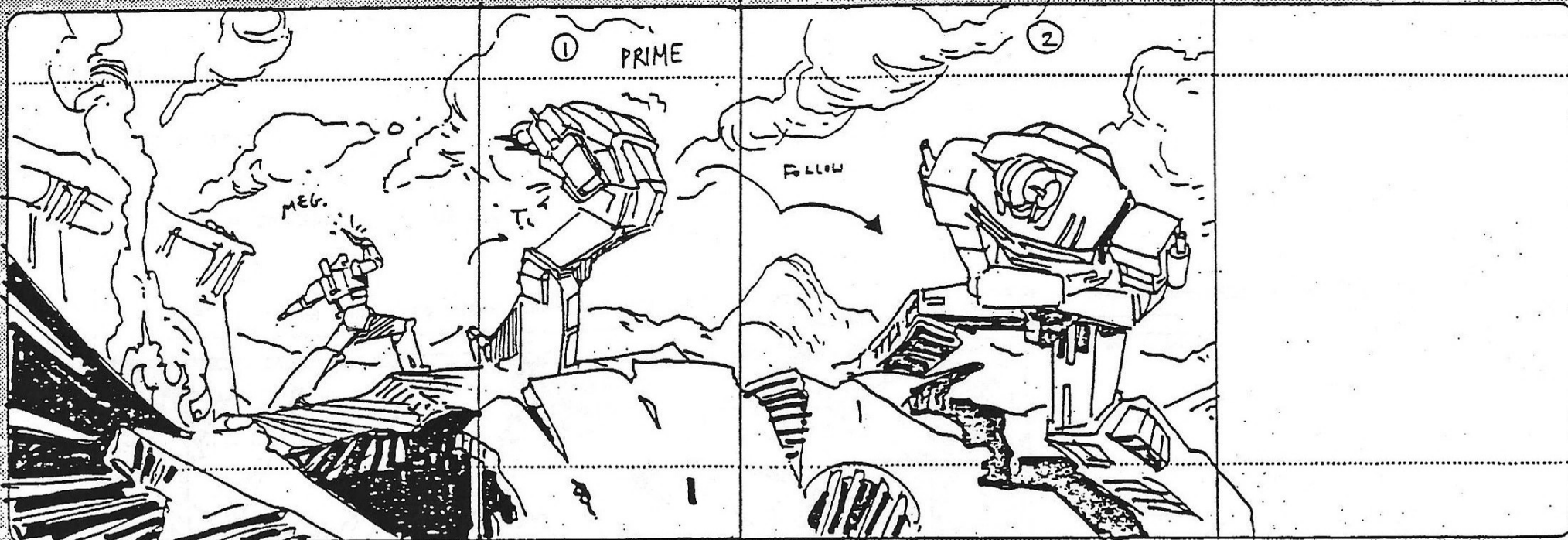
START

FOLLOW PAN

ST. 8EQ. 8

Page

137



ACTION X.L.S. MEGATRON AND PRIME. PRIME STUMBLES BACK. WE PAN WITH HIM AS HE MOVES DOWN OVER THE EDGE OF AN EMBANKMENT.

DIAL

MUSIC/SFX



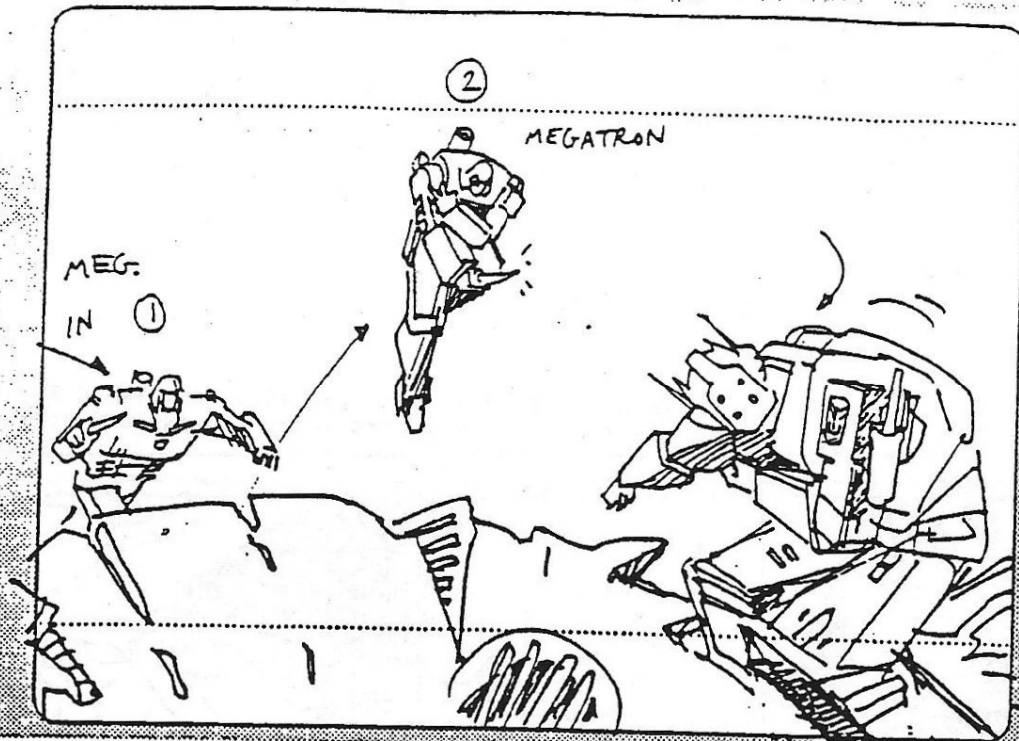
ACTION

DIAL

MUSIC/SFX

CAMERA

SC. CONT. 1775



ACTION MEGATRON RUNS INTO SCENE, THEN SPRINGS INTO THE AIR...

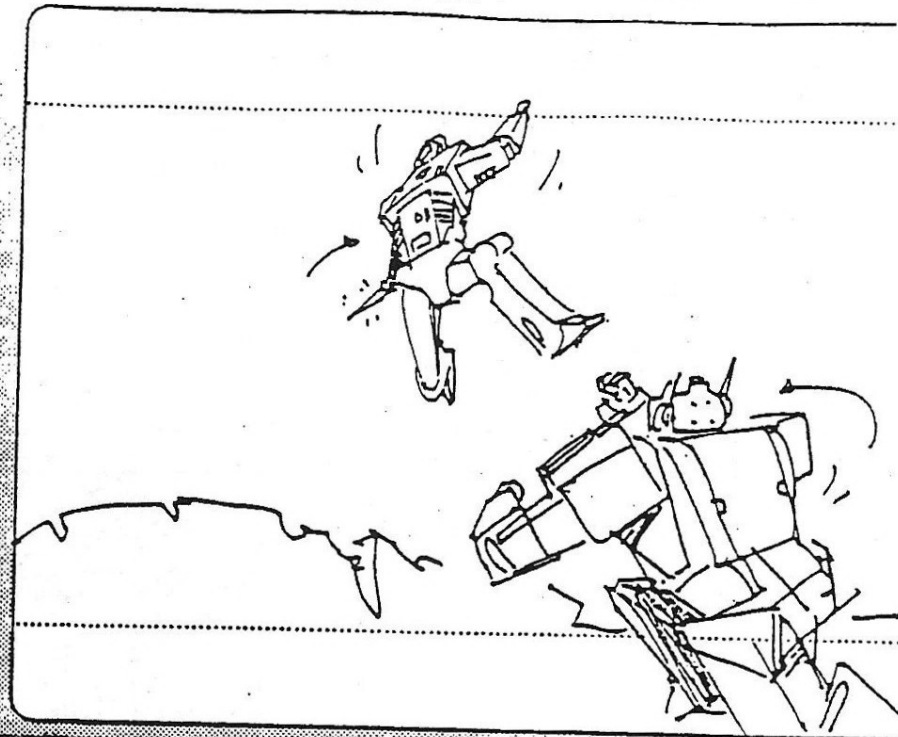
1775 141

DIAL MEGATRON (GLOATING)  
Farewell, Prime!

MUSIC/SFX

SC. CONT.

SEQ. 1



ACTION ...HE SWINGS BACK AS PRIME RACES TOWARD HIM.

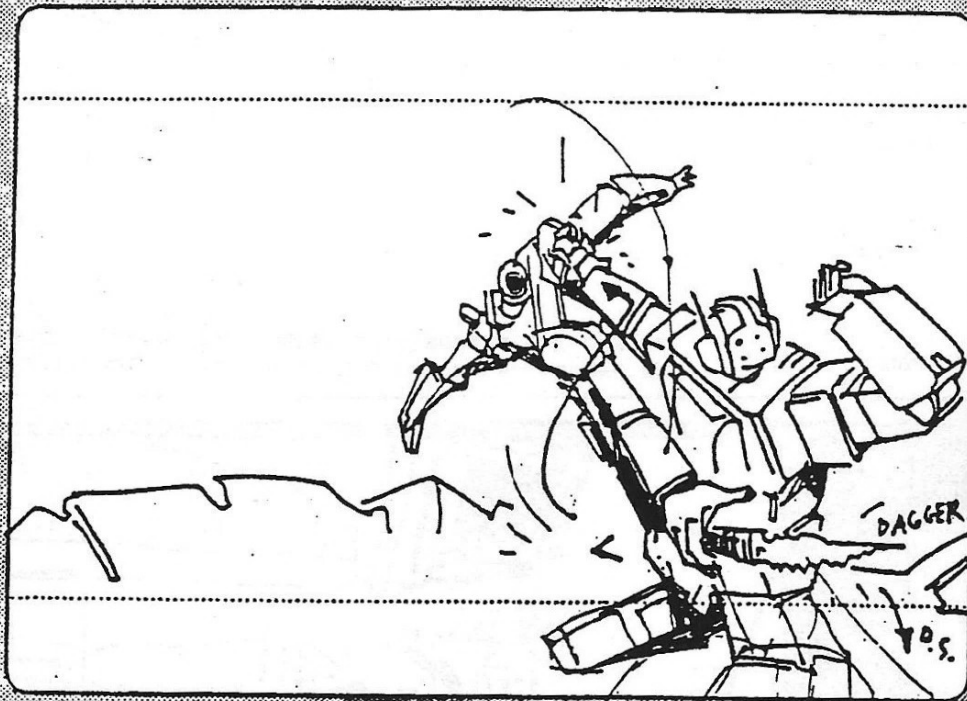
DIAL

MUSIC/SFX

SC. CONT. 8-144A

SC. -8-145

SEQ. 8 Page 139

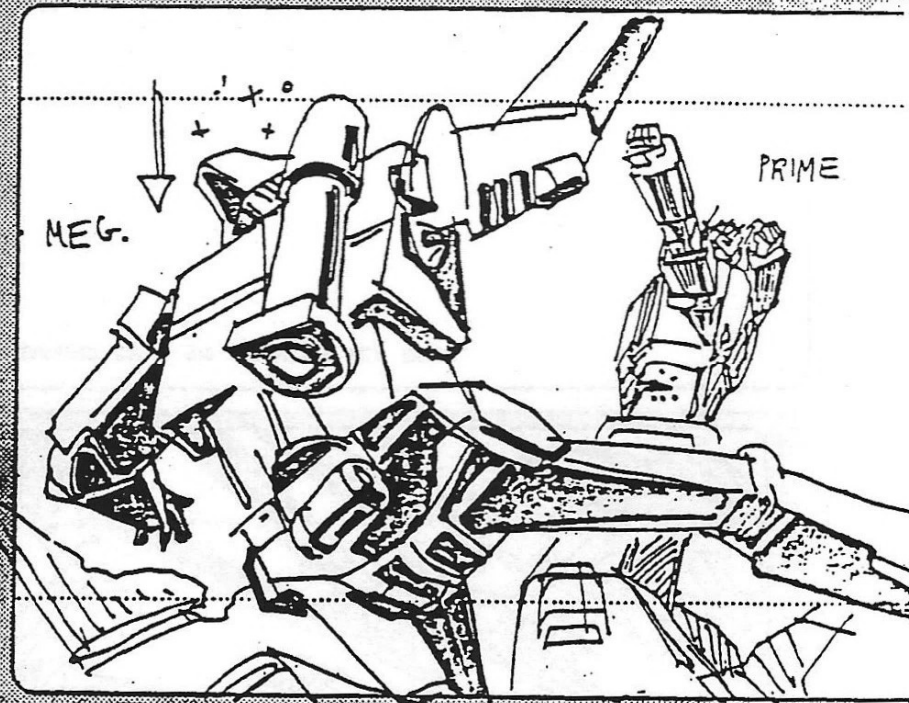


ACTION MEGATRON MISSES PRIME WITH HIS DAGGER THRUST, BUT PRIME SOCKS HIM IN THE FACE.

DIAL

MUSIC/SFX

CAMERA



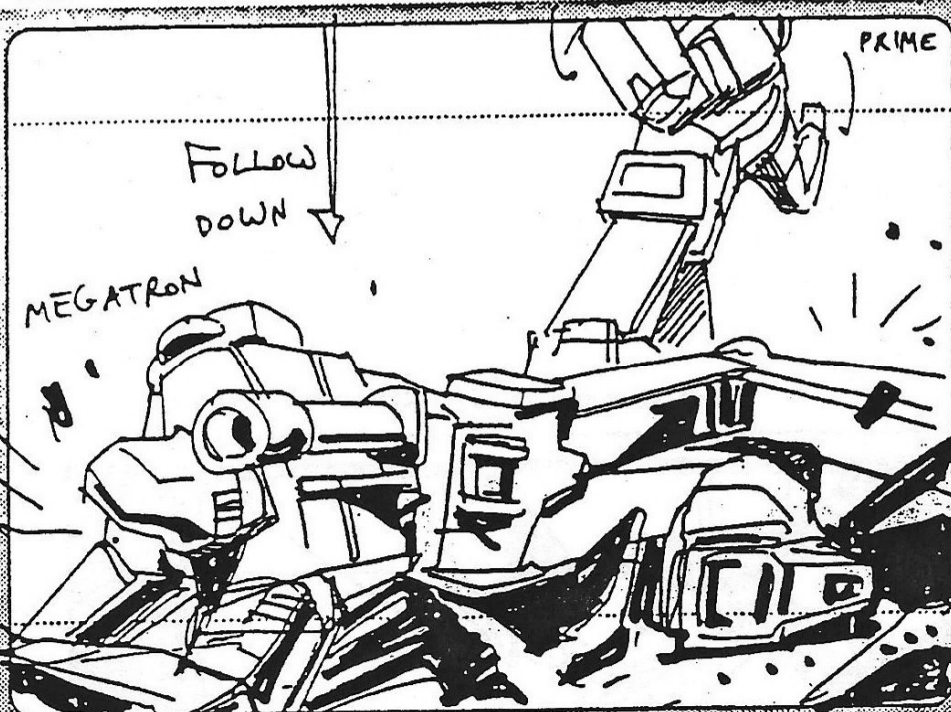
ACTION L.S. MEGATRON AND PRIME. MEGATRON GOES SAILING BACK.

DIAL

MUSIC/SFX

CAMERA

SC. CONT. 8-145



ACTION WE PAN DOWN WITH HIM AS HE SMASHES INTO THE GROUND.

DIAL

MUSIC/SFX

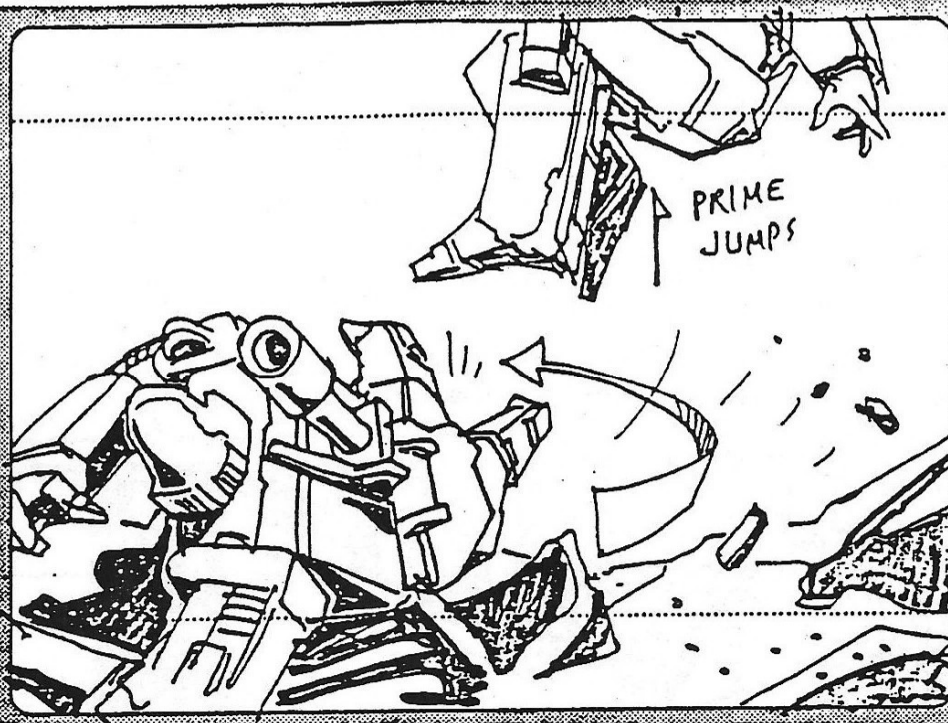


SC. CONT.

SEQ. 8

Page

140



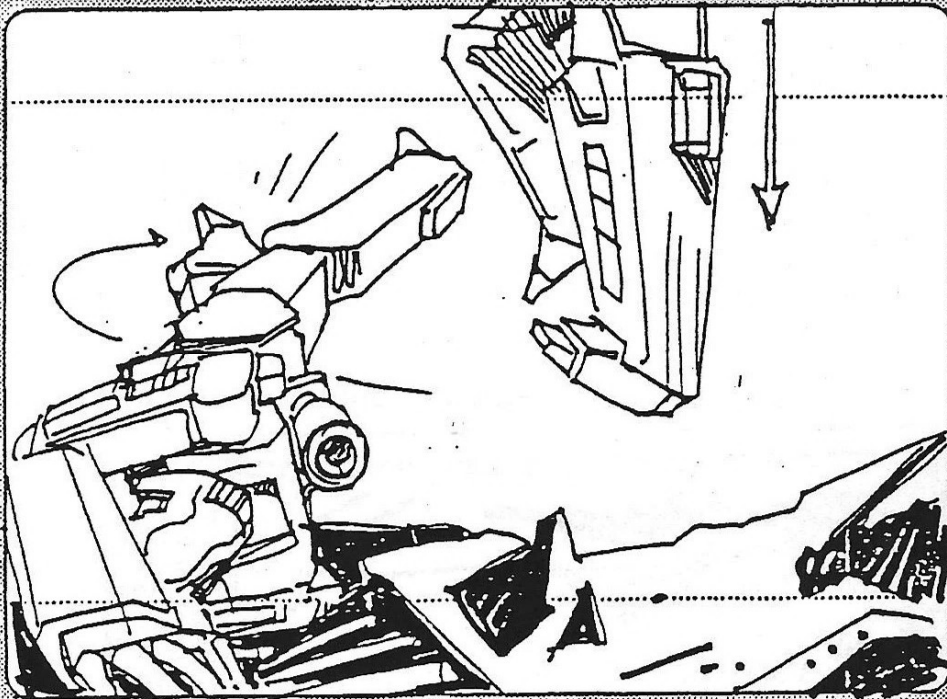
ACTION MEGATRON THEN KICKS FORWARD WITH HIS FEET BUT PRIME JUMPS UP.

DIAL

MUSIC/SFX



SC. CONT. 8-145



ACTION ...AS PRIME LANDS, MEGATRON KICKS BACK...

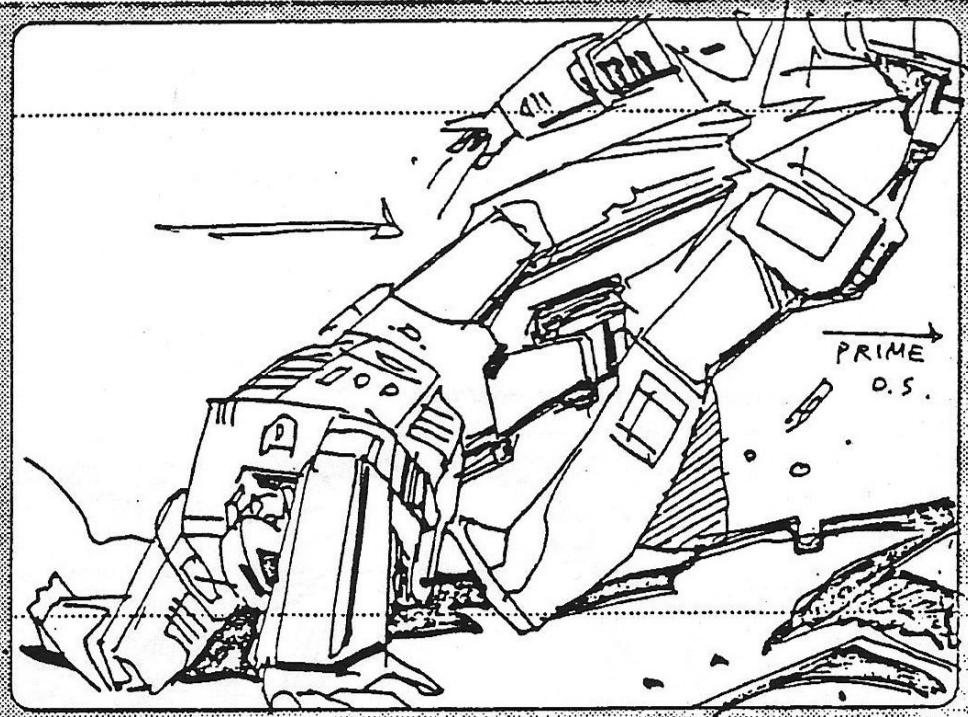
DIAL

MUSIC/SFX

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT.

SEQ. 8 Page 14



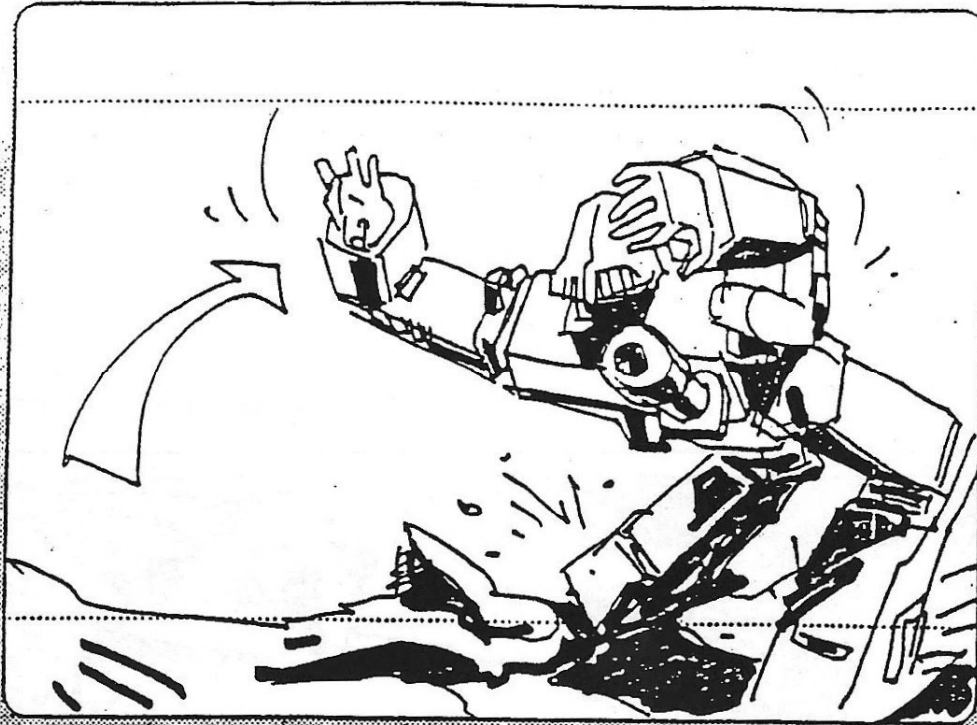
ACTION ...HIS FEET RAM INTO PRIME KNOCKING HIM O.S.

DIAL

MUSIC/SFX

CAMERA

SC. CONT. 8-1-45



ACTION ...MEGATRON THEN JUMPS UP TO HIS FEET.

DIAL

MUSIC/SFX

**T FRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!  
CAMERA

SC. 8-1-46

SEQ. 3 Page



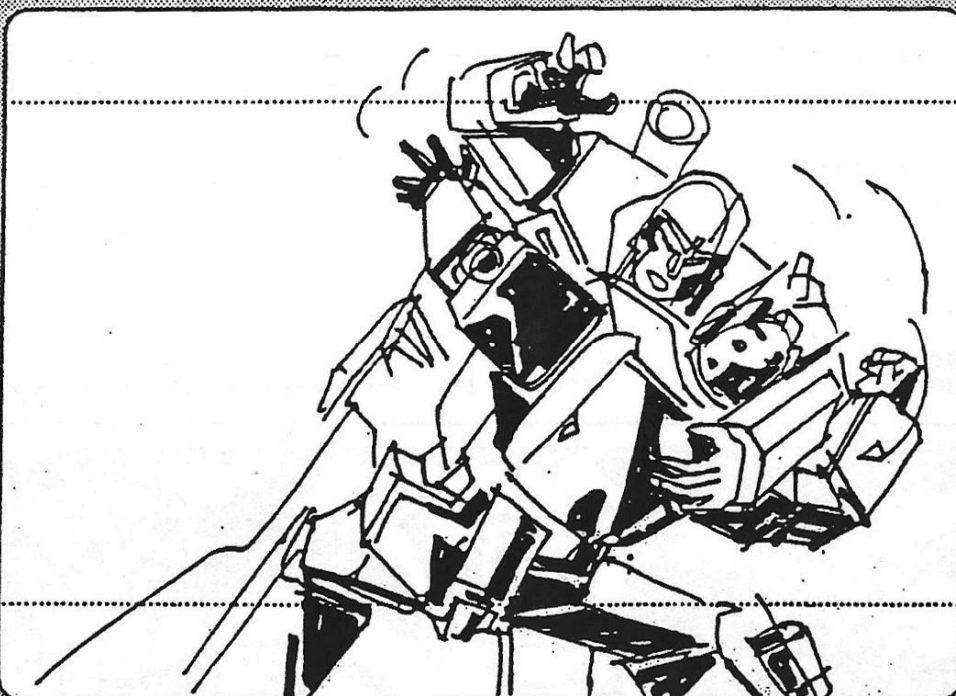
ACTION M.L.S. MEGATRON AND PRIME. MEGATRON POUNCES ON PRIME.

DIAL

MUSIC/SFX

SC. CONT.

8-146



ACTION ...AND GETS A TIGHT HOLD ON HIM...

DIAL

MUSIC/SFX

CAMERA

SC.

8-147

SEQ. 8 Page

143



ACTION M.C.U. MEGATRON AND PRIME. MEGATRON REACHES FOR PRIME'S NECK.

DIAL MEGATRON I'll rip out your optics!

MUSIC/SFX

CAMERA

SC.

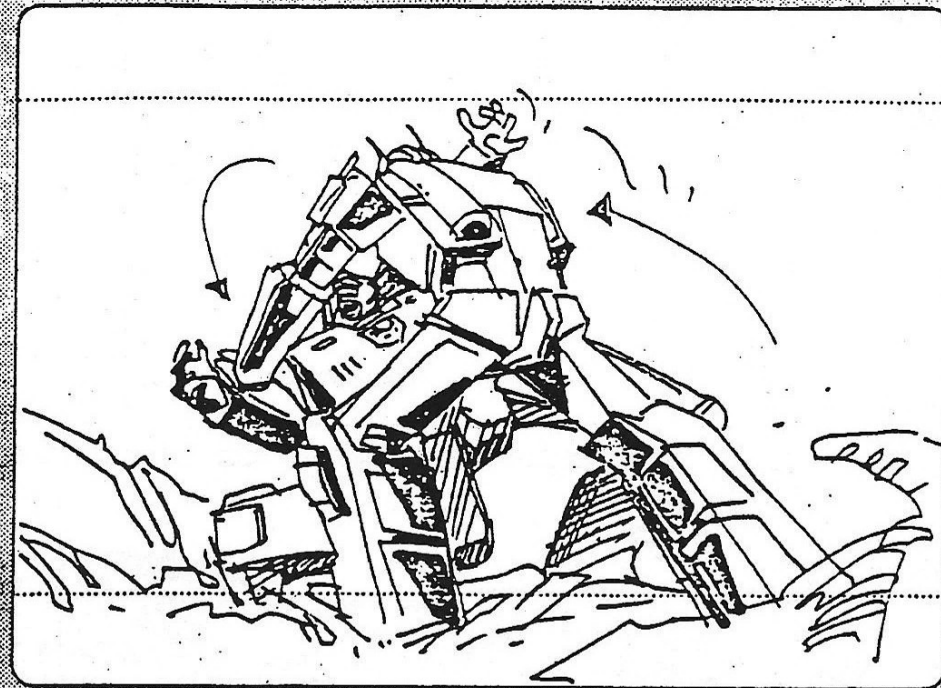
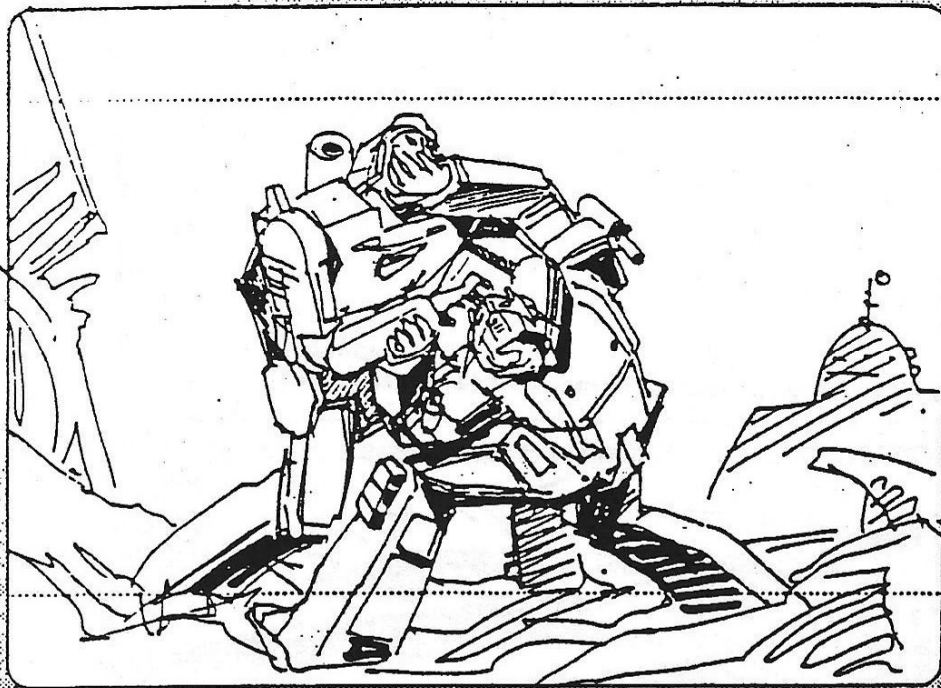
8-148

SC. CONT.

SEQ 8

Page

144



ACTION L.S. MEGATRON AND PRIME. PRIME REACHES UP TO MEGATRON'S FACE...

DIAL

MUSIC/SFX

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

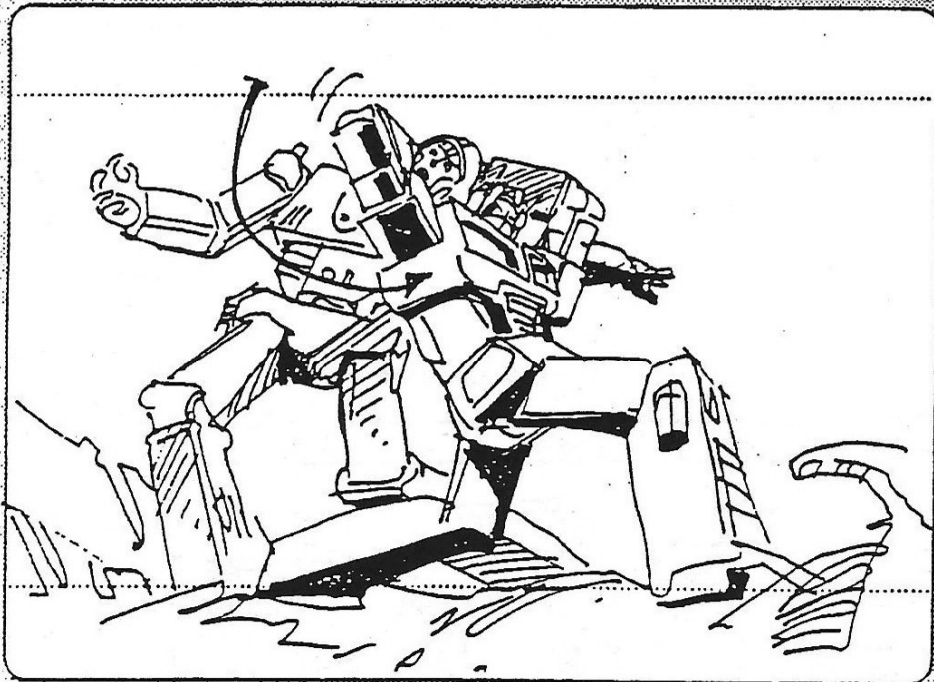
ACTION ...AND SHOVS MEGATRON BACK.

DIAL

MUSIC/SFX



SC. CONT. 8-148



ACTION HE THEN SWINGS AROUND AND GRABS MEGATRON IN A NECK LOCK.

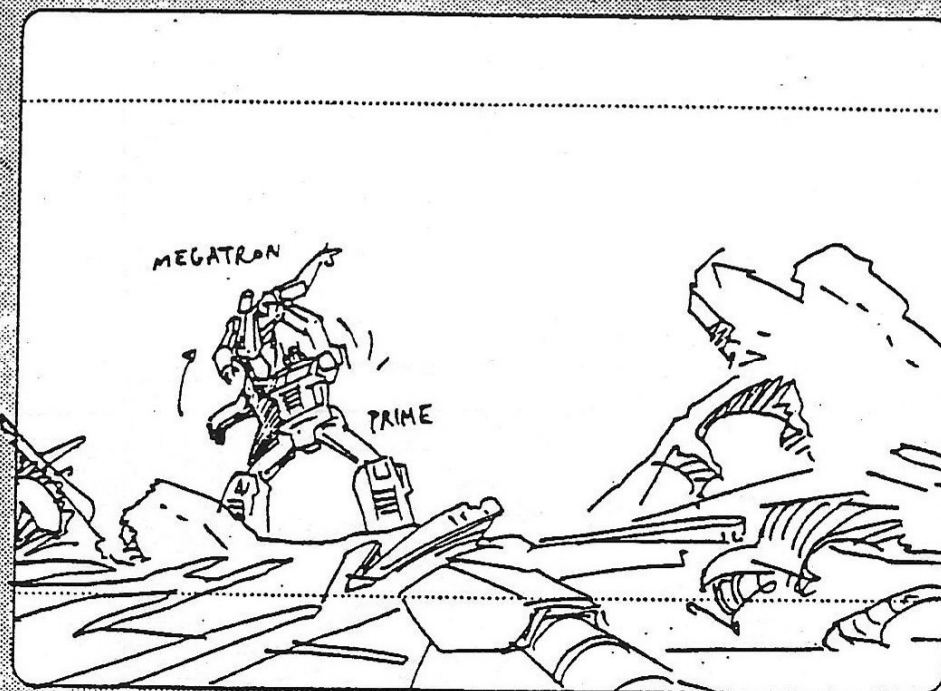
DIAL

MUSIC/SFX

CAMERA  
**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-149

SEQ 8 Page 145



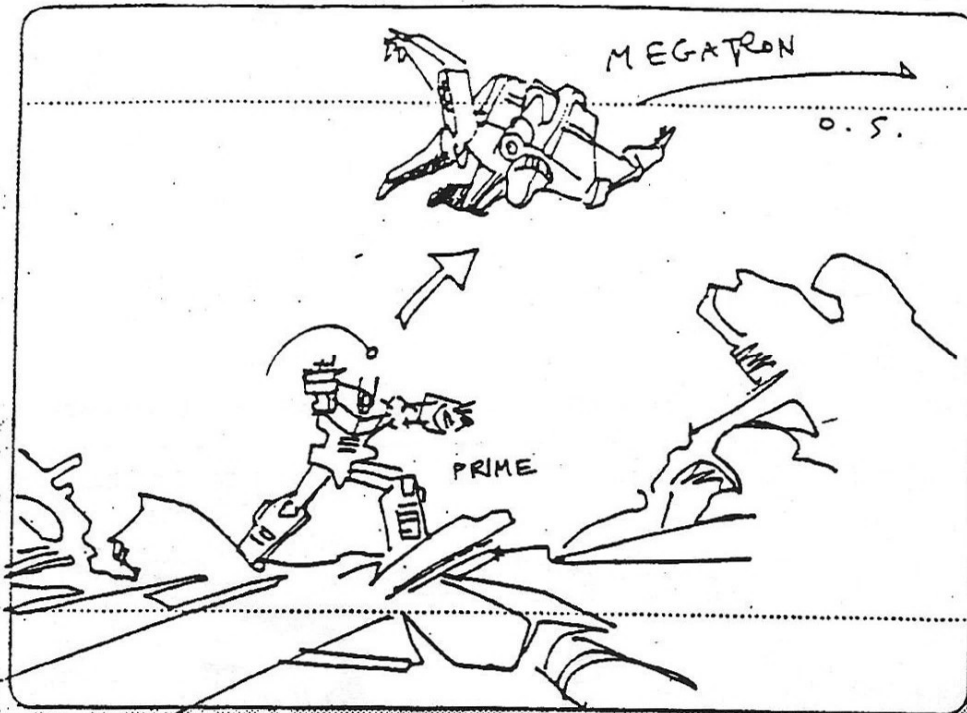
ACTION X.L.S. MEGATRON AND PRIME. PRIME LEFTS MEGATRON UP AND THROWS HIM...

DIAL

MUSIC/SFX

CAMERA

SC. 001 001-1



ACTION ...A LONG DISTANCE O.S.

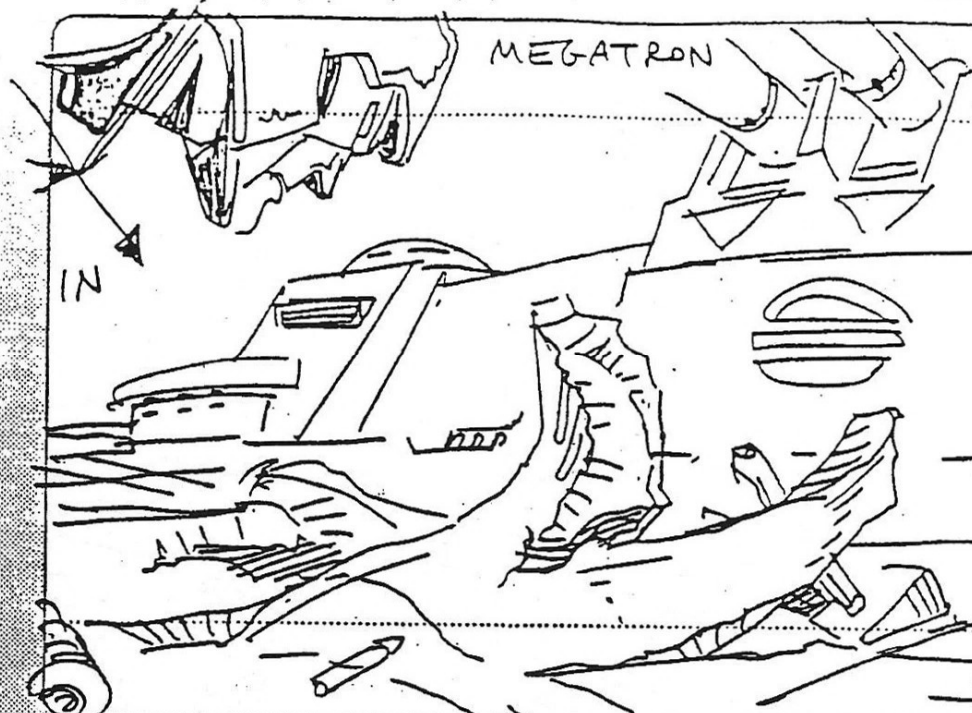
DIAL

MUSIC/SFX

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 001 001-2

SEQ. 1



ACTION M.L.S. MEGATRON. HE FLIES INTO SCENE...

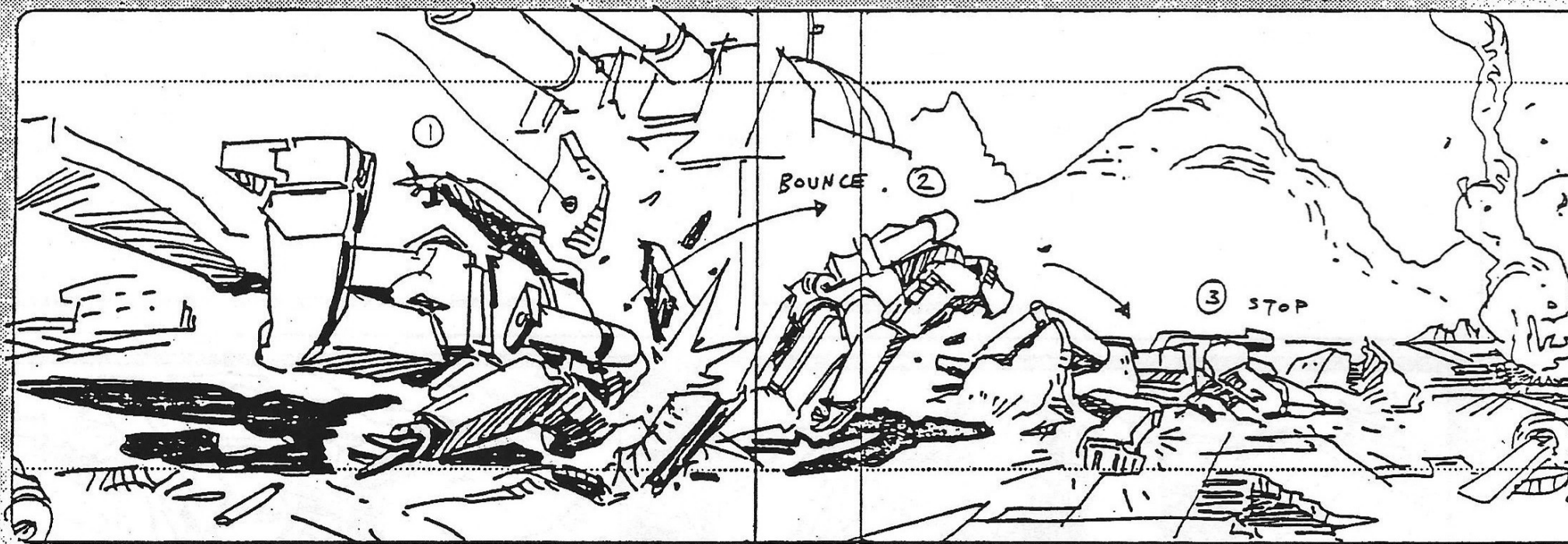
DIAL

MUSIC/SFX

SC. CONT. 8-150  
START

FOLLOW PAN

STOP SEQ. 8 Page 147



ACTION ...AND STRIKES THE GROUND. WE PAN WITH HIM AS HE BOUNCES A DISTANCE...

DIAL

MUSIC/SFX

CAMERA

ACTION ...THEN FALLS TO A STOP.

DIAL

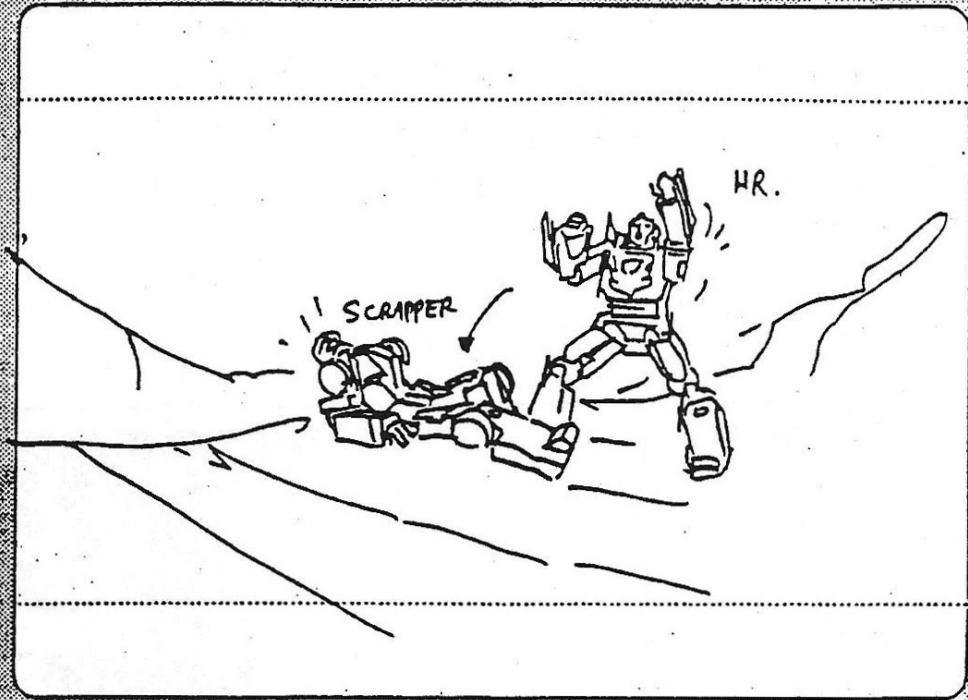
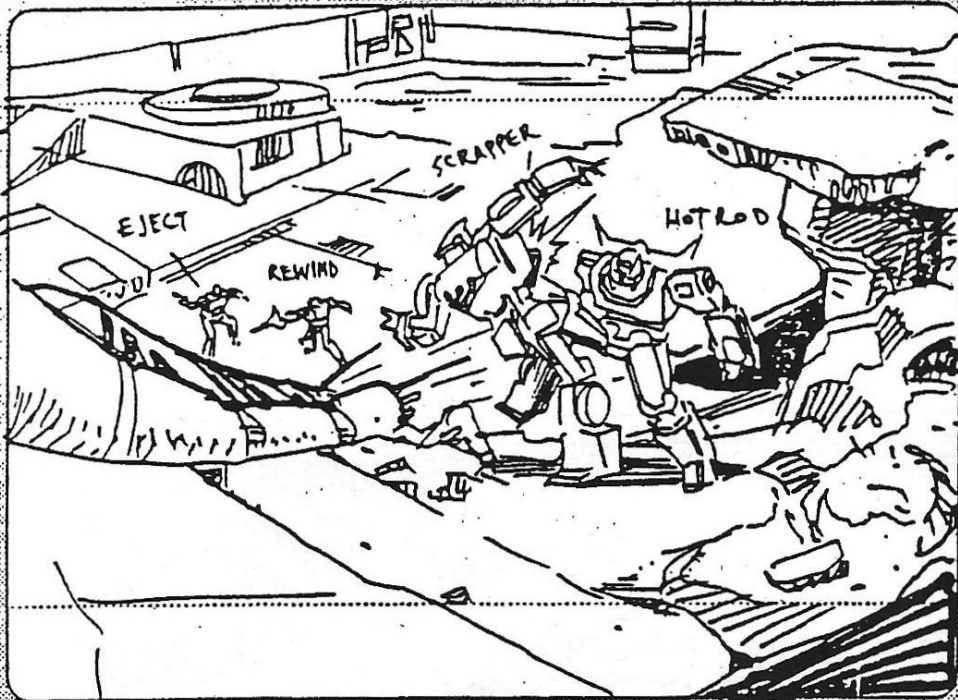
MUSIC/SFX

CAMERA

SC. 8-151

SC. CONT.

SEQ. 8 Page 148



ACTION X.L.S EJECT, REWIND, SCRAPPER, AND HOT ROD PAIRED OFF THE BATTLE AWAY.

DIAL

ACTION

HOT ROD KNOCKS SCRAPPER DOWN.

DIAL

HOT ROD That's showing him, Optimus!

MUSIC/SFX

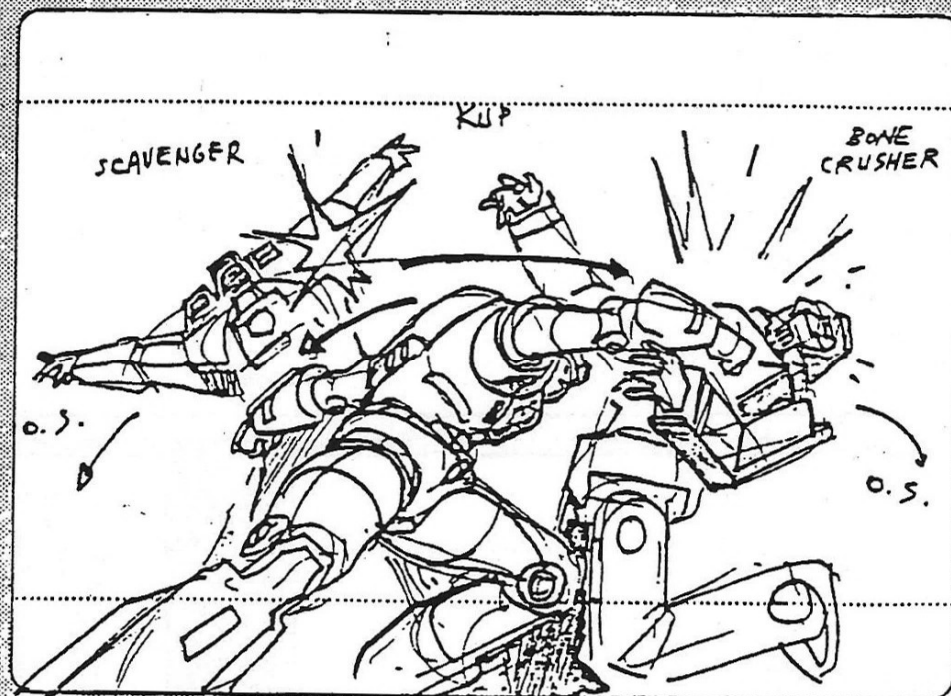
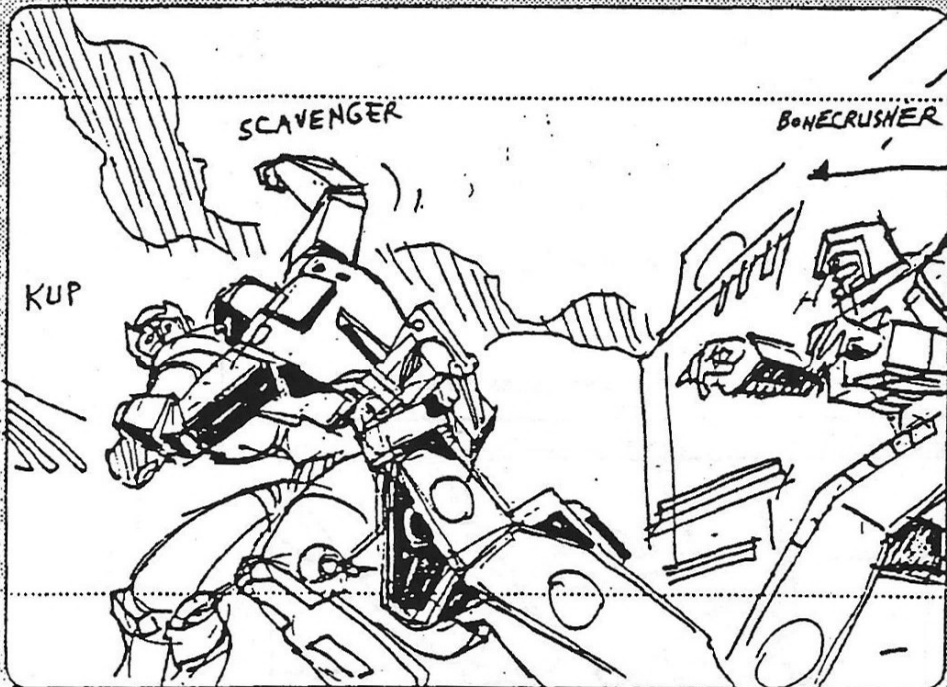


SC.

8-152

SC. CONT.

SEQ. 8 Page 149



ACTION M.L.S. KUP, SCAVENGER, BONE CRUSHER. SCAVENGER AND BONECRUSHER ATTACK KUP...

DIAL

MUSIC/SFX

CAMERA

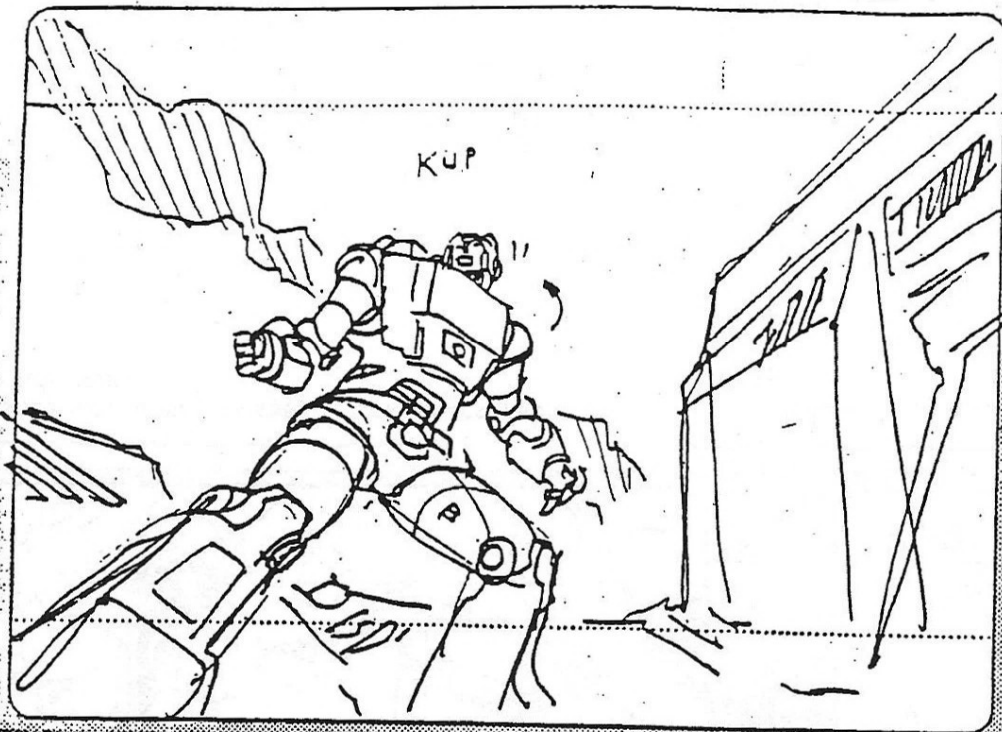
ACTION ...BUT HE MANAGES TO KNOCK THEM BOTH OFF...

DIAL

MUSIC/SFX

CAMERA

SC. CONT. 0 - 1 - 0 - 1



ACTION ...HE THEN TURNS AND LOOKS O.S.

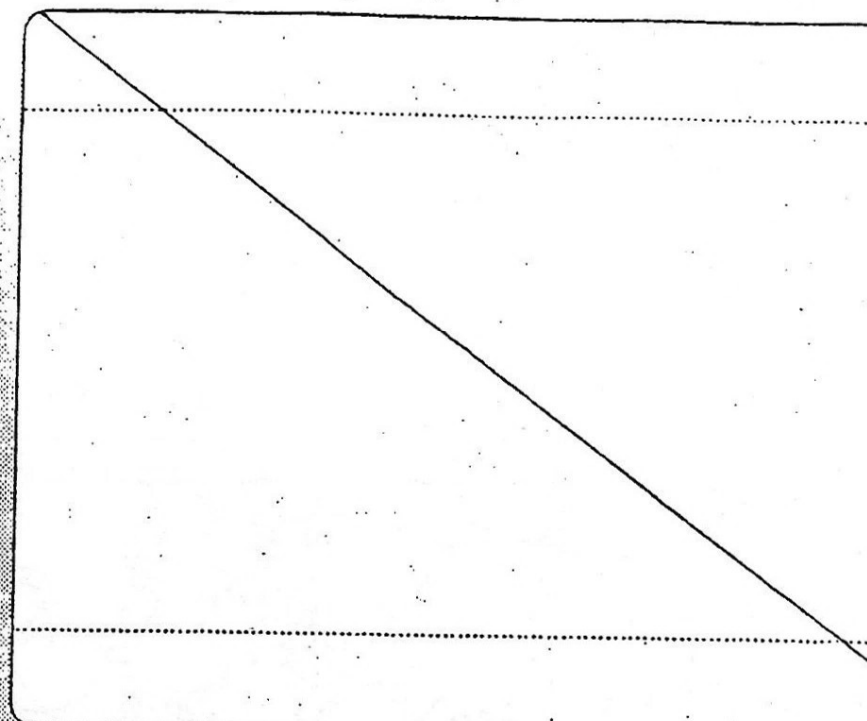
DIAL KUP Finish him off, Prime! Do it now!

MUSIC/SFX

T-FRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

SC.

SC. 0 - 1 - 0 - 1



ACTION

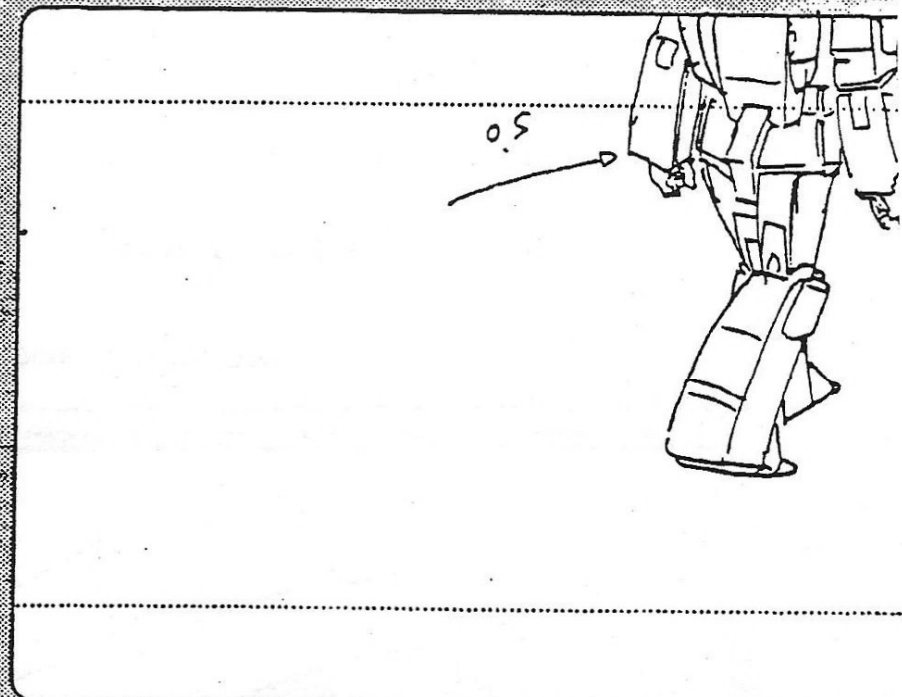
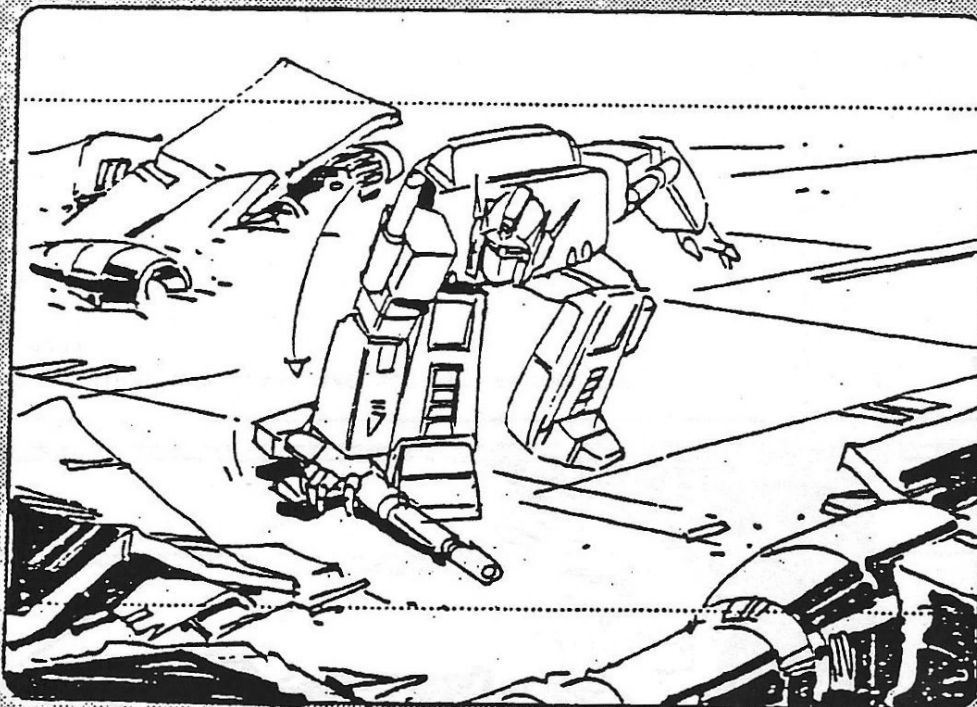
DIAL

MUSIC/SFX

SC. 8-153

SC: 153 CONT

Page 150



ACTION

DIAL

MUSIC/SFX

CAMERA

ACTION

DIAL

MUSIC/SFX

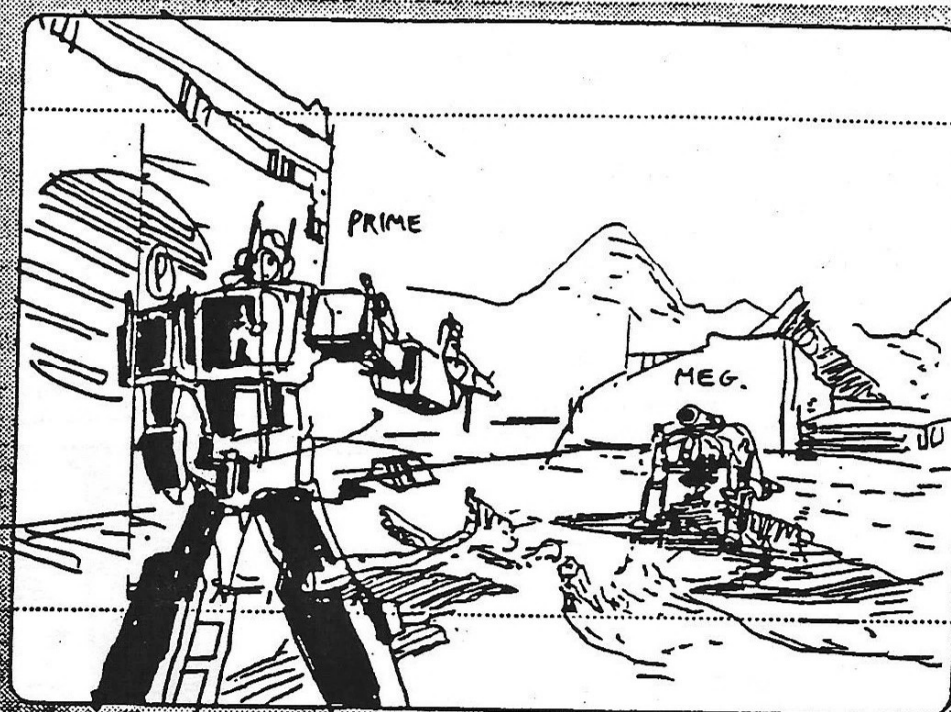
CAMERA

SC. 8-154



SC. 8-155

SEQ. 8 Page 151



ON L.S. OPTIMUS PRIME AND MEGATRON AS PRIME ENTERS SCENE  
CARRYING GUN.

ACTION M.L.S. PRIME AND MEGATRON. PRIME RAISES GUN, AIMS IT  
AT MEGATRON.

DIAL

MUSIC/SFX

CAMERA

C/SFX

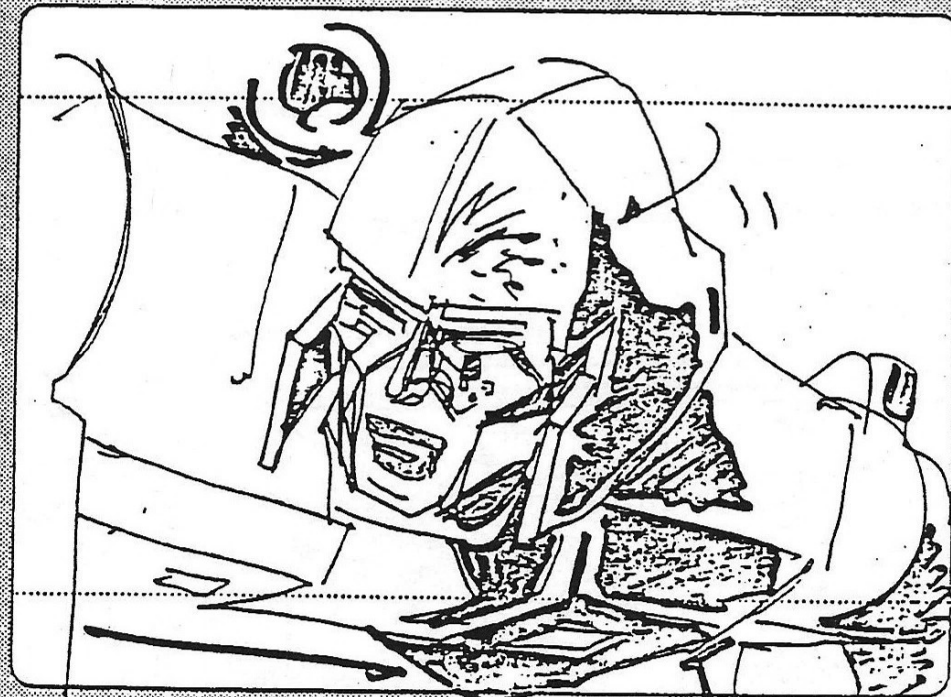
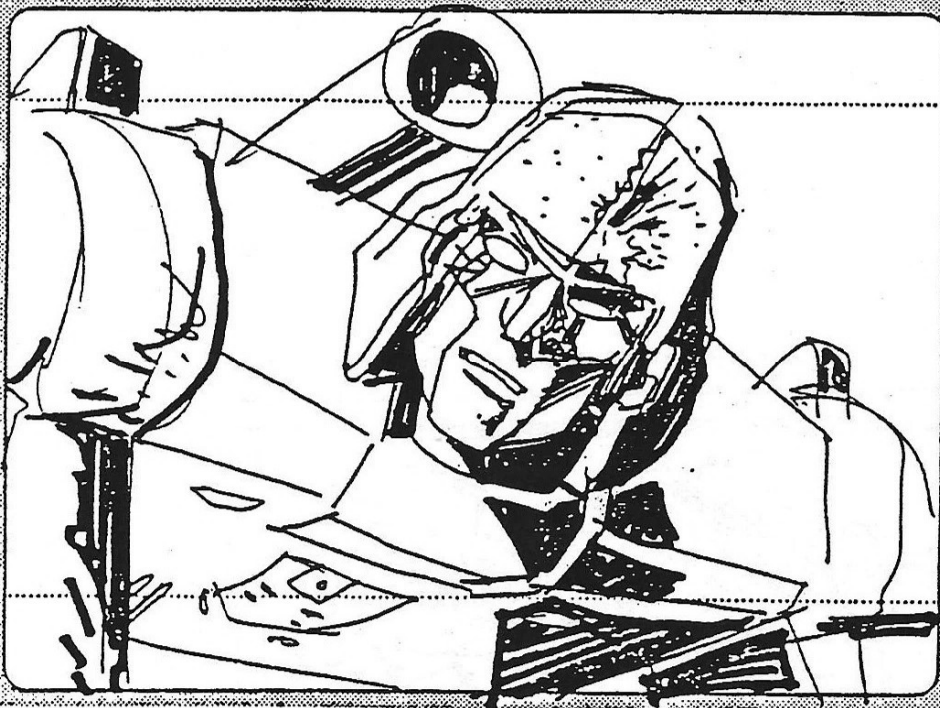
TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!



SC. 8-156

SC. CONT.

SEQ. 8 Page 152



ACTION M.C.U. MEGATRON. MEGATRON SPOTS GUN ON GROUND...

DIAL

MUSIC/SFX

CAMERA

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

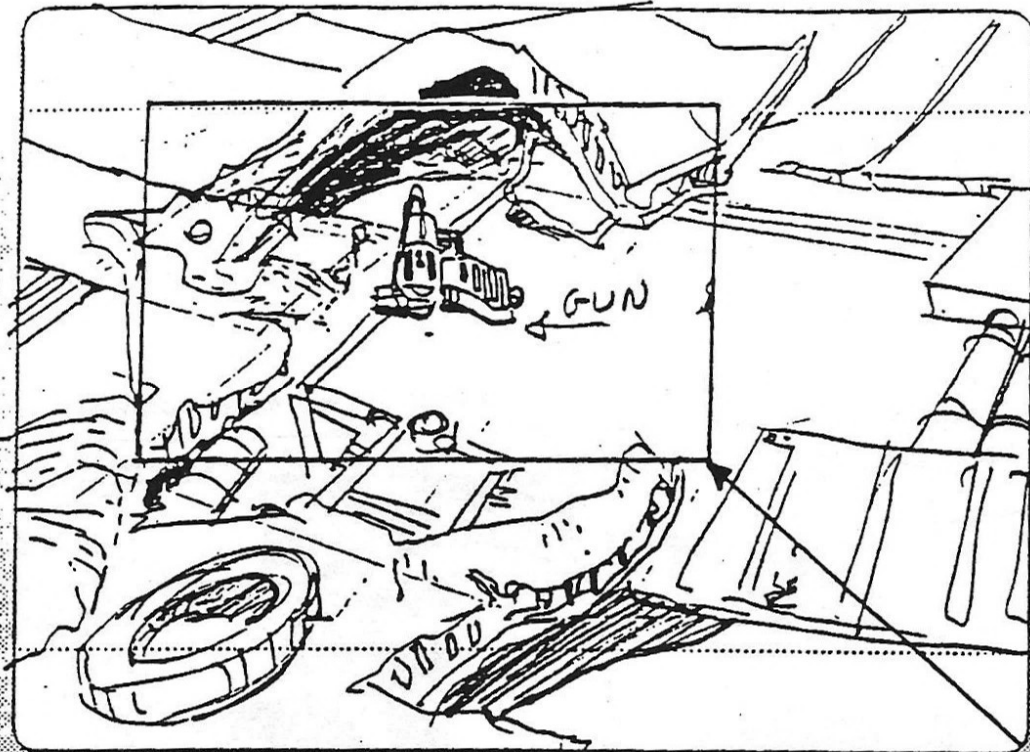
ACTION ...MEGATRON MOVES SLYLY TOWARD GUN.

DIAL

MUSIC/SFX

CAMERA

SC. 0-157 TRUCK-IN

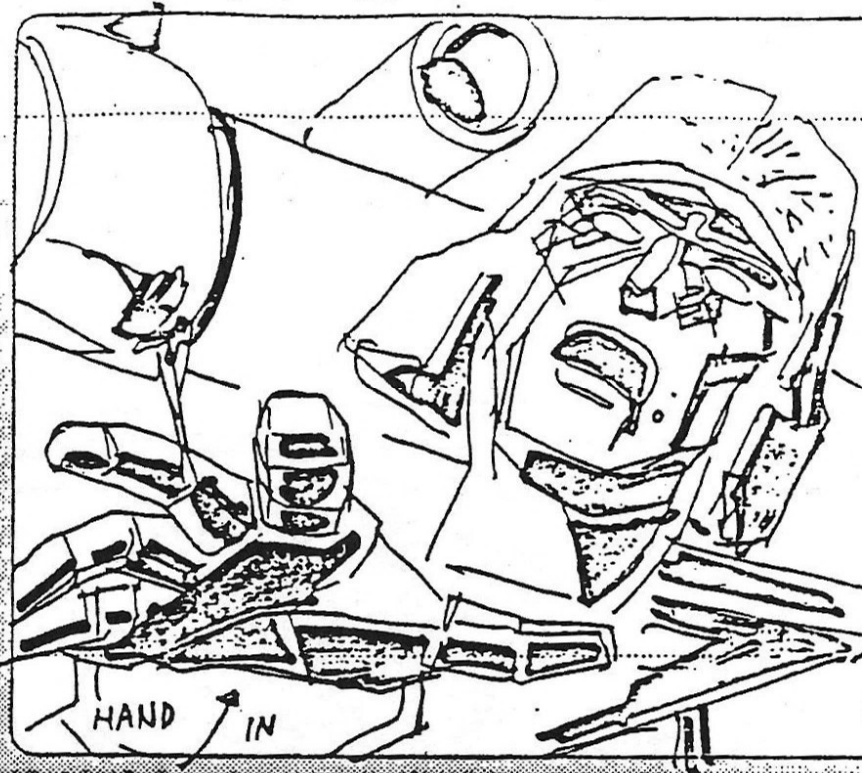


ACTION TRUCK TO M.S. GUN, MEGATRON'S POV.

DIAL

MUSIC/SFX

SC. 0-158



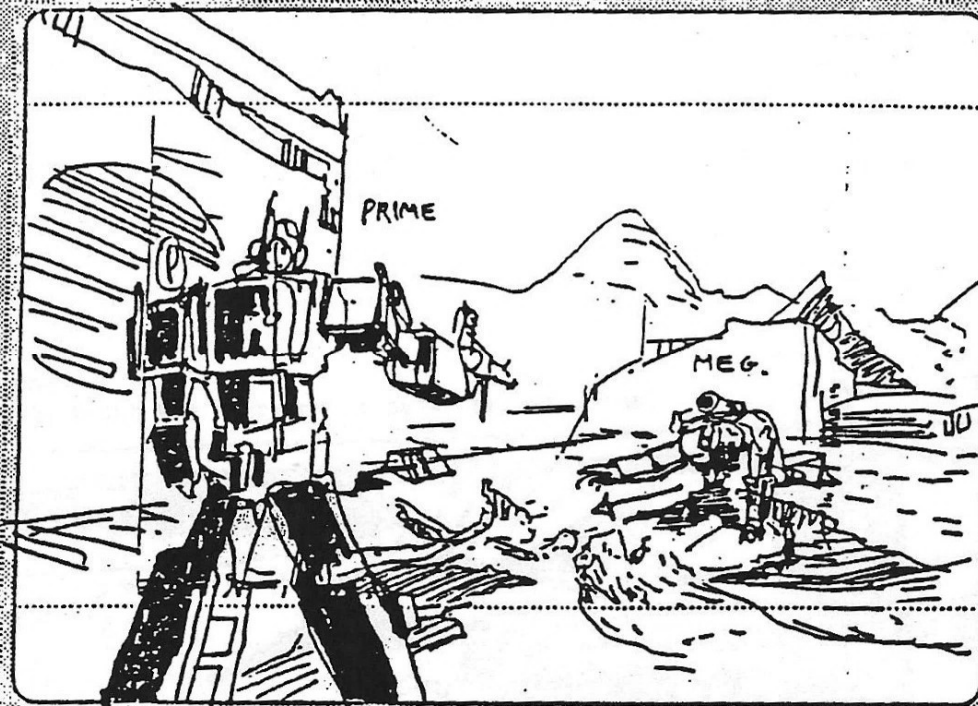
ACTION M.C.U. MEGATRON.

DIAL MEGATRON

No more, Optimus Prime! Grant  
mercy, I beg of you!

MUSIC/SFX

SC. 8-158 A

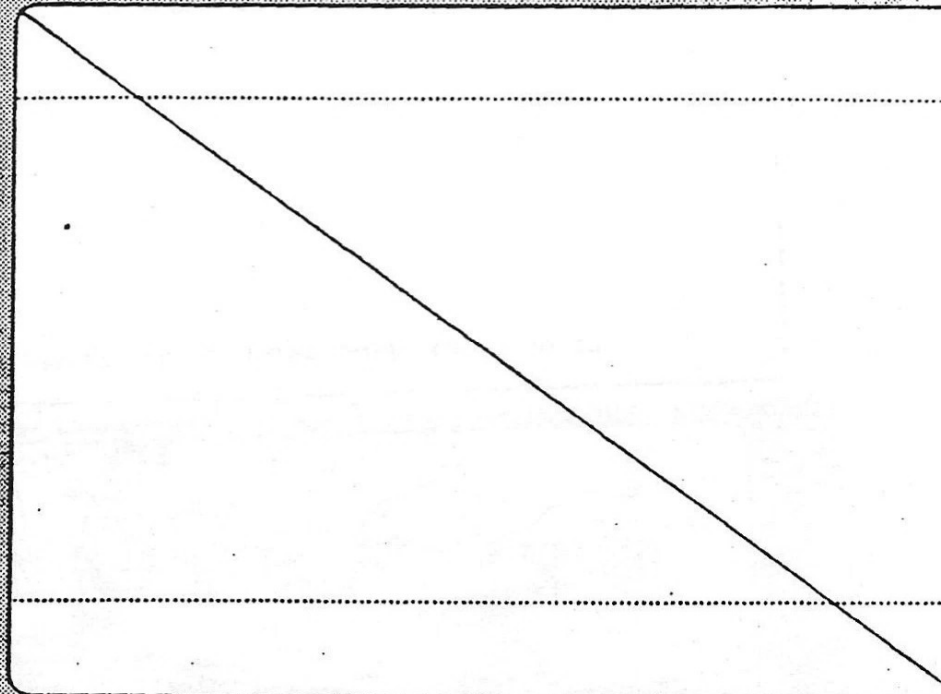


SC.

SEQ. 8

Page

153 A



ACTION L.S. PRIME AND MEGATRON. PRIME QUESTIONS MEGATRON AS MEGATRON CRAWLS FORWARD REACHING FOR HIS WEAPON.

DIAL OPTIMUS PRIME You who are without mercy now plead for it?

MUSIC/SFX

CAMERA

ACTION

DIAL

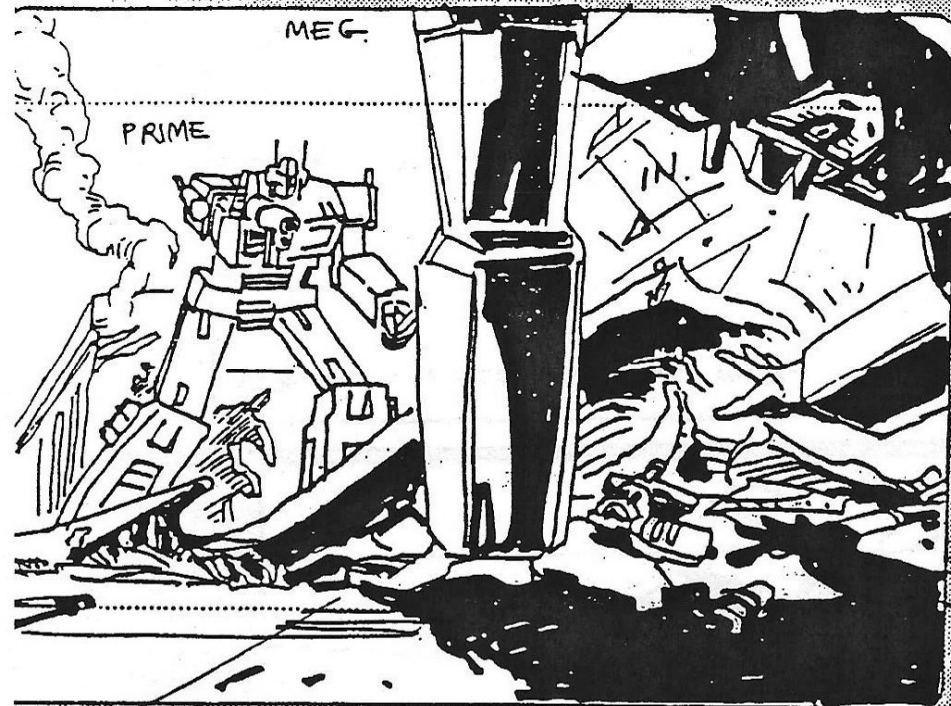
MUSIC/SFX

CAMERA

CAMERA

From Generation 1 to Beast Hunters and Beyond!!!!

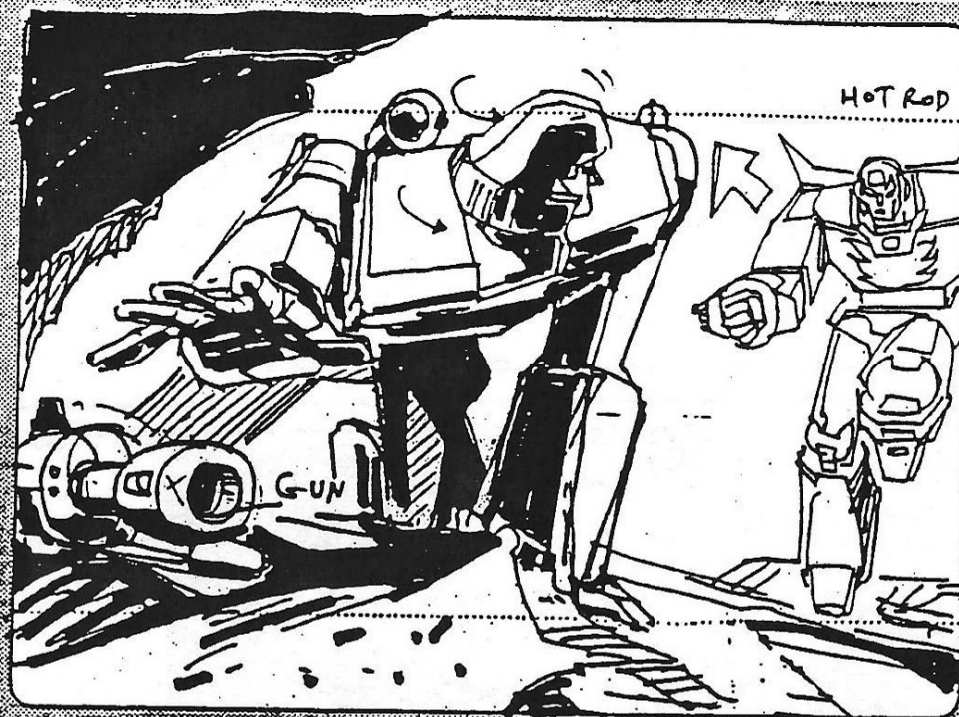
SC. 8-159



SC. 8-160

SEQ. 8 Page

154



N PERSPECTUAL OTS SHOT - MEGATRON, PRIME, OPTIMUS PRIME  
LEVELS GUN AT MEGATRON.

OPTIMUS PRIME (cont) I thought you were made of  
sterner stuff!



ACTION M.S. MEGATRON AND HOT ROD. HOT ROD SEES MEGATRON REACH  
FOR HIS GUN, HOT ROD RUNS AT HIM.

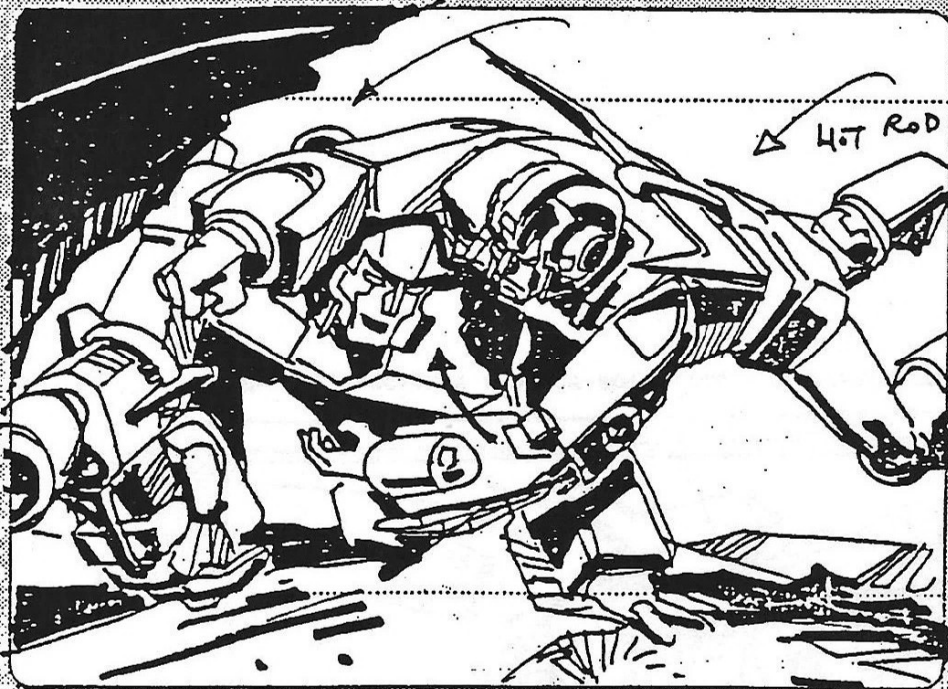
DIAL HOT ROD | No you don't, Megatron!

MUSIC/SFX

CAMERA



SC. CONT. 8-160



ACTION HOT ROD TACKLES MEGATRON.

DIAL

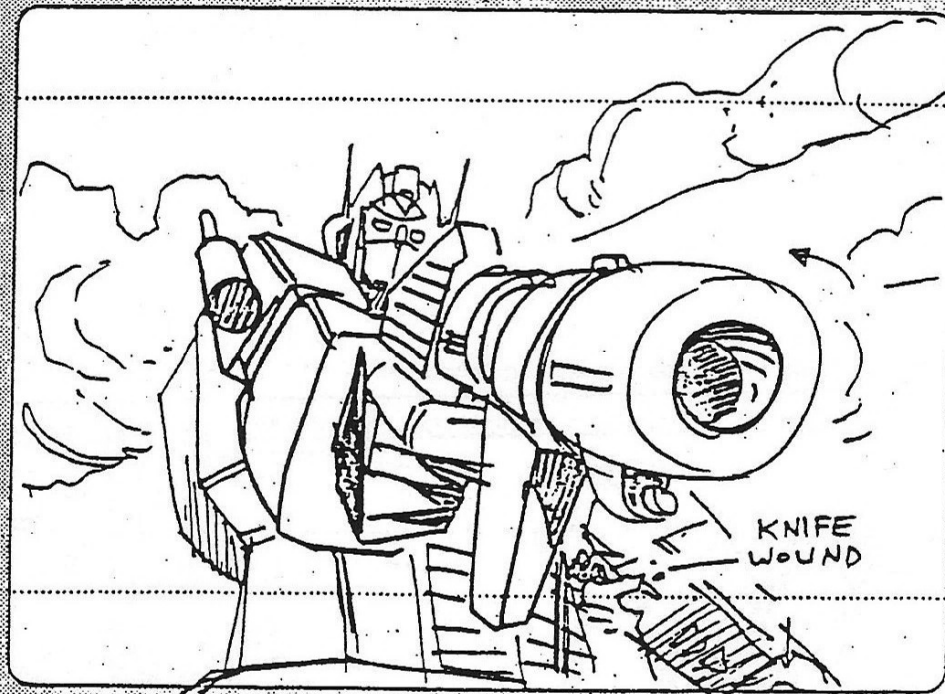
MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-161

SEQ. 8 Page 155



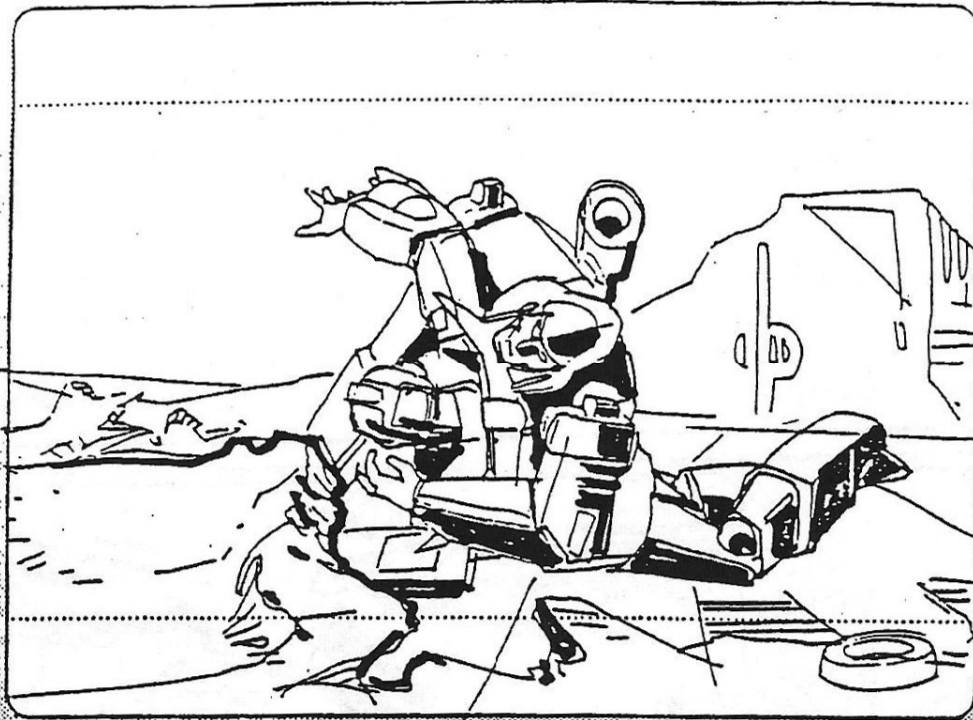
ACTION M.S. LOW ANGLE SHOT PRIME. PRIME AIMS GUN AT O.S. MEGATRON.

DIAL PRIME Out of the way, Hot Rod!

MUSIC/SFX

CAMERA

SC. 0100



ACTION M.S. MEGATRON AND HOT ROD. THE TWO WRESTLE FOR THE GUN.

DIAL

MUSIC/SFX

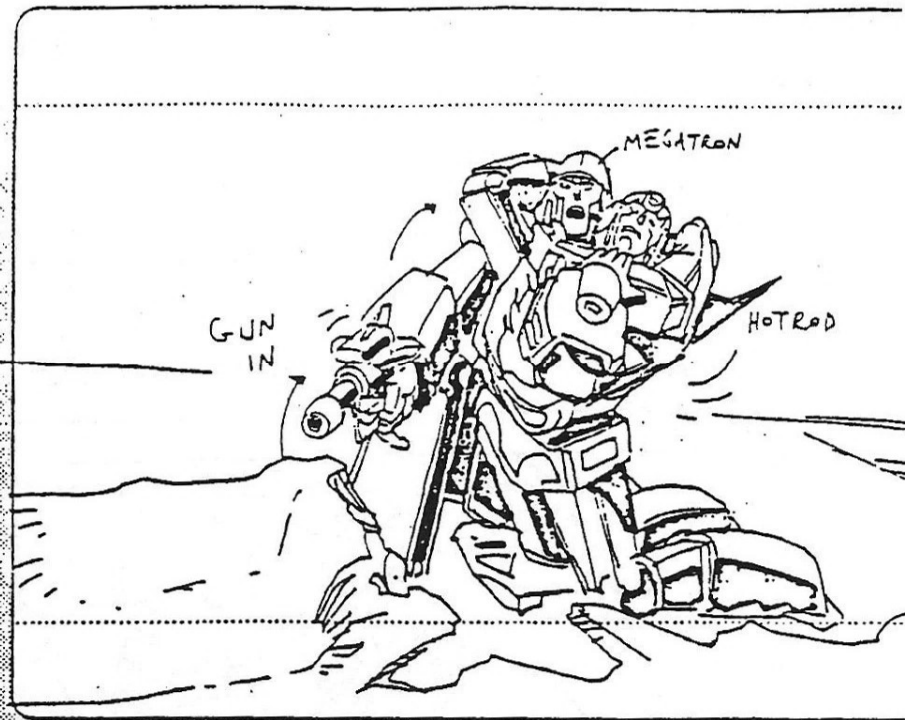
T-FRAW

From Generation 1 to Beast Hunters and Beyond!!!!

CAMERA

SC. 0101

SEQ. 3



ACTION MEGATRON GRABS UP GUN AS HOT ROD STRUGGLES TO OVERPOWER HIM.

DIAL

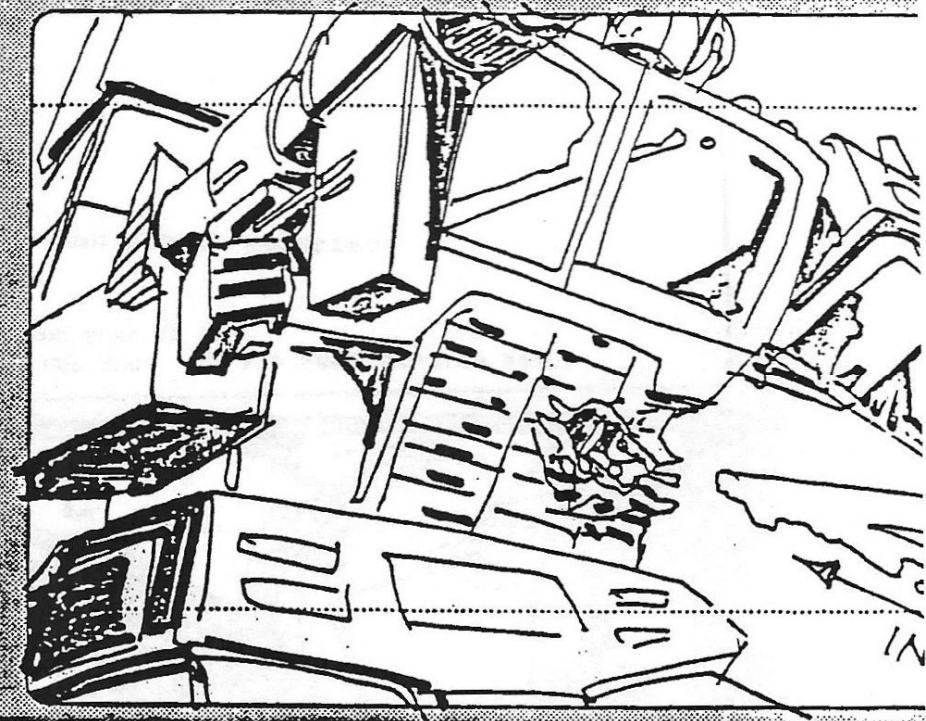
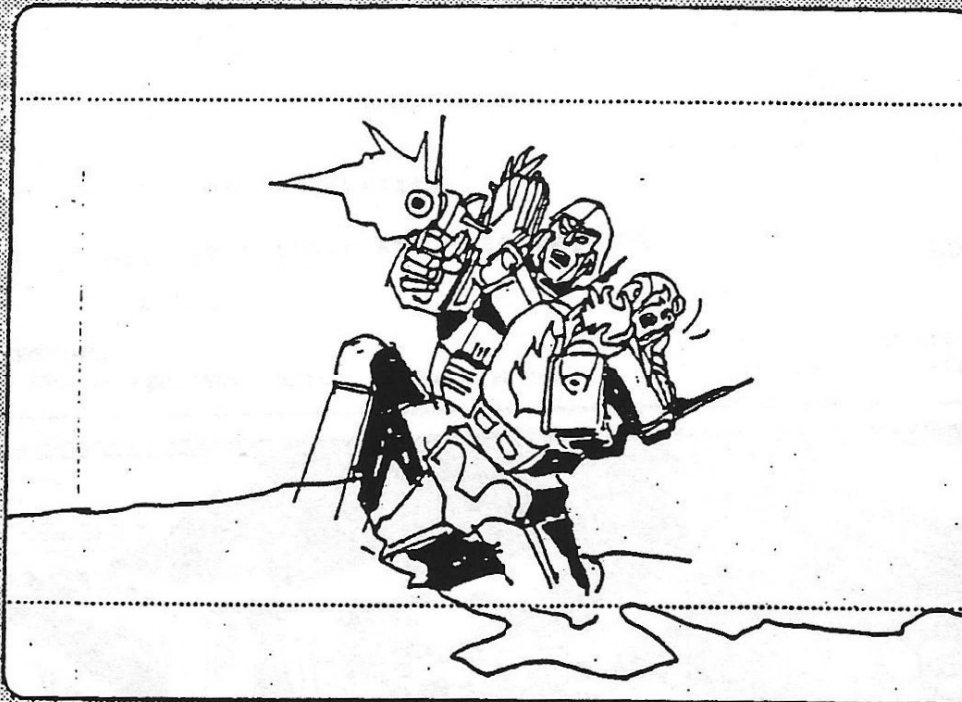
MUSIC/SFX

CAMERA

SC. CONT. 8-162

SC. 8-163

SEQ. 8 Page 157



ACTION MEGATRON FIRES GUN AT O.S. PRIME.

DIAL

MUSIC/SFX

CAMERA

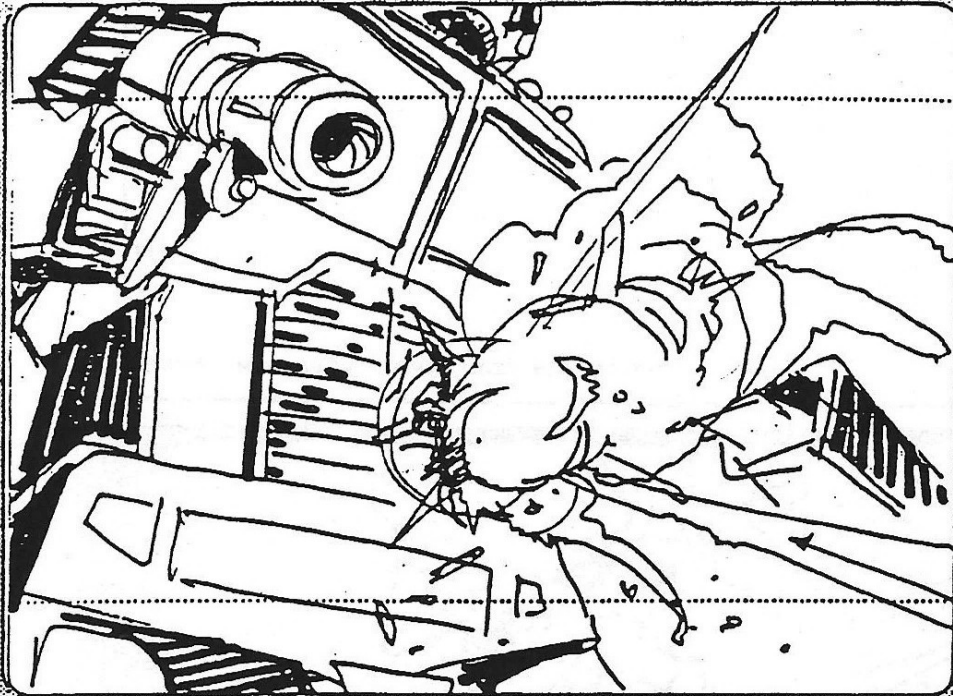
ACTION C.U. PRIME'S MIDRIFF. BLAST ENTERS SCENE...

DIAL

MUSIC/SFX

CAMERA

SC. CONT. 8-163



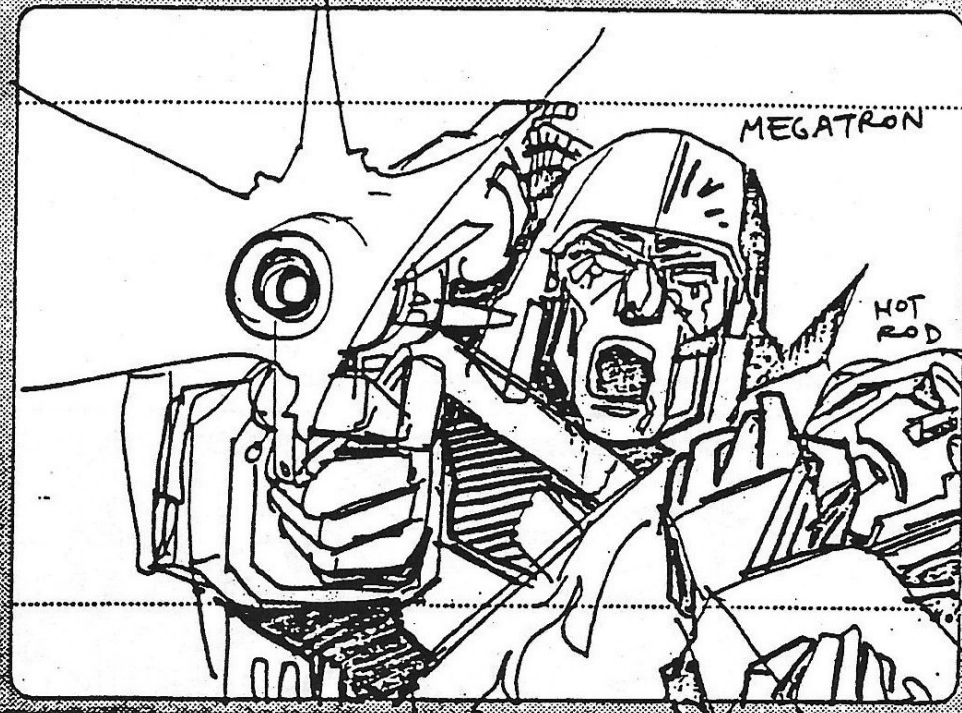
ACTION ...SHOT ENTERS KNIFE WOUND AND INCENDIARIZES.

DIAL



SC. 8-164

SEQ. 8 Page 158



ACTION M.C.U. MEGATRON. MEGATRON FIRES AGAIN, POINT BLANK AT O.S. PRIME.

DIAL MEGATRON (GRABS) Fall! Fall!

MUSIC/SFX



SC.

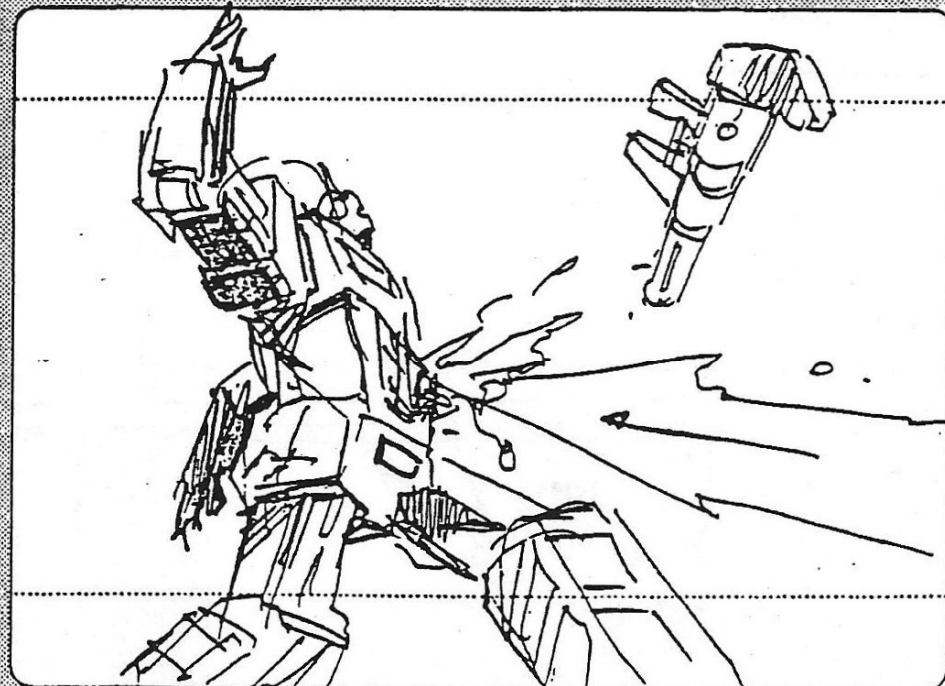
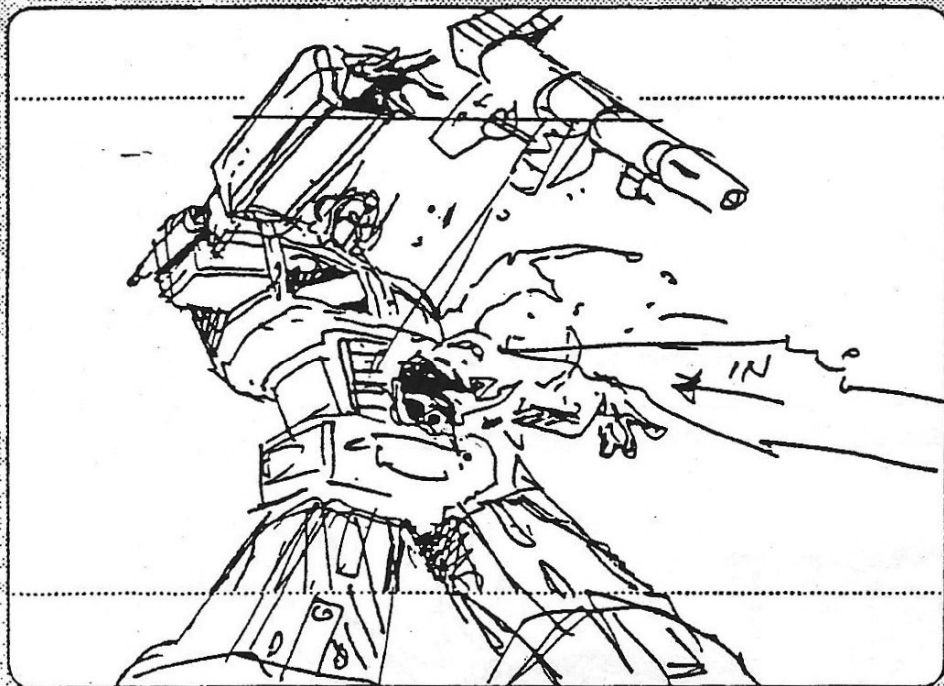
8-165

SC. CONT.

SEQ. 8

Page

159



ACTION

M.S. PRIME. PRIME RECEIVES SUCCESSION OF BLASTS FROM  
OS. MEGATRON...

DIAL

MUSIC/SFX

CAMERA

ACTION

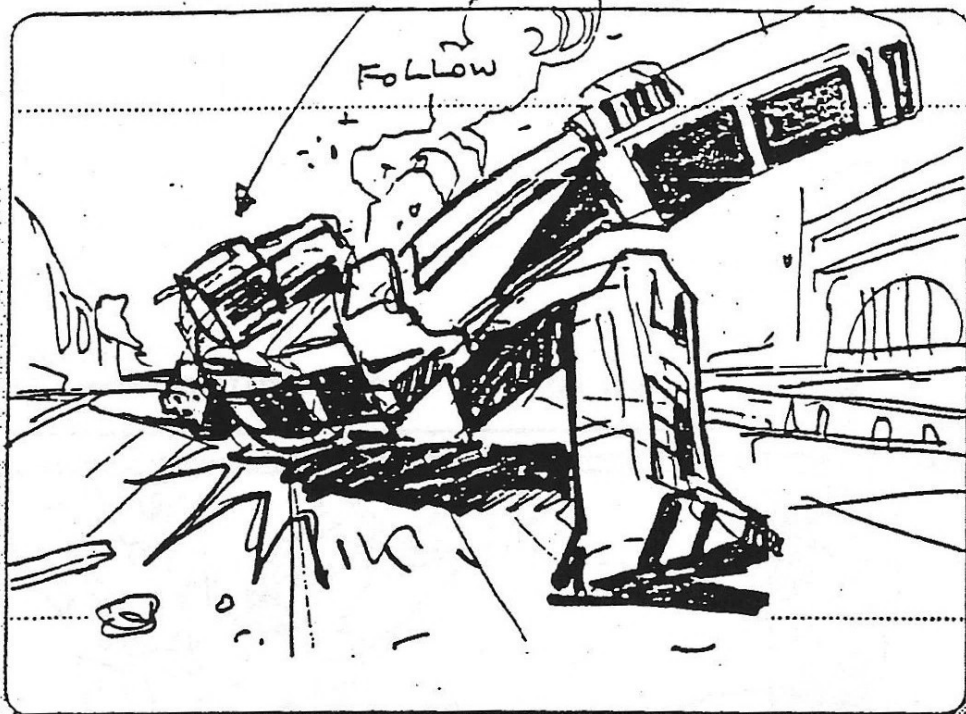
...CONT. BLASTS.

DIAL

MUSIC/SFX

CAMERA

SC. CONT. 0700 CONT. SHOTS



ACTION M.S. PRIME. HE FALLS TO GROUND.

DIAL

MUSIC/SFX

SC. 0700

SEQ. 8



ACTION MED. TWO SHOT MEGATRON AND HOT ROD.

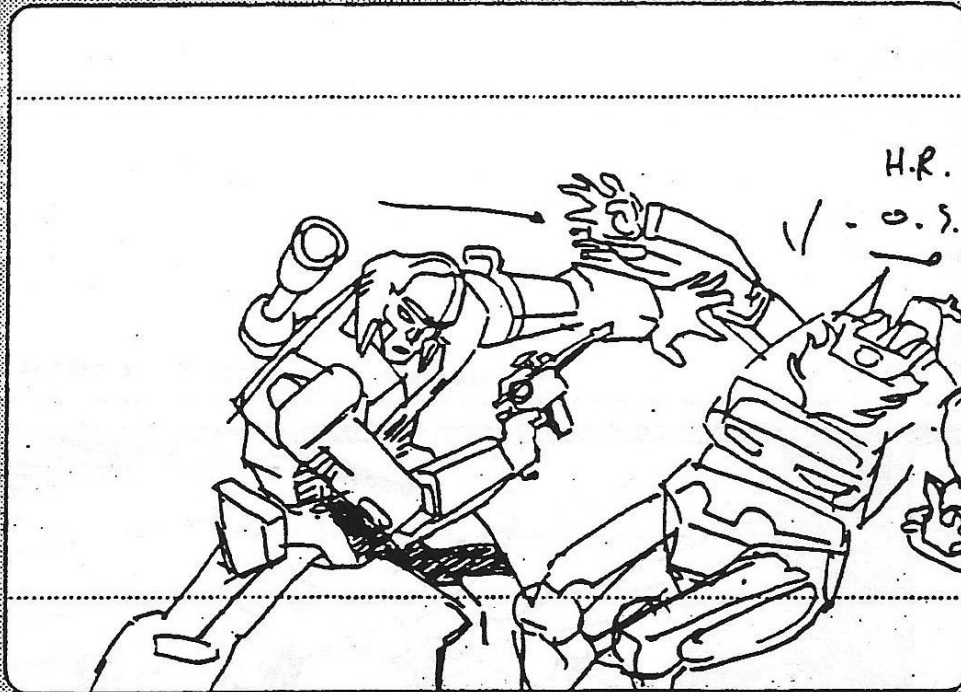
DIAL

MUSIC/SFX

TFRAW

From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT. 8-166



ACTION MEGATRON TOSSES HOT ROD ASIDE.

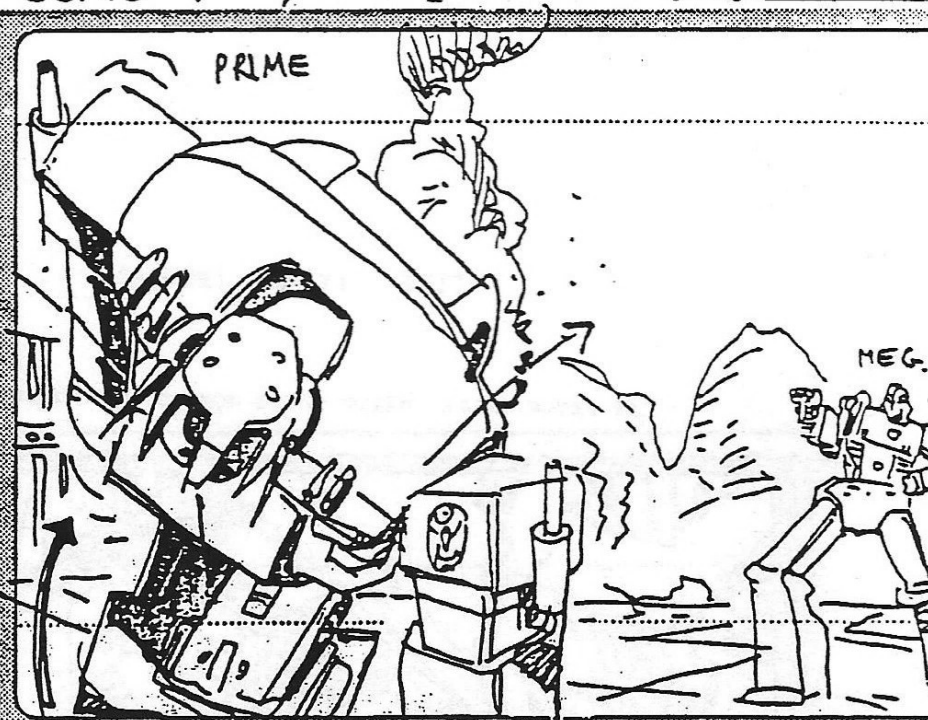
DIAL

MUSIC/SFX

CAMERA

SC. 8-167

SEC. 8 Page 161



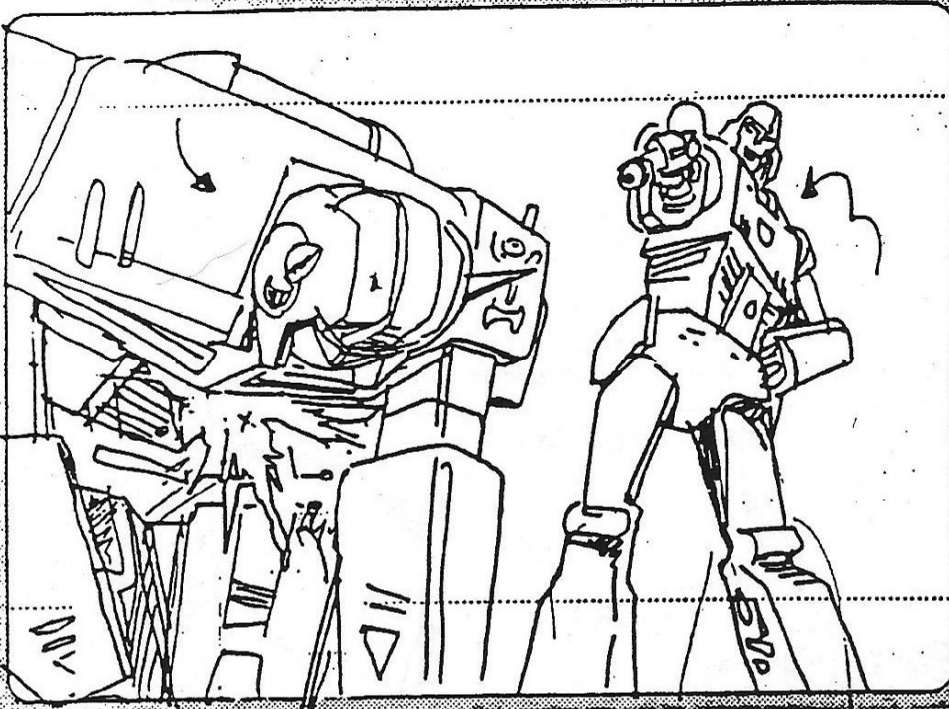
ACTION 2 SHOT, OTS PRIME TO MLS MEGATRON. PRIME RISES SLOWLY FROM GROUND.

DIAL

MUSIC/SFX

CAMERA

SC. CONT. 8-167



SC. 8-168

SEC 8 Page 162



ACTION

DIAL MEGATRON (CONT)

I would have waited an eternity for this.

MUSIC/SFX

**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION C.U. MEGATRON.

DIAL

MEGATRON (CONT)

It's over, Prime.

MUSIC/SFX

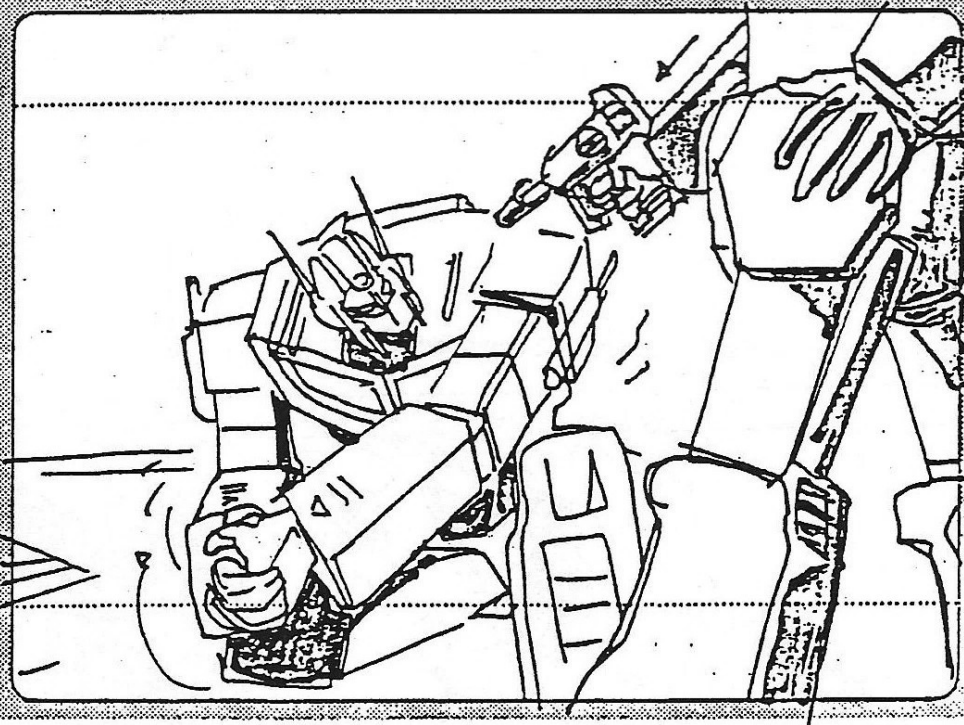
CAMERA



SC. 8-169

SC. CONT.

SEQ. 8 Page 163



ACTION 2 SHOT PRIME AND MEGATRON. PRIME CONTINUES SLOW RISE.

DIAL

MUSIC/SFX

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

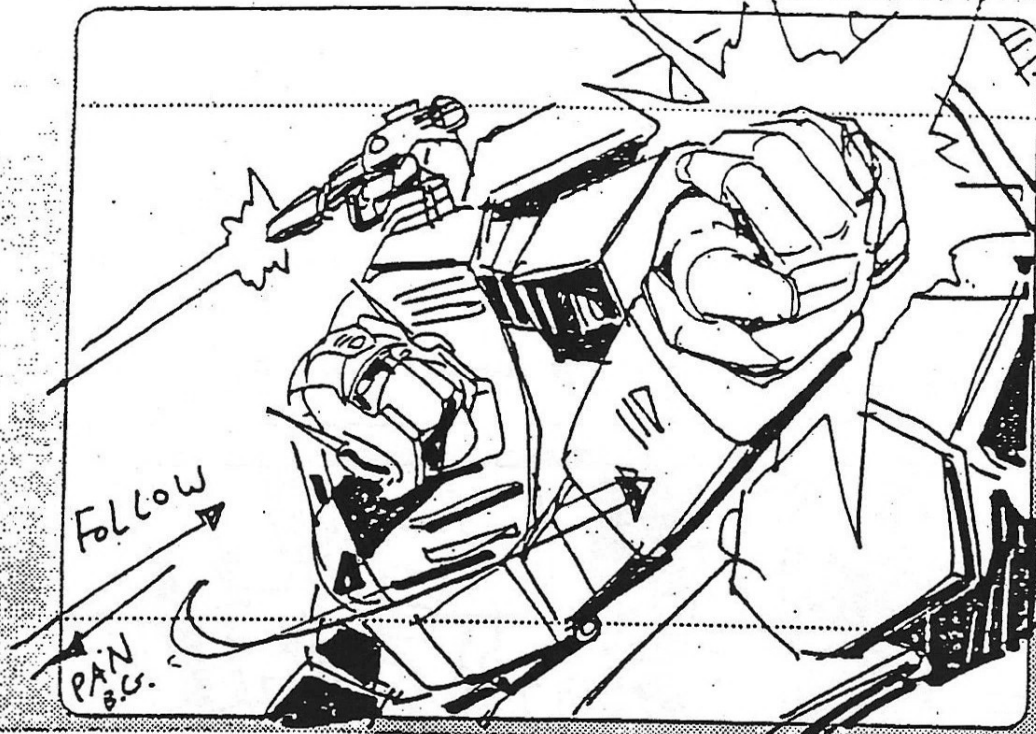
ACTION PRIME GAINS FOOTING, BALLS FISTS...

DIAL

MUSIC/SFX

CAMERA

SC. CONT. 6-107



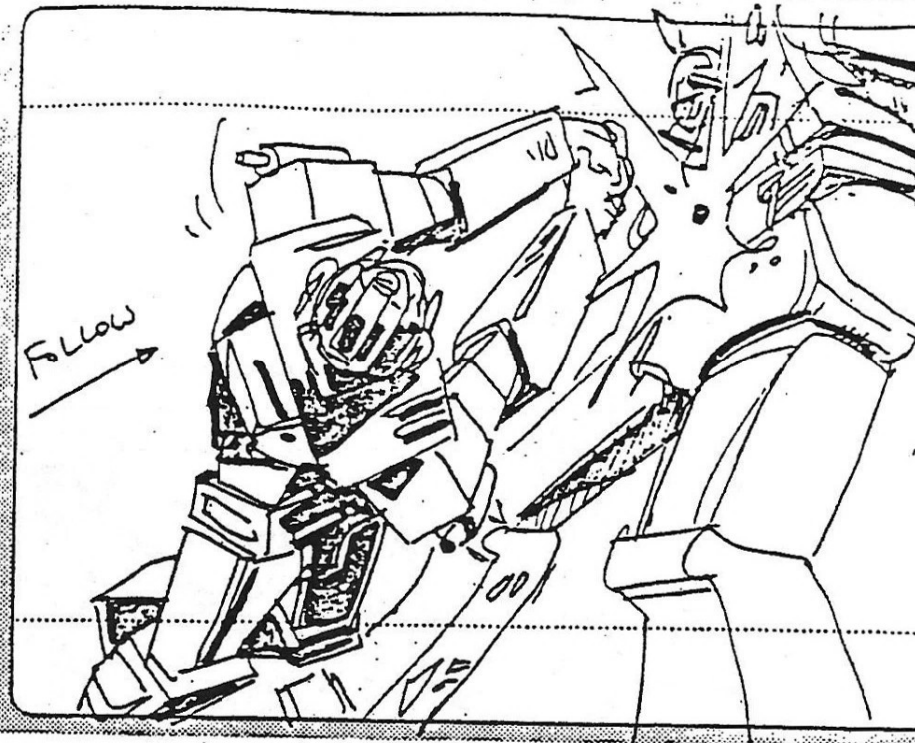
ACTION ...SMASHES MEGATRON WITH ALL HIS STRENGTH AS MEGATRON VAINLY FIRES HIS GUN.

DIAL OPTIMUS PRIME (GASPING PAINFULLY)  
Never!

MUSIC/SFX

SC. CONT.

BEG. Page 107



ACTION PRIME FALLS BACK TO GROUND. MEGATRON REEL BACK FROM BLOW.

DIAL

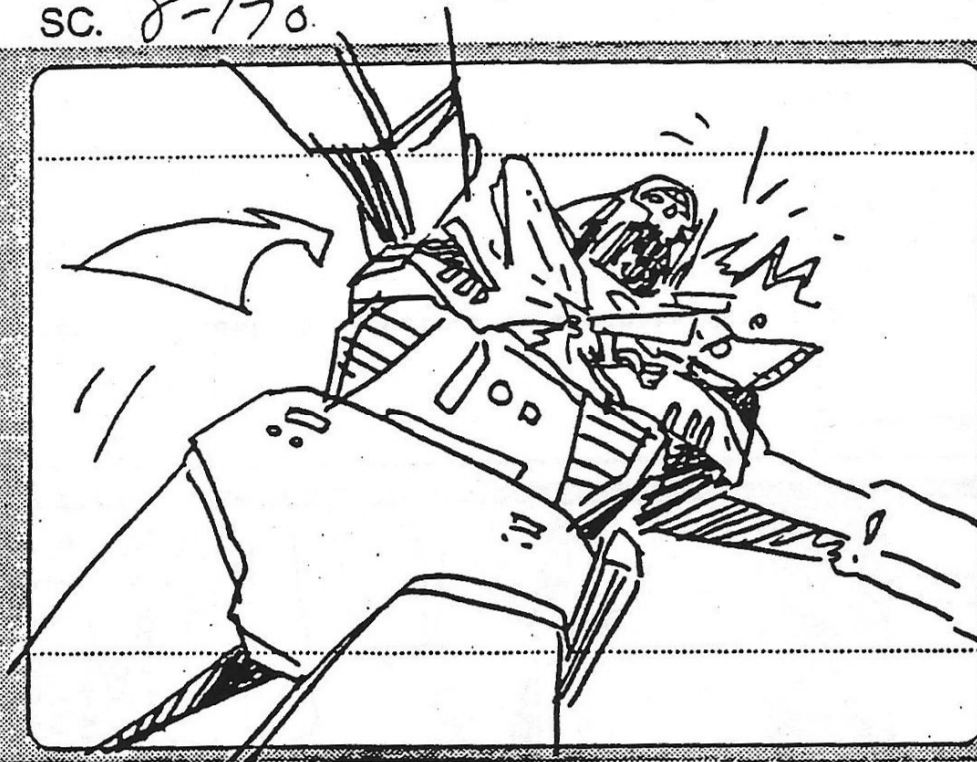
MUSIC/SFX

MUSIC/SFX

SC. 8-170

SC. 8-171

SEQ 8 Page 165

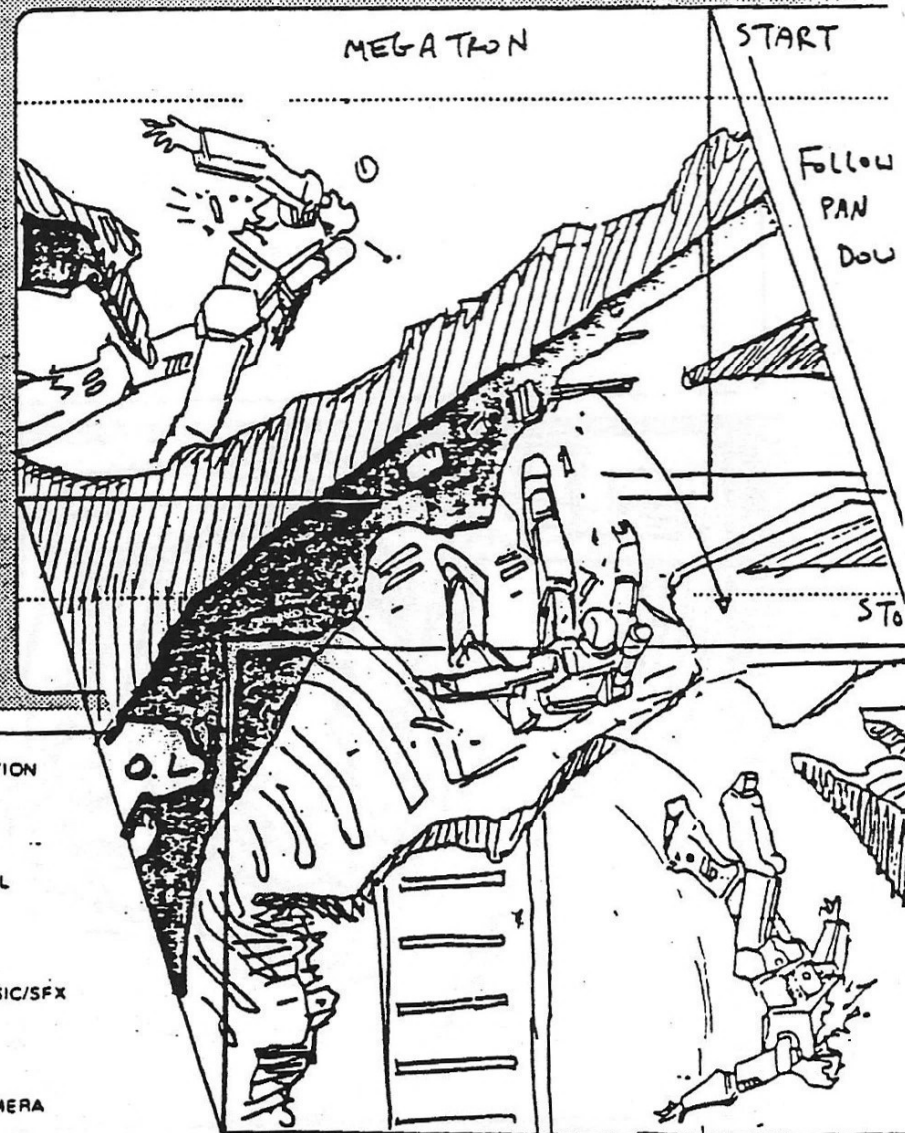


ACTION LOW ANGLE ON MEGATRON. MEGATRON'S TORSO HAS BEEN SPLIT BY PRIME'S BLOW, WIRES SHORT CIRCUIT, AND SPILL FROM GAPING HOLE.

DIAL

MUSIC/SFX

CAMERA



ACTION

DIAL

MUSIC/SFX

CAMERA

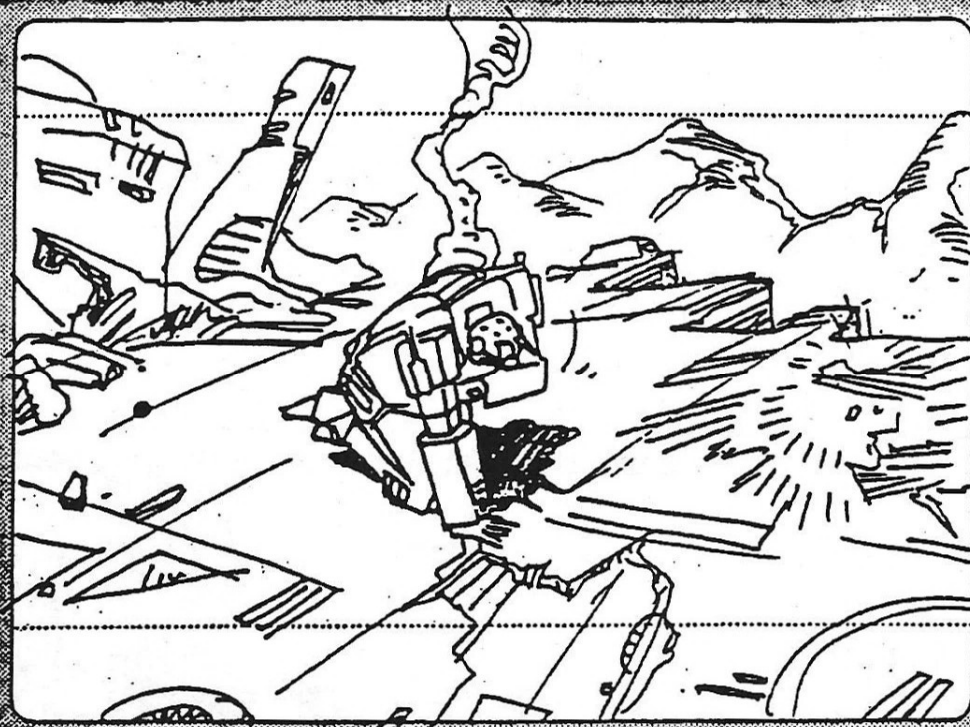
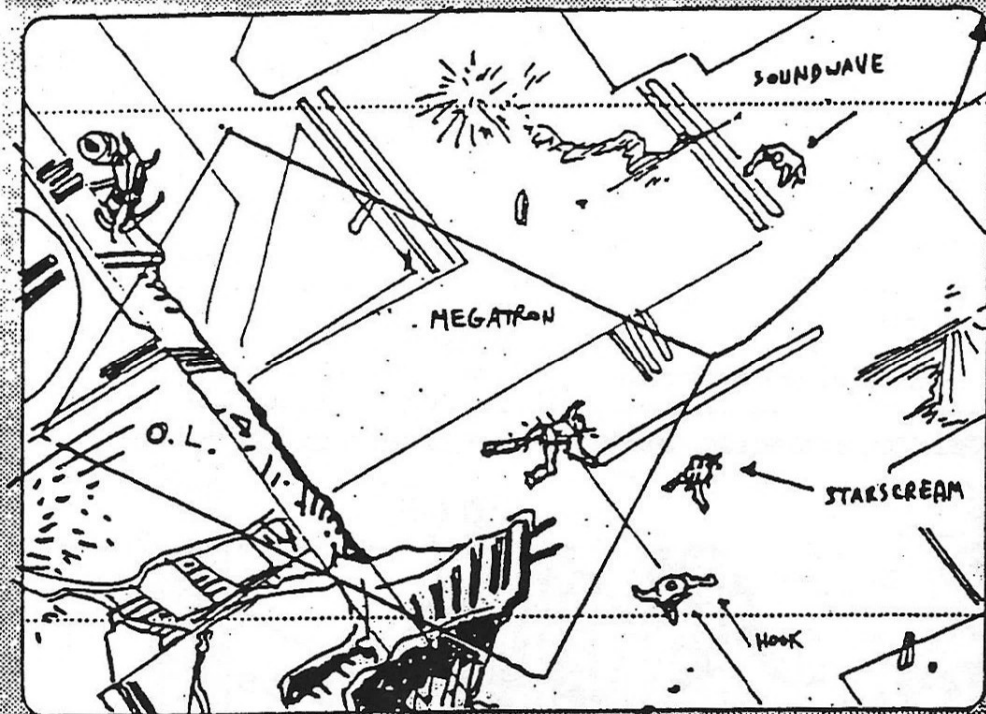
M.L.S. MEGATRON ON VERT. PAN, CAMERA FOLLOWS MEGATRON'S FALL.

SC. 8-172

TRUCK-OUT

SC. 8-173

SEQ 8 Page 166



ACTION X.L. OVERHEAD SHOT MEGATRON LIES AS HE HAS FALLEN, TRUCK OUT TO PICK UP STARSCREAM, HOOK AND SOUNDWAVE RUNNING INTO SCENE.

DIAL

MUSIC/SFX



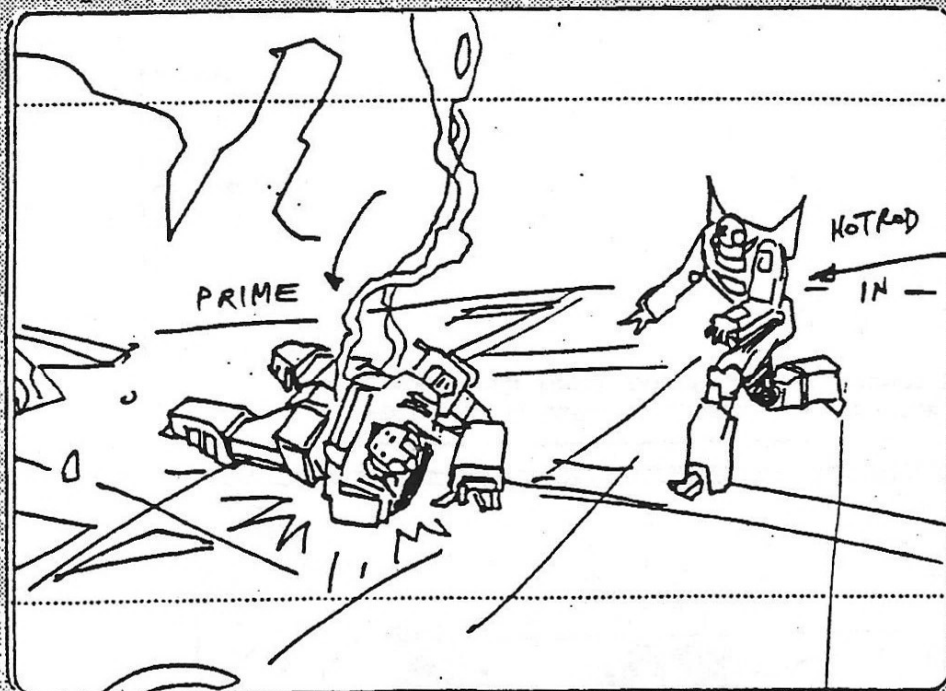
ACTION M.L.S. PRIME. PRIME KNEELS, FATALLY WOUNDED.

DIAL

MUSIC/SFX



SC. CONT. 8-173



ACTION PRIME SINKS TO GROUND AS HOT ROD RUSHES IN.

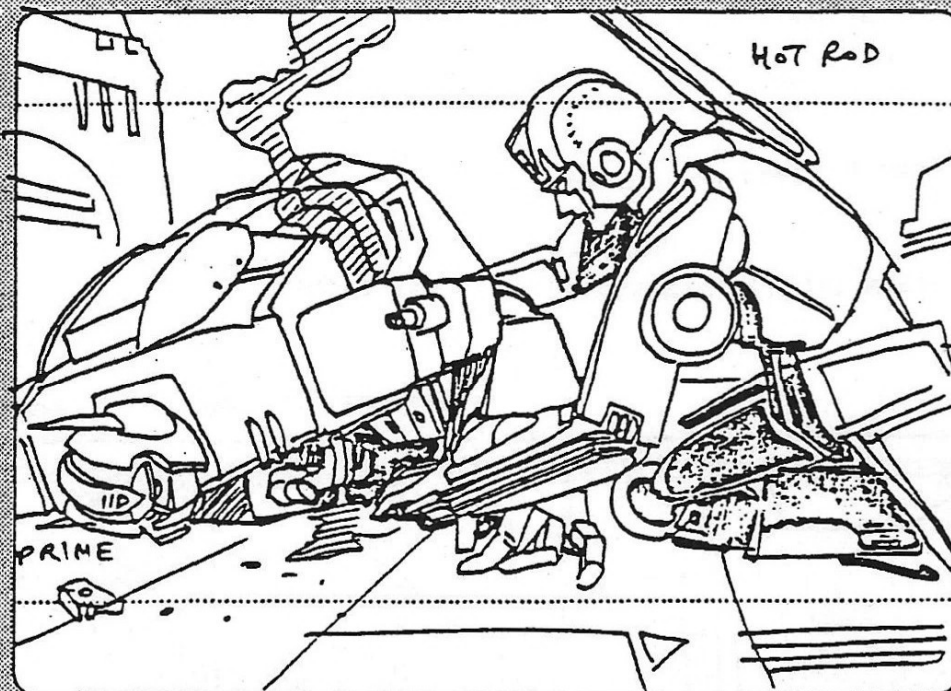
DIAL

MUSIC/SFX

CAMERA

SC. 8-174

REQ 8 Page 167



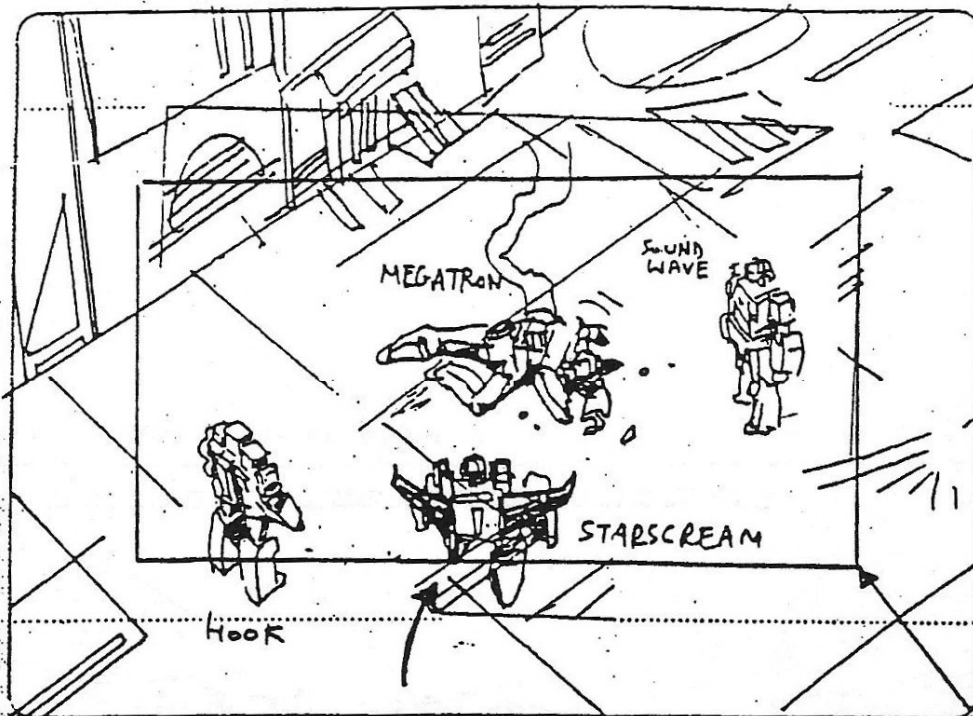
ACTION M.S. PRIME AND HOT ROD.

DIAL HOT ROD Optimus! Forgive me!

MUSIC/SFX

CAMERA

SC. 0775 TRUCK-IN



ACTION L.S. MEGATRON, SOUNDWAVE, STARScream AND HOOK. THEY STAND GAZING DOWN UPON THEIR FALLEN LEADER. TRUCK IN.

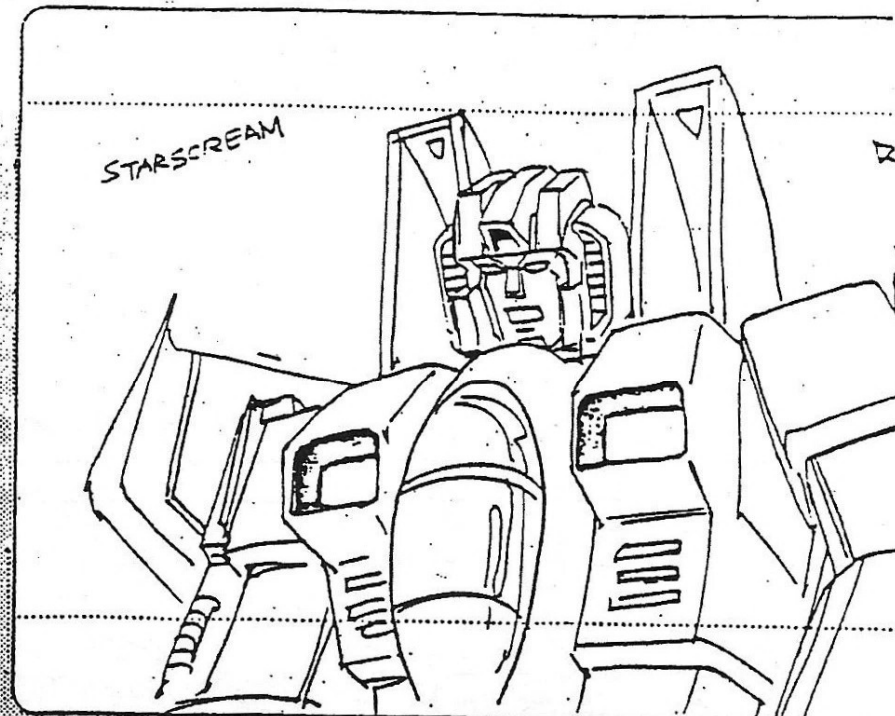
DIAL

MUSIC/SFX

**T-FRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 0776

SEQ. 1



ACTION M.S. STARScream.

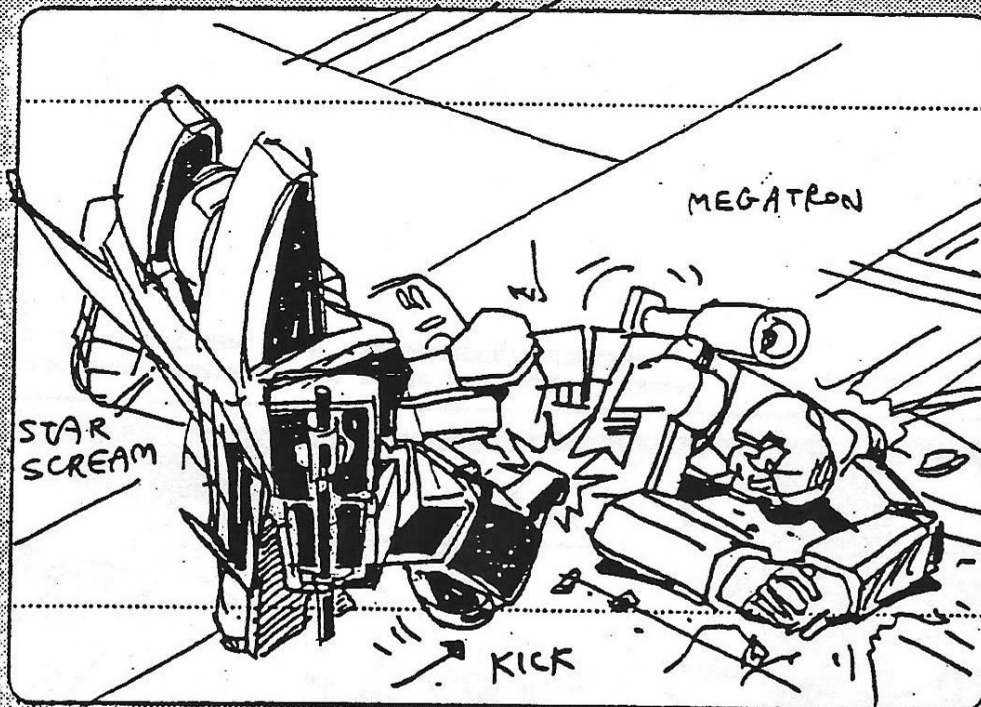
DIAL STARScream

(SARCASTIC, FILLED WITH FALSE SYMPATHY)

MUSIC/SFX

How do you feel, Mighty Megatron

SC. 8-177



ACTION OVERHEAD TWO SHOT - STARSCREAM AND MEGATRON. STARSCREAM KICKS MEGATRON.

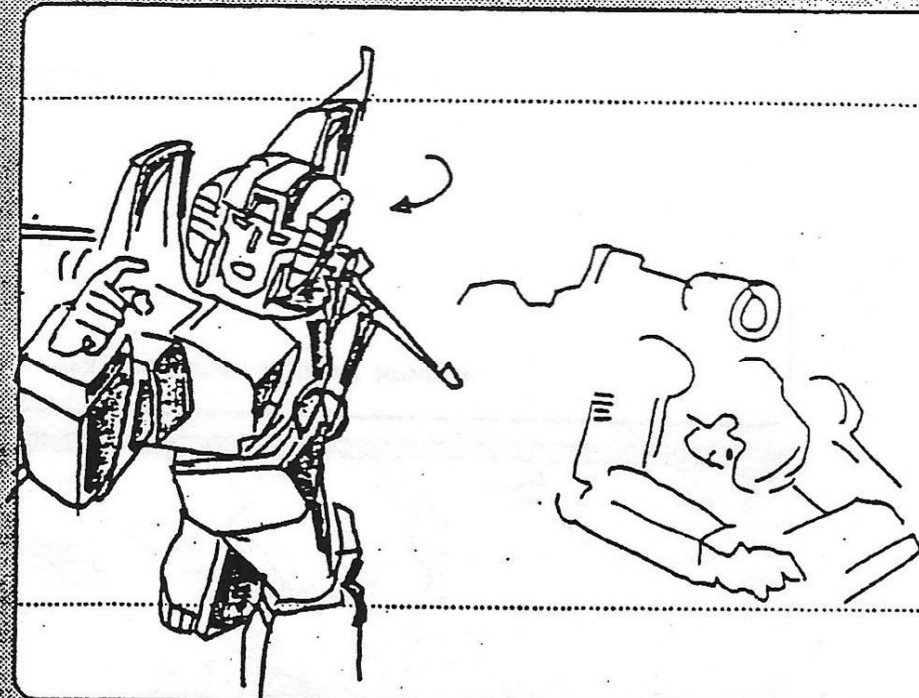
DIAL

MUSIC/SFX

CAMERA

SC. CONT.

SEQ. 8 Page 169



ACTION

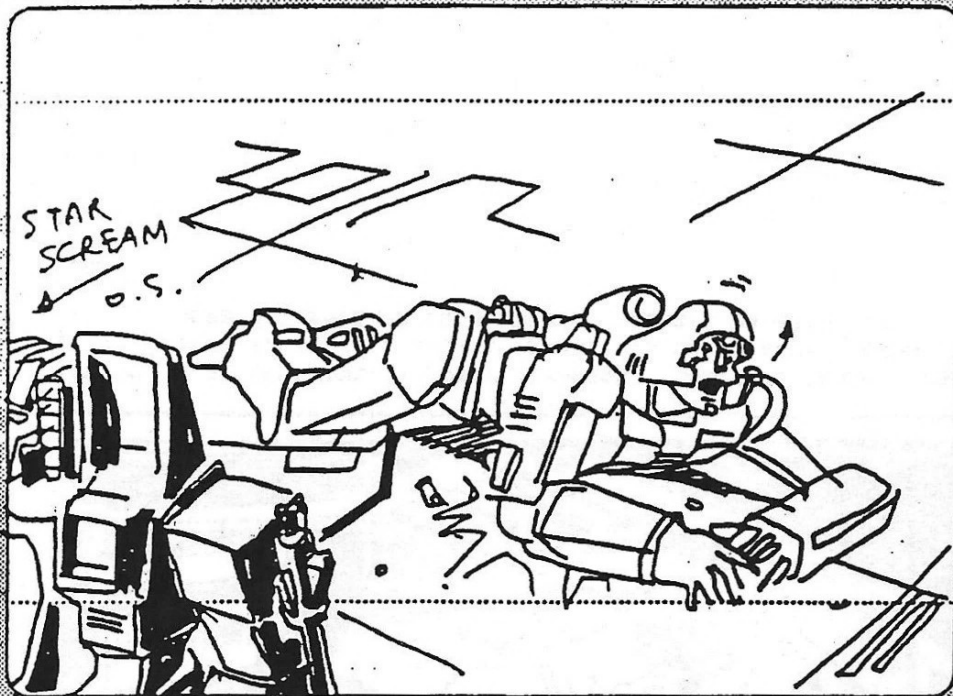
DIAL STARSCREAM (CONT) Astrotrain, transform and get us out of here.

MUSIC/SFX

CAMERA

SC. CONT.

8-177

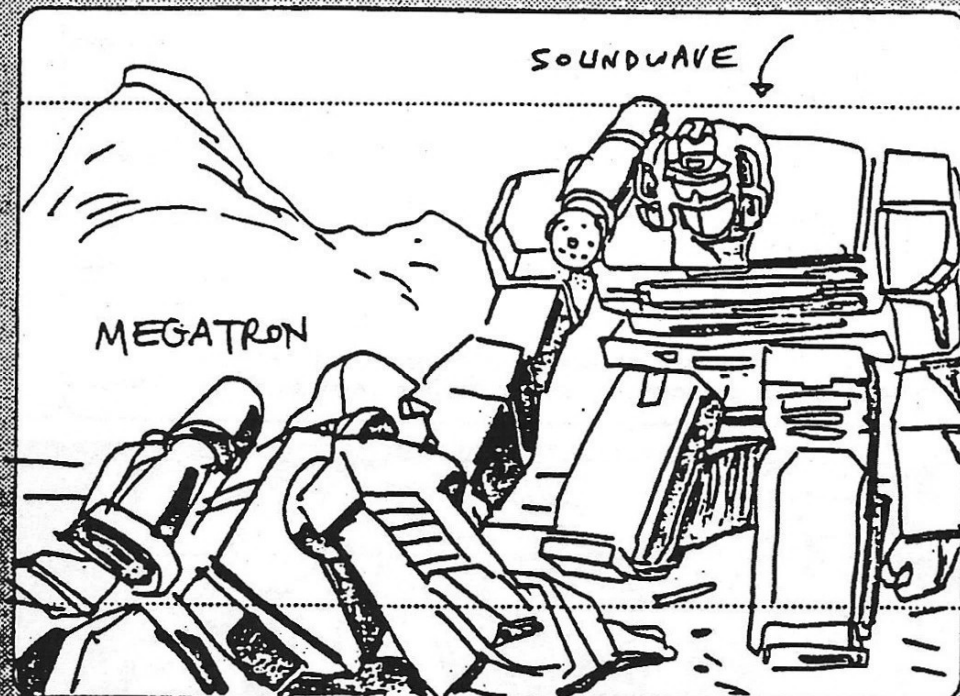


SC.

8-178

SEQ 8

Page 170



ACTION

DIAL MEGATRON Enshrine me, Soundwave.

MUSIC/SFX

IFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION M.S. MEGATRON AND SOUNDWAVE.

DIAL SOUNDWAVE As you command, Megatron.

MUSIC/SFX

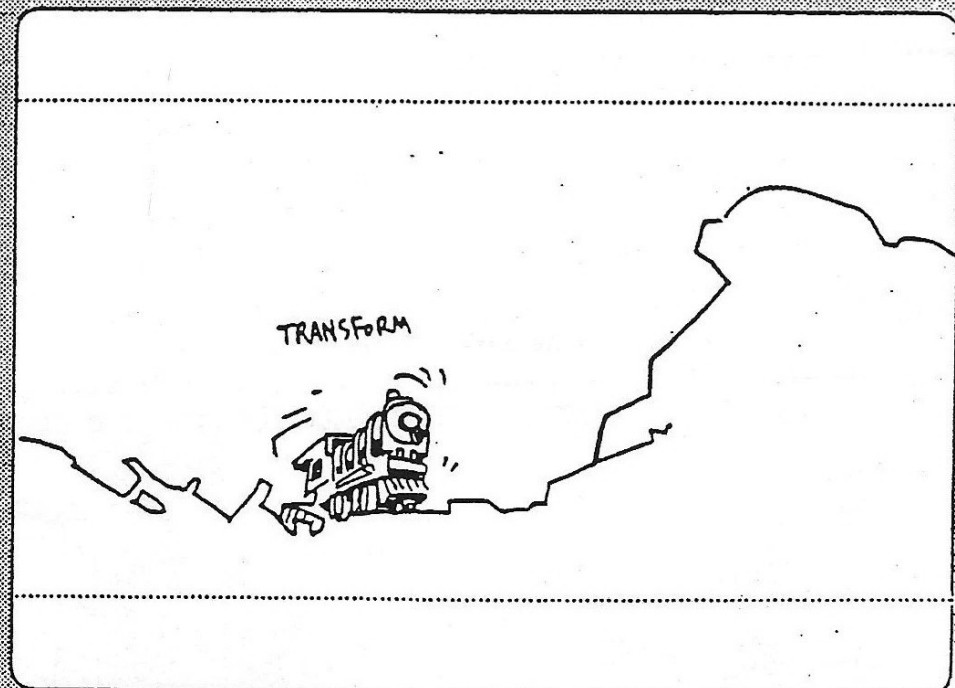
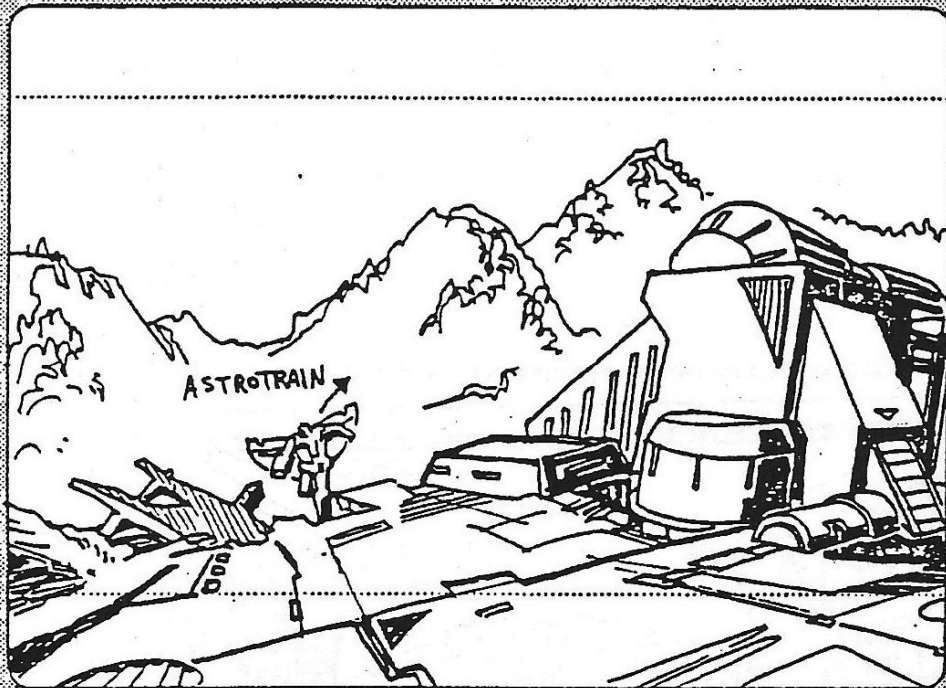
CAMERA



SC. 8-179

SC. CONT.

SEQ. 8 Page 171



ACTION L.S. ASTROTRAIN. ASTROTRAIN MOVES UP INTO SCENE...

DIAL

MUSIC/SFX

CAMERA

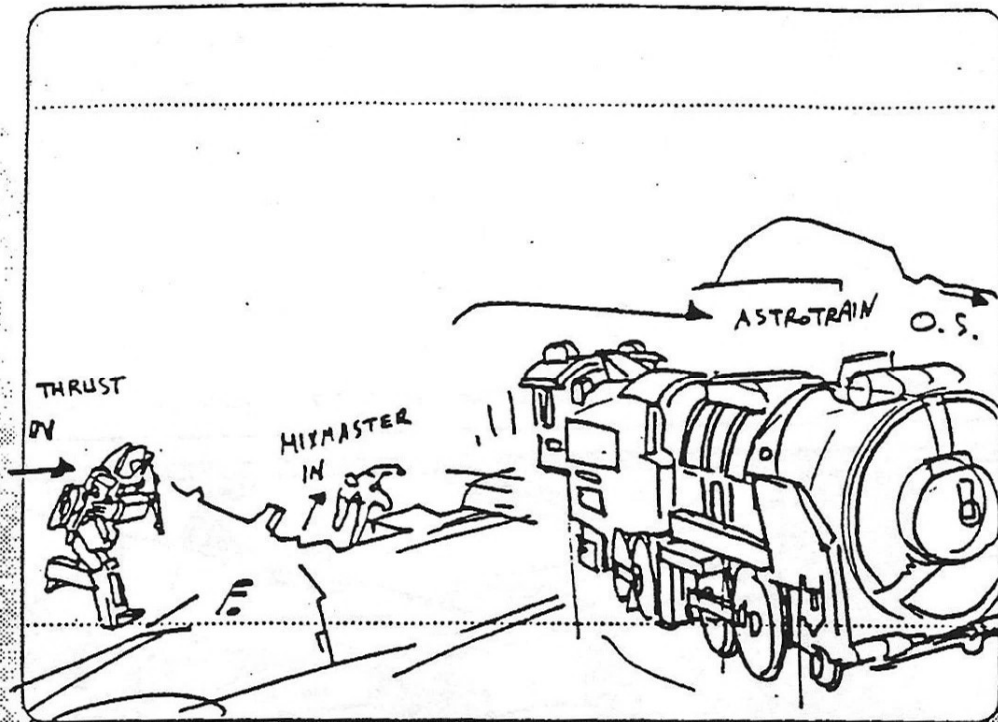
ACTION ...TRANSFORMS INTO LOCOMOTIVE.

DIAL

MUSIC/SFX

CAMERA

SC. CONT. 8-17

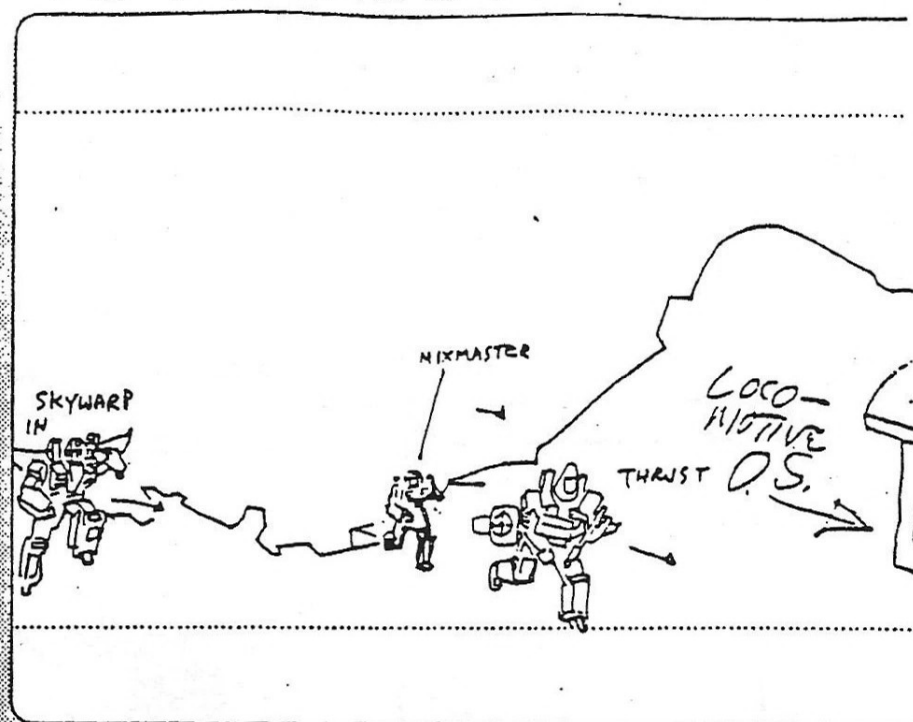


ACTION LOCOMOTIVE ROLLS THROUGH A GATHERING OF DECEPTICONS.

DIAL

MUSIC/SFX

SC. CONT. 8-18

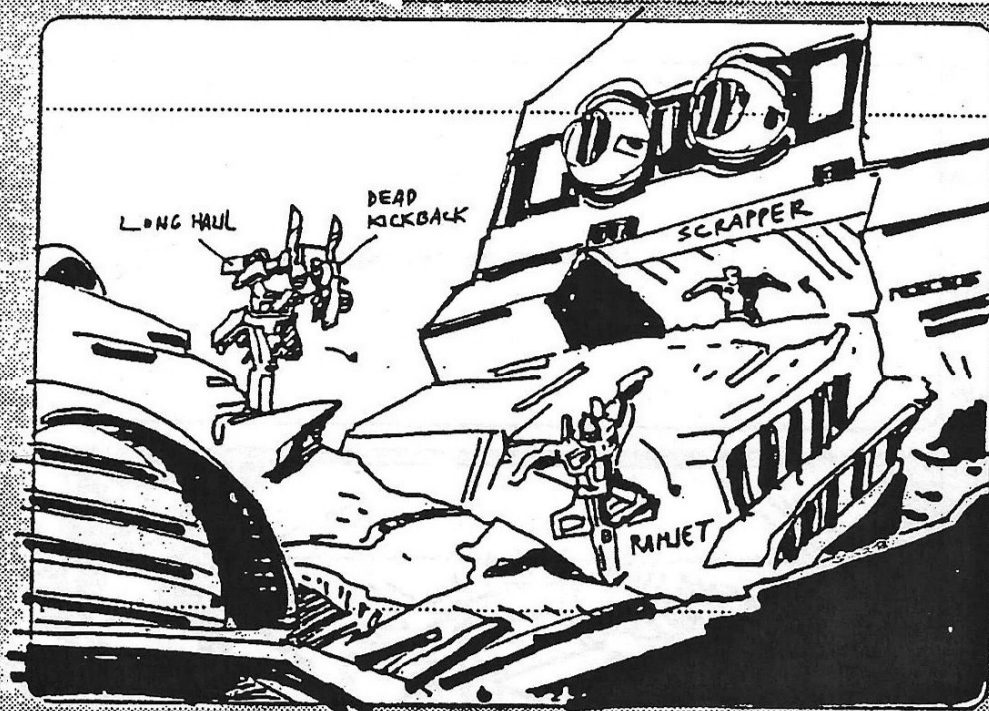


ACTION DECEPTICONS CHASE AFTER LOCOMOTIVE.

DIAL

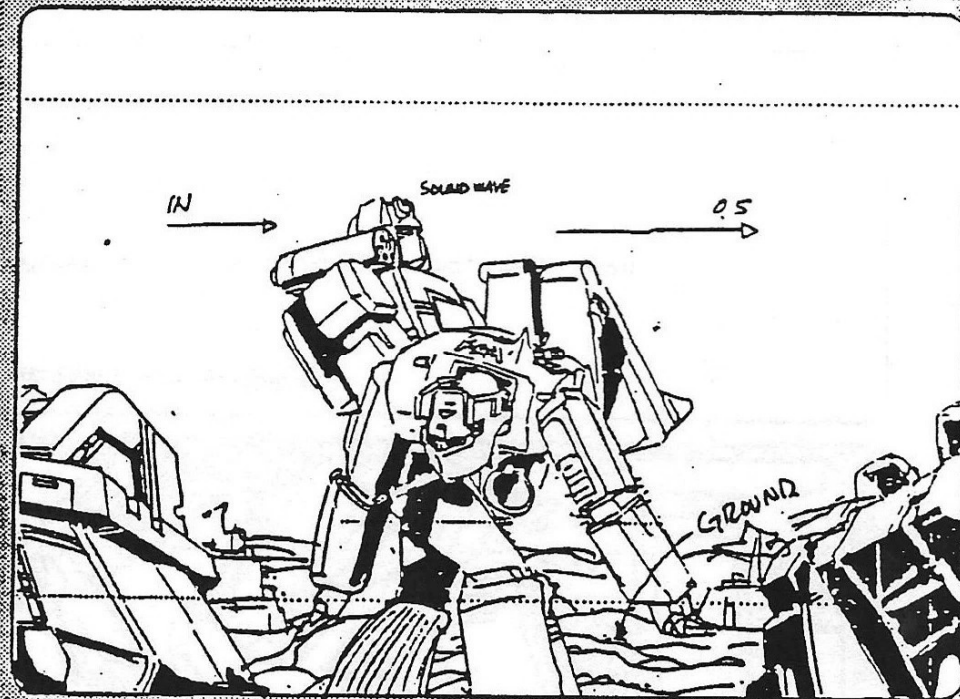
MUSIC/SFX

SC. 8-180



SC. 8-181

EQ. 8 Page 173



ACTION L.S. ON RUINED AUTOBOT DEFENSES. LONGHAUL CARRIES THE DEAD KICKBACK FOLLOWING RAMJET IN CHASE AFTER LOCOMOTIVE. SCRAPPER POPS UP FROM BEHIND CASEMATE TO JOIN THEM.

DIAL

MUSIC/SFX

CAMERA

ACTION M.S. SOUNDWAVE AND MEGATRON. SOUNDWAVE WALKS THROUGH THE SCENE CARRYING THE WOUNDED MEGATRON IN HIS ARMS.

DIAL

MUSIC/SFX

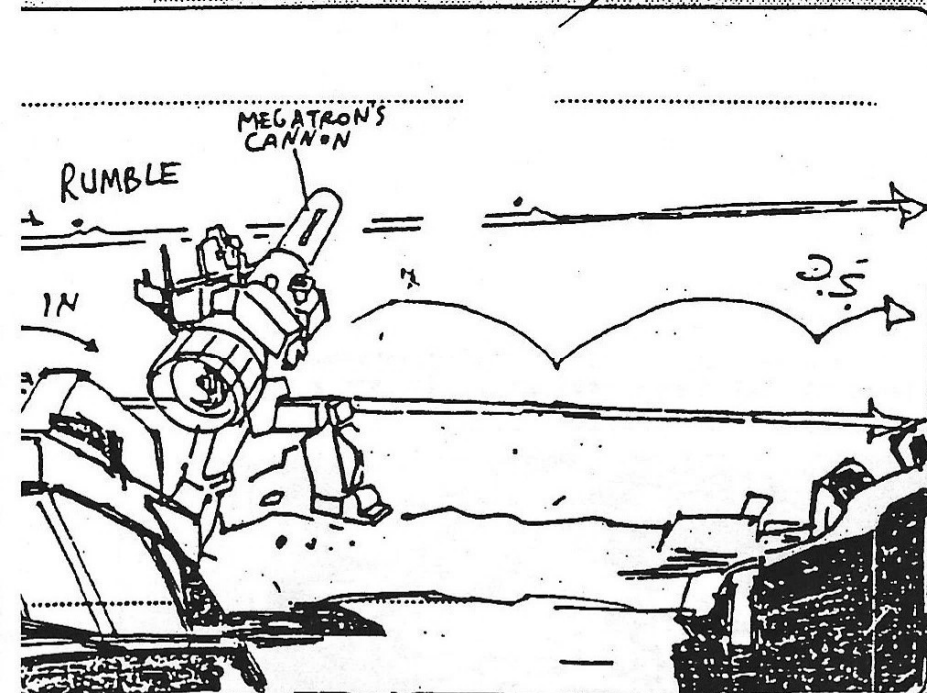
CAMERA

C. CONT 8-181

SC.

SEQ. 8

Page 173 A



RUMBLE ENTERS SCENE CARRYING MEGATRON'S CANNON.

ACTION

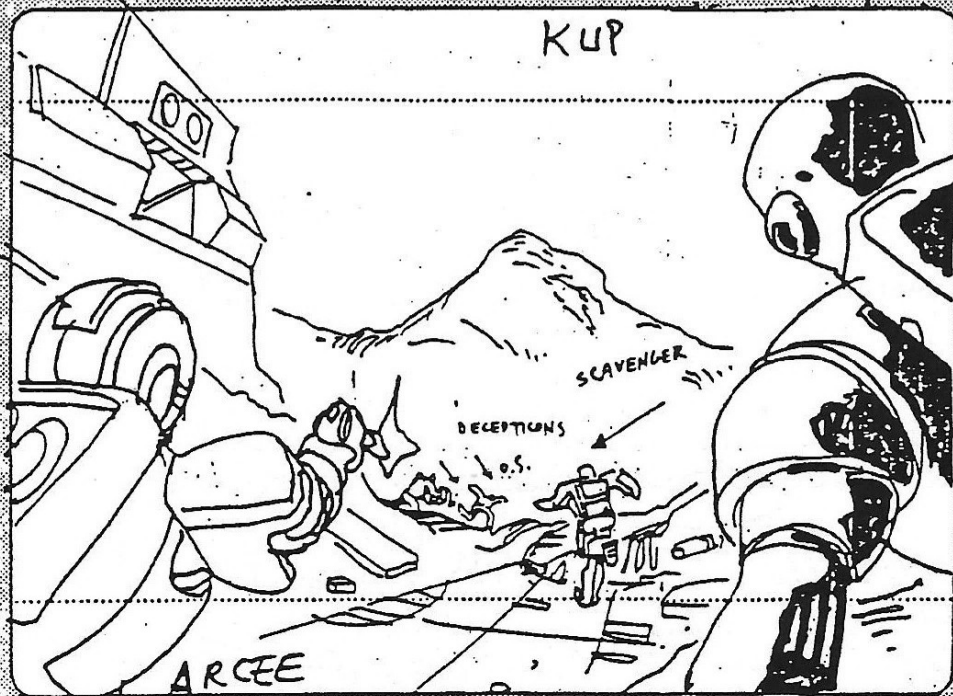
DIAL

MUSIC/SFX

NEXT PAGE 174

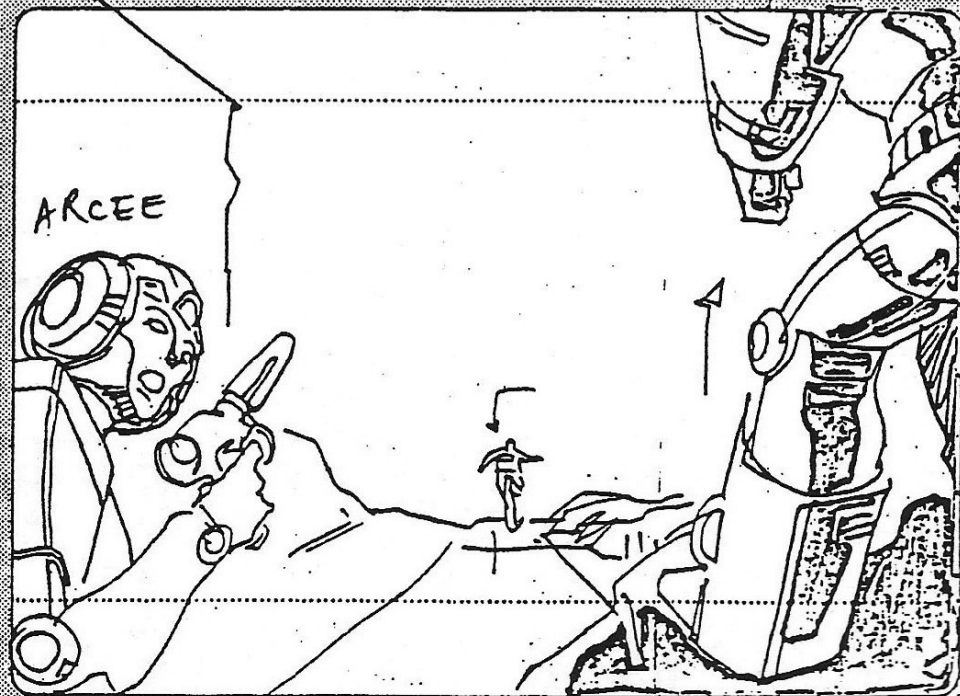


SC. 8-188A



SC. CONT.

REQ. 8 Page 174



ACTION OTS SHOT ON ARCEE AND KUP AS THEY WATCH THE DECEPTICON EXODUS. ARCEE FIRES A PARTING SHOT.

IAL

MUSIC/SFX

AME RA  
TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

DIAL ARCEE

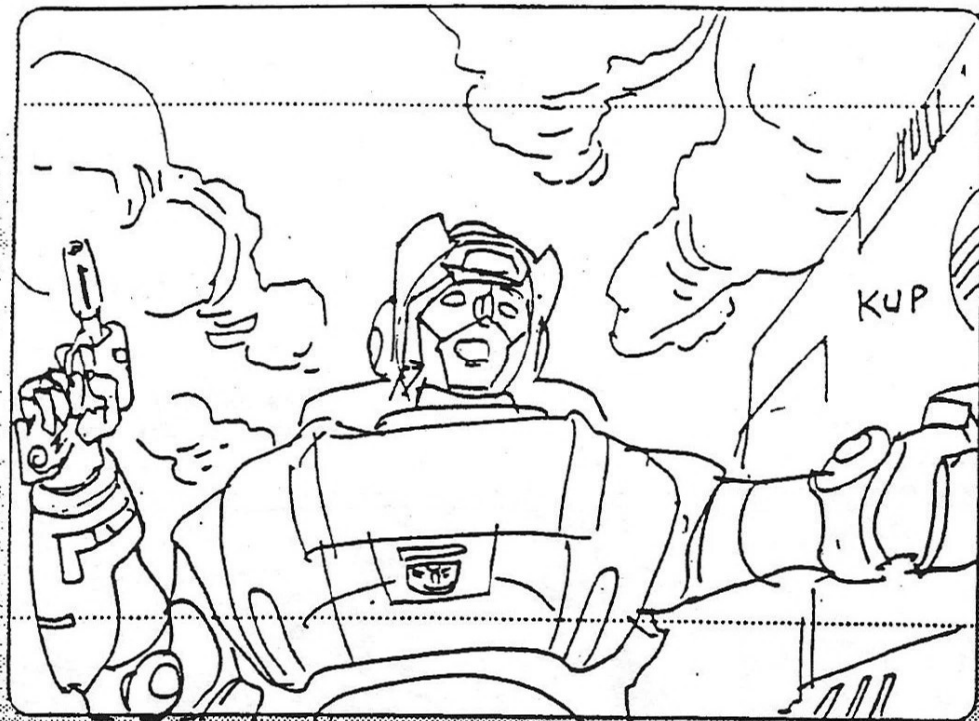
The Decepticons are retreating.

MUSIC/SFX

CAMERA

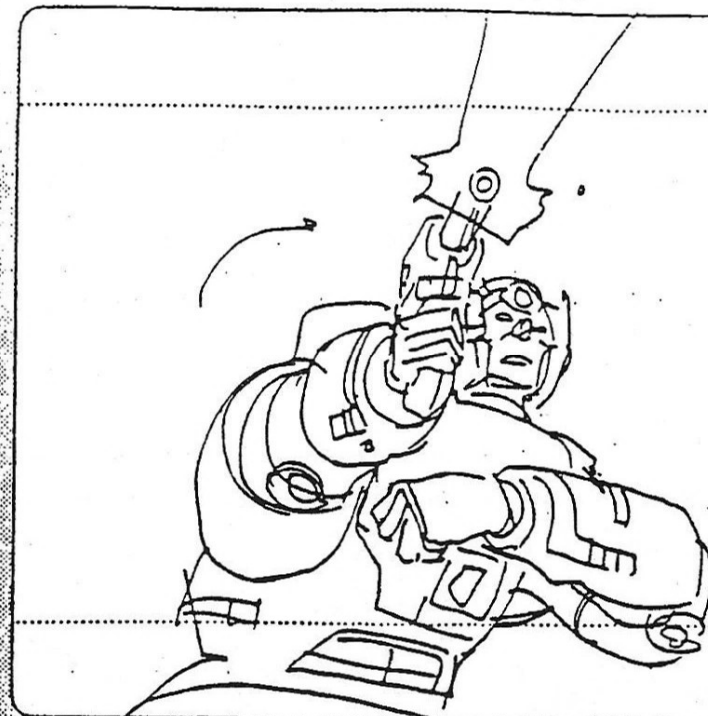
SC.

0-1020



SC. CONT.

SEQ. 3 Page 1



ACTION M.S. ON KUP.

DIAL. KUP Prime did it. He turned the tide!

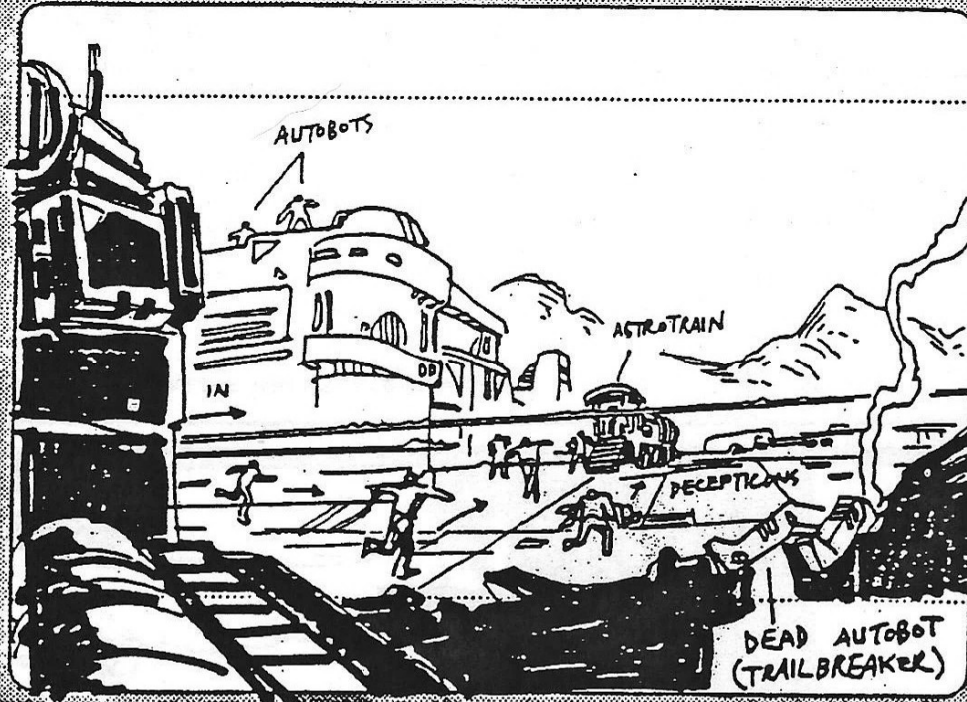
MUSIC/SFX

ACTION KUP FIRES O.S.

DIAL

MUSIC/SFX

SC. 8-183



ACTION X.L.S. ON DECEPTICONS SCRAMBLING FOR STARScream, LOCOMOTIVE TRAILBREAKER LIES DEAD IN MED. NEAR P.G.

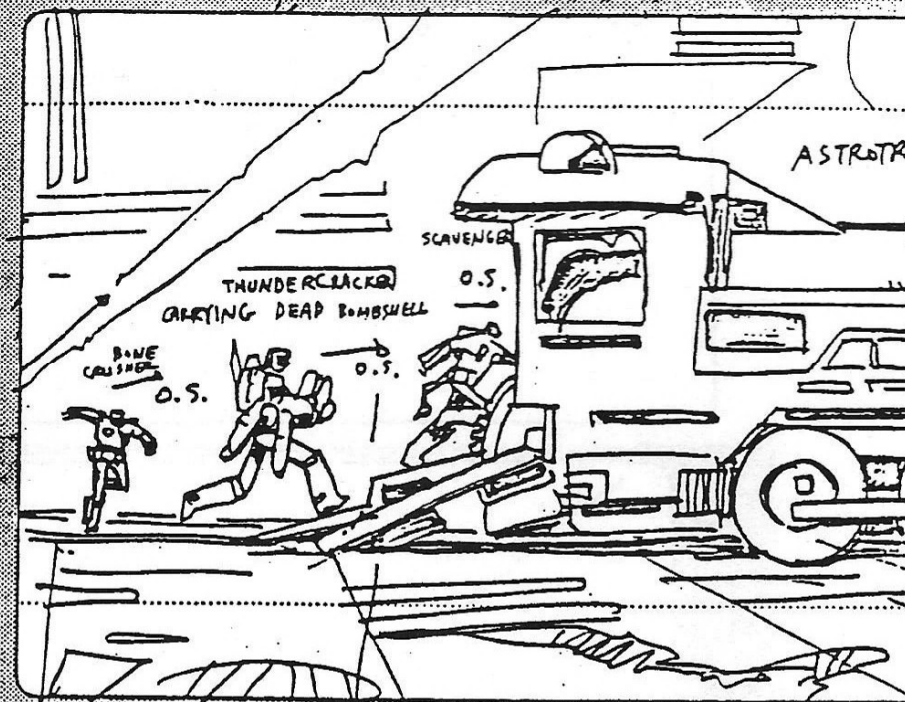
DIAL

MUSIC/SFX

CAMERA

SC. 8-184

Page 176



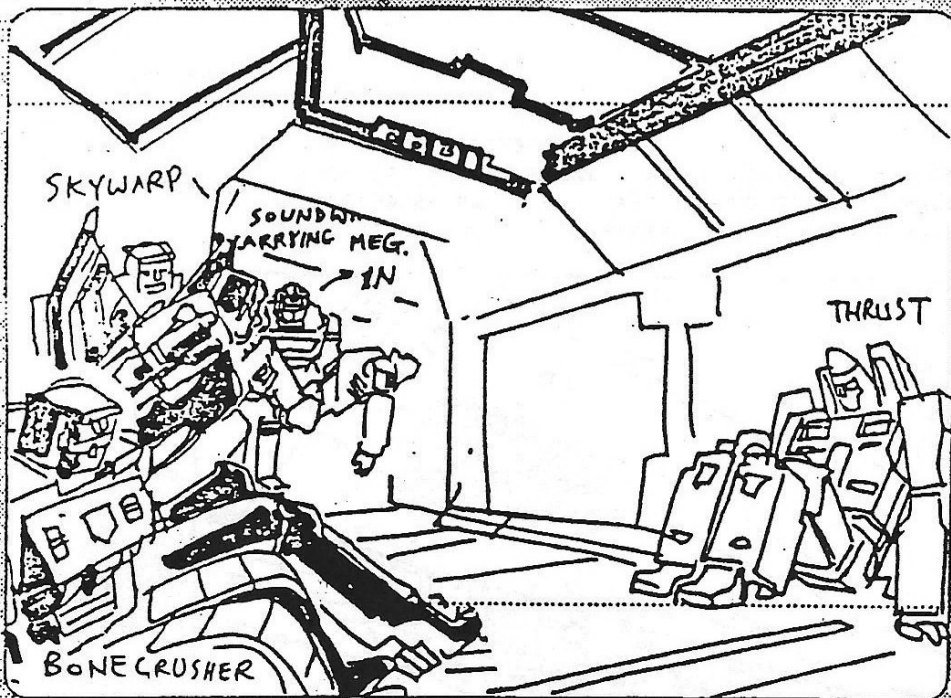
ACTION M.L.S. DECEPTICONS ENTER LOCOMOTIVE.

DIAL

MUSIC/SFX

CAMERA

SC. 8-185



ACTION M.S. INT. LOCOMOTIVE. DECEPTICONS SINK TO THE LOCOMOTIVE'S FLOOR AS SOUNDWAVE ENTERS CARRYING MEGATRON.

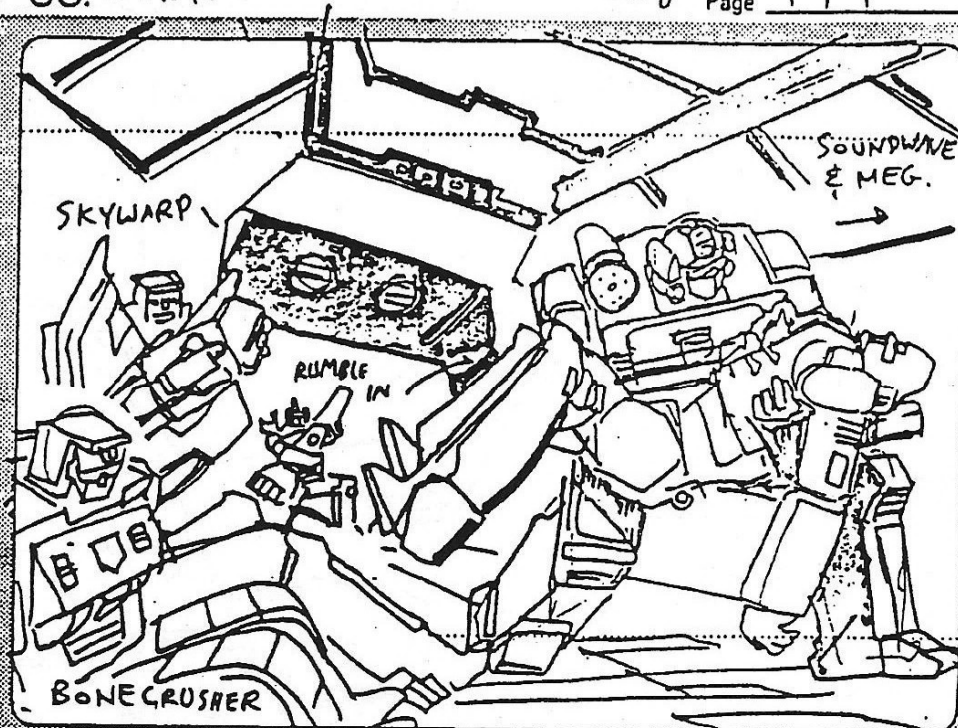
DIAL

MUSIC/SFX



SC. CONT.

EQ. 8 Page 177



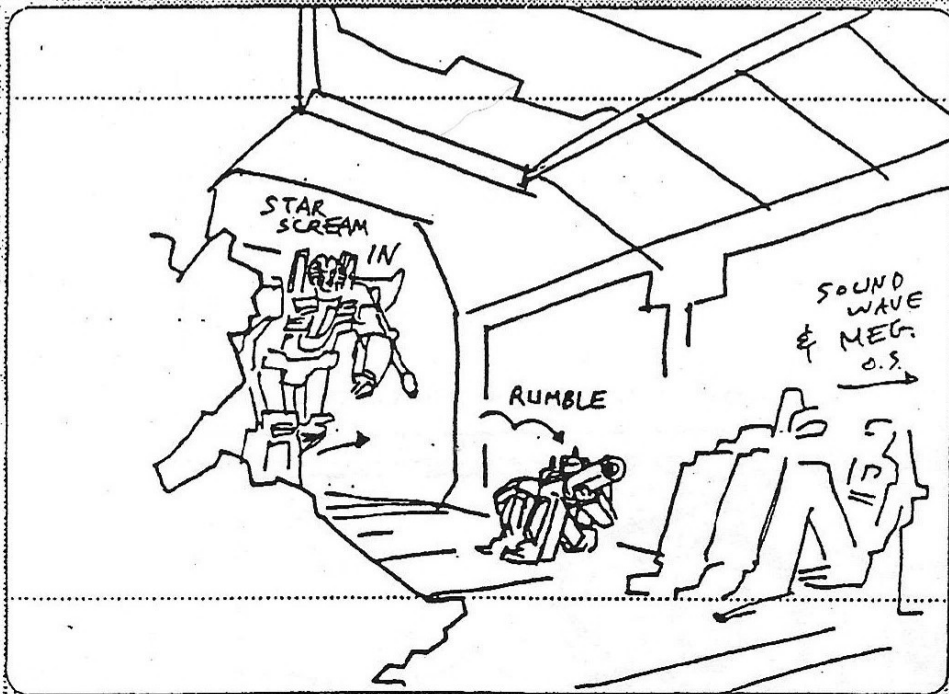
ACTION SOUNDWAVE MOVES ON THROUGH LOCOMOTIVE WITH MEGATRON.

DIAL

MUSIC/SFX



SC. CONT. 8-18.5



ACTION STARScream ENTERS LOCOMOTIVE.

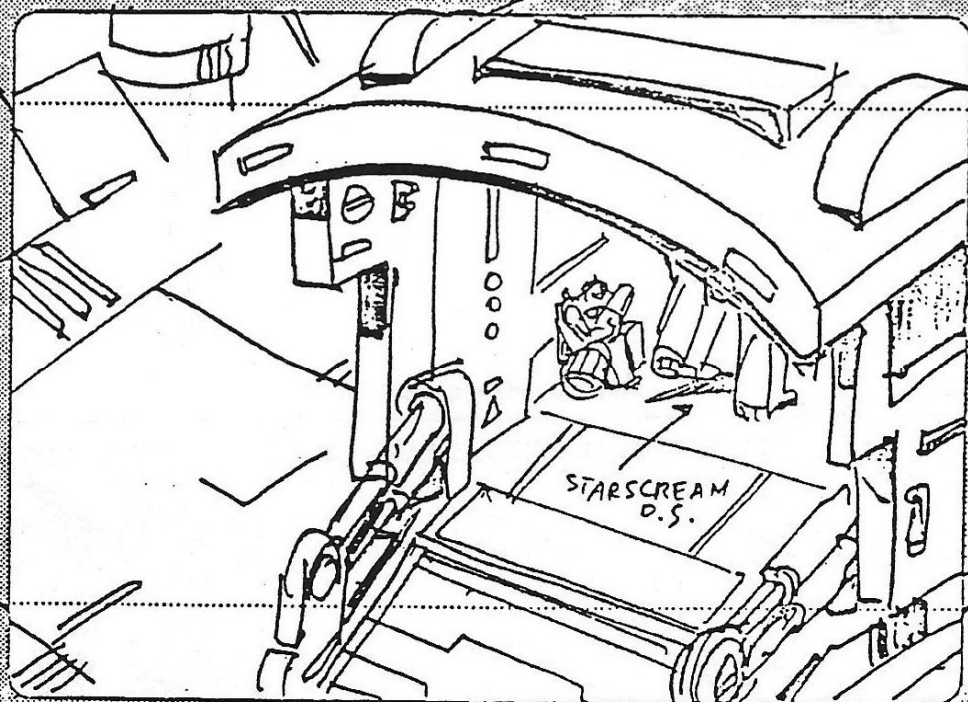
DIAL STARScream Astrotrain, take off.

MUSIC/SFX



SC. 8-18.6

EQ. 8 Page 178



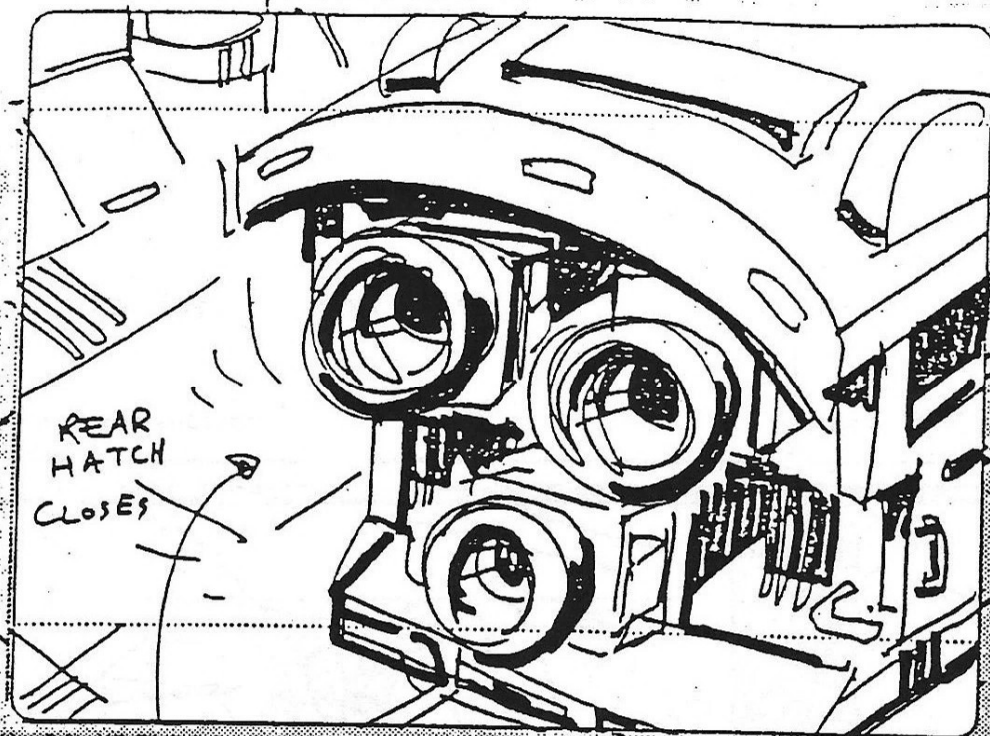
ACTION MED. DOWNSHOT LOCOMOTIVE AS STARScream MOVES O.S.

DIAL

MUSIC/SFX

CAMERA

SC. 0701

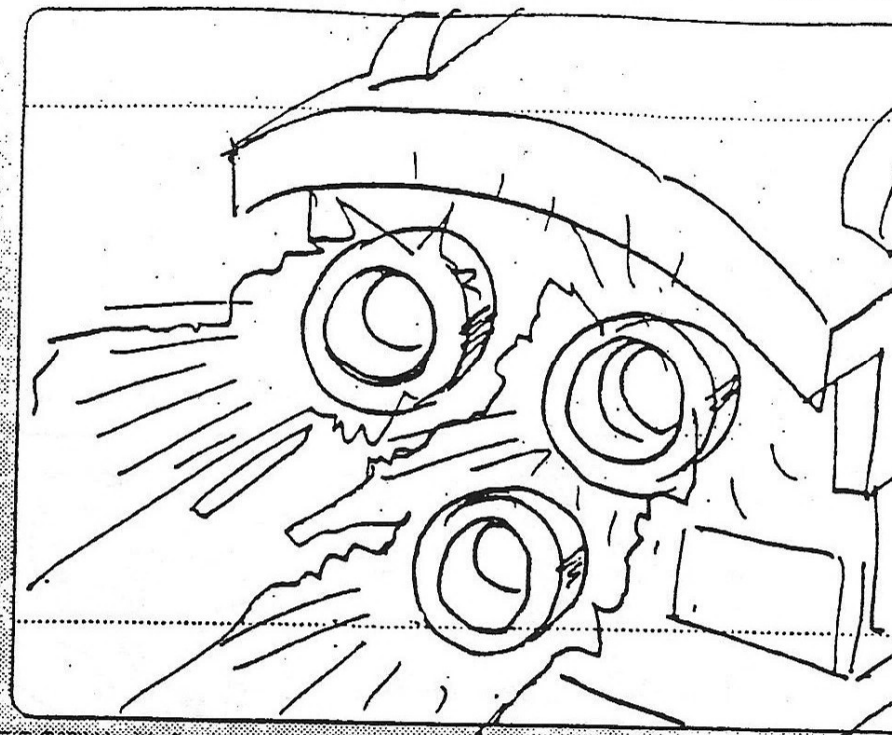


ACTION HATCH CLOSES ON LOCOMOTIVE'S REAR.

DIAL

MUSIC/SFX

SC. CONT.



ACTION JETS THRUST FROM PORTS?

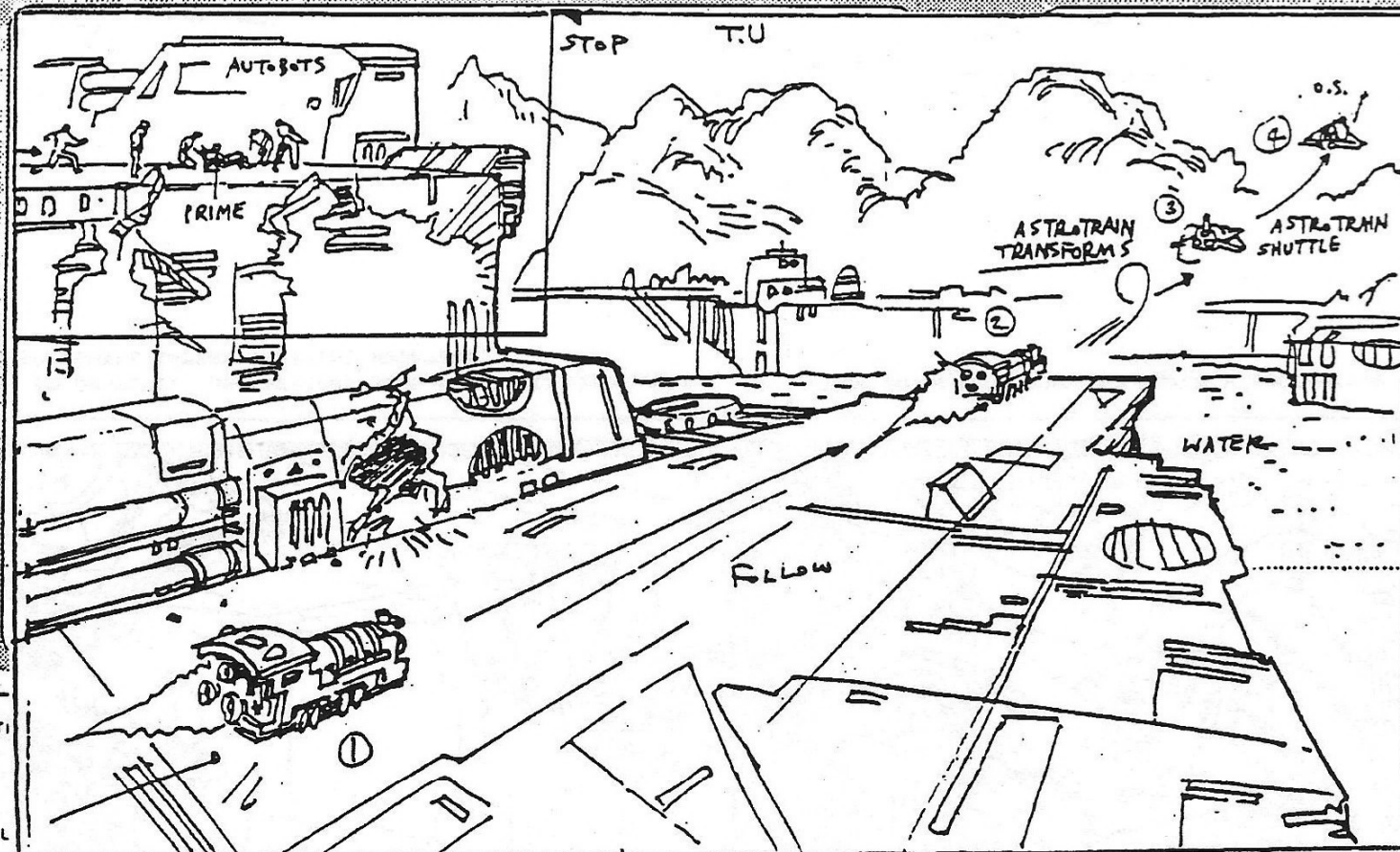
DIAL

MUSIC/SFX

SC. 8-188

SC.

Page 180



X.L.S. ON OBJECTIVE TABLEAU OF LOCOMOTIVE TRAVELING THROUGH AUTOBOT'S RUINED DEFENSES. LOCOMOTIVE TRANSFORMS INTO SHUTTLE AND TAKES OFF. PAN TO SCENE OF AUTOBOTS SURROUNDING THE FALLEN PRIME.

MUSIC/SFX

CAMERA

MUSIC/SFX

CAMERA

SC. 9-2

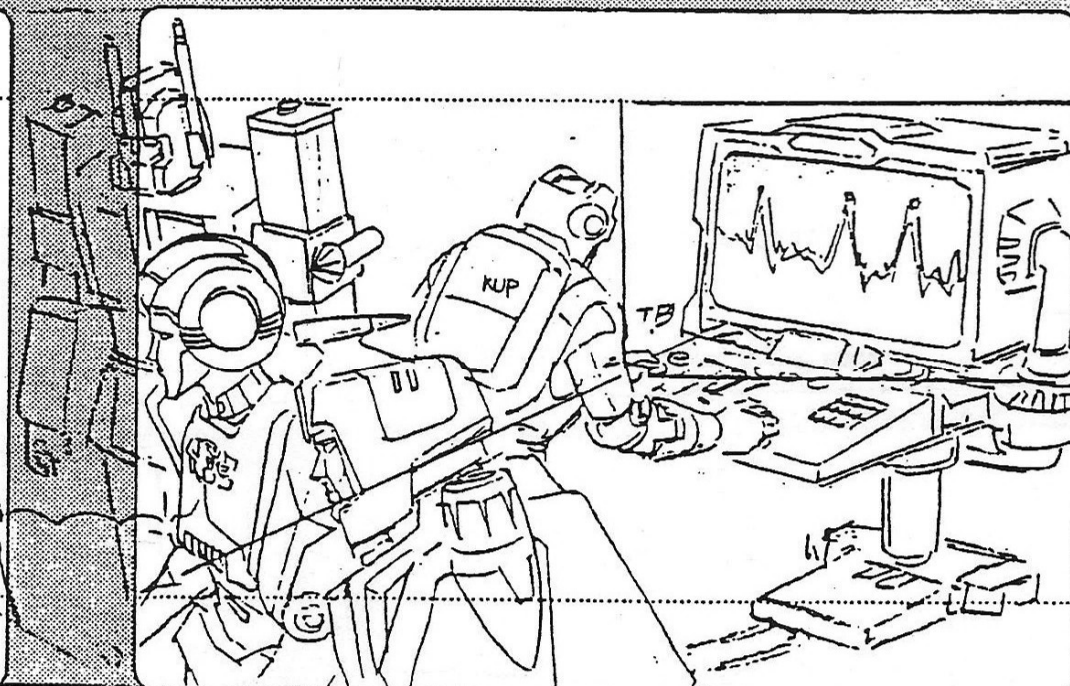
STOP

← PAN

START

SEQ. 9 Page

2



NO PAGE 1 OR SC1-1

ION

C.U. THE SCREEN OF AN AUTOBOT LIFE FORCE SCANNER. AN UNSTEADY WEAKENING PATTERN OF Bleeps crosses the screen. WE TRUCK BACK AND PAN OVER TO KUP WHO WATCHES THE SCREEN, THEN ULTRA MAGNUS, BLURR, ARCEE. THEN DANIEL STEPS OVER TO THE OPERATING TABLE ON WHICH PRIME LIES. HOT ROD STANDS BEHIND PRIME. PERCEPTOR, IN MICROSCOPE MODE, IS MOVING UP AND DOWN, BACK AND FORTH, CHECKING PRIME'S CONDITION.

IC/SFX

ACTION

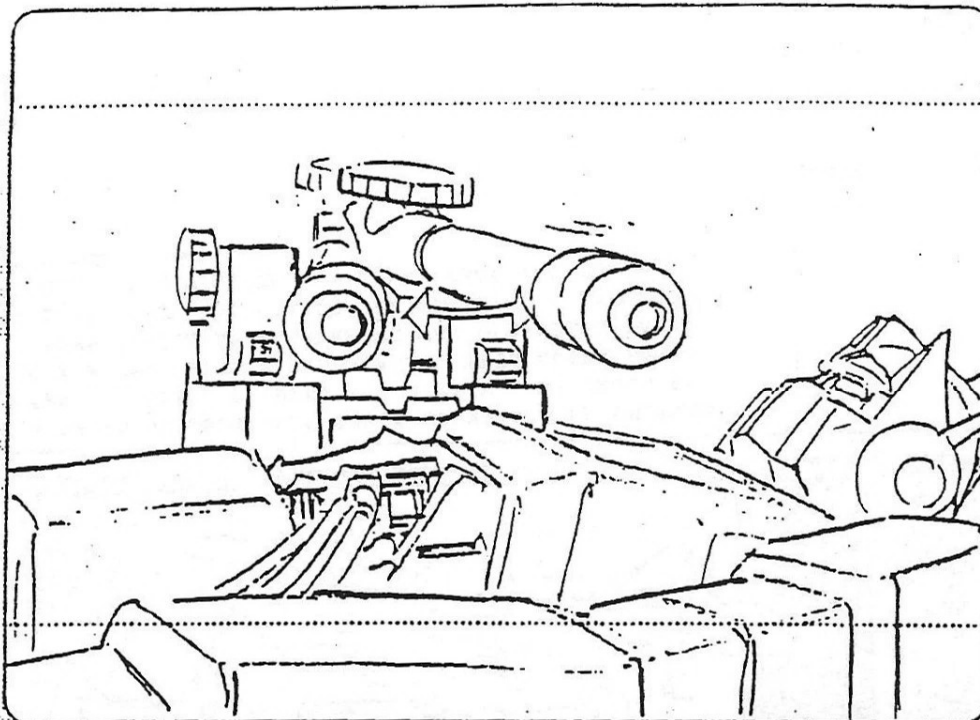
DIAL

MUSIC/SFX

CAMERA



SC. 7-3



ACTION M.S. PERCEPTOR AND PRIME. PERCEPTOR FINISHES CHECKING PRIME.

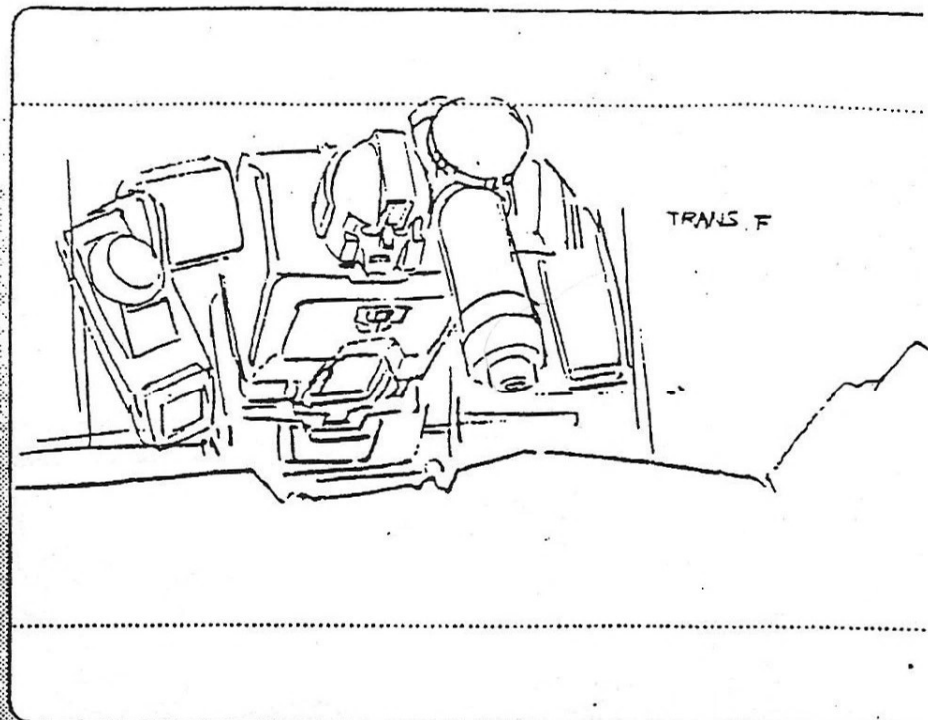
DIAL

MUSIC/SFX

**TFRAW**  
 From Season 1 to Beast Hunters and Beyond!!!!  
 CAMERA

SC. 7-4

SEQ. 7 Page 3



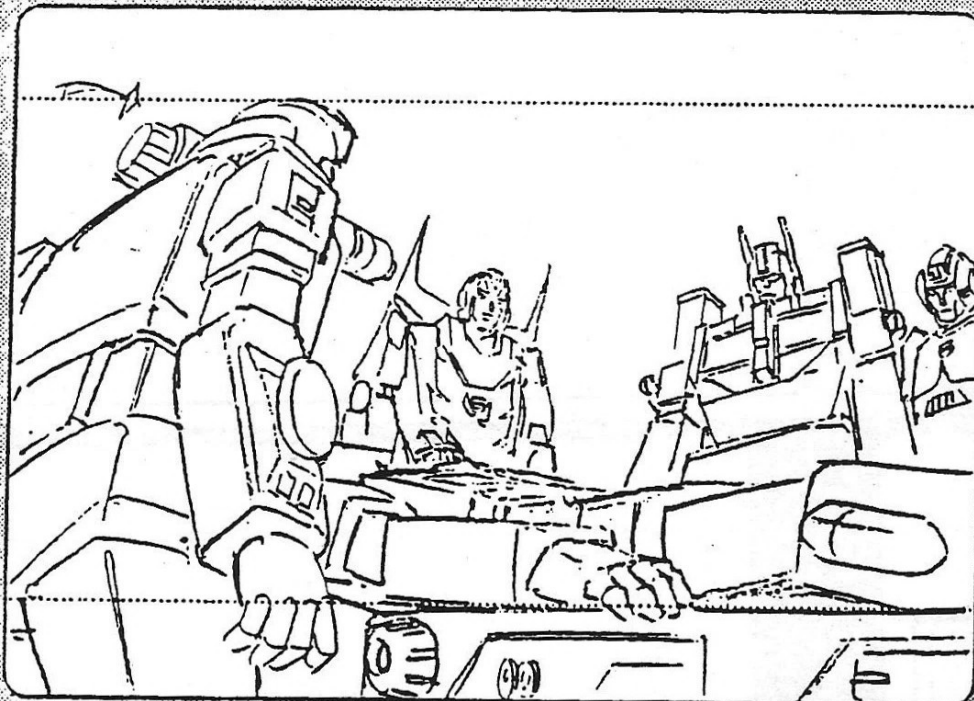
ACTION ...THEN TRANSFORMS INTO ROBOT MODE.

DIAL PERCEPTOR I fear...

MUSIC/SFX

CAMERA

SC. 9-4



SC. 9-5

SEQ. 9 Page 4



ACTION M.L.S. PRIME, HOT ROD, ULTRA MAGNUS, AND ARCEE STANDING NEAR PRIME.

DIAL PERCEPTOR (CONT) ... the wounds are....  
(HE CAN'T FINISH WHAT HE'S GOING TO SAY)

MUSIC/SFX

CAMERA

ACTION M.S. HOT ROD. HE STEPS IN CLOSER TO PRIME O.S.

DIAL

MUSIC/SFX

CAMERA

SC. 9-6



SC. 9-7

SEQ. 9 Page

5



ION M.S. ULTRA MAGNUS AND ARCEE. THEY ALSO RESPOND TO PRIME.

ACTION M.C.U. KUP. HE TURNS TO LOOK TO THE O.S. PRIME.

DIAL

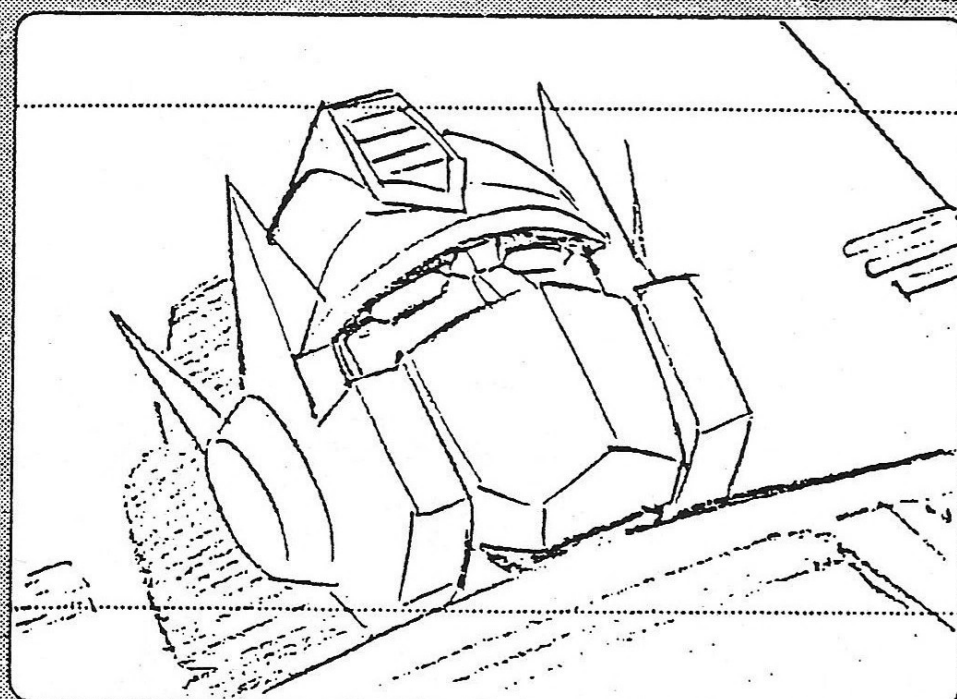
MUSIC/SFX

SC. 9-8



SC. 9-9

SEQ. 9 Page 6



TON M.C.U. DANIEL. HE LOOKS UP AT HIS DYING FRIEND, OPTIMUS PRIME.

DANIEL Prime, you can't die!

SIC/SFX

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION C.U. OPTIMUS PRIME. HIS LIFE FORCE FLICKERS.

DIAL OPTIMUS PRIME Do not grieve.... Soon, I shall  
be one with the matrix.  
(USING REMAINING STRENGTH TO  
MAKE HIMSELF HEARD)

MUSIC/SFX

CAMERA

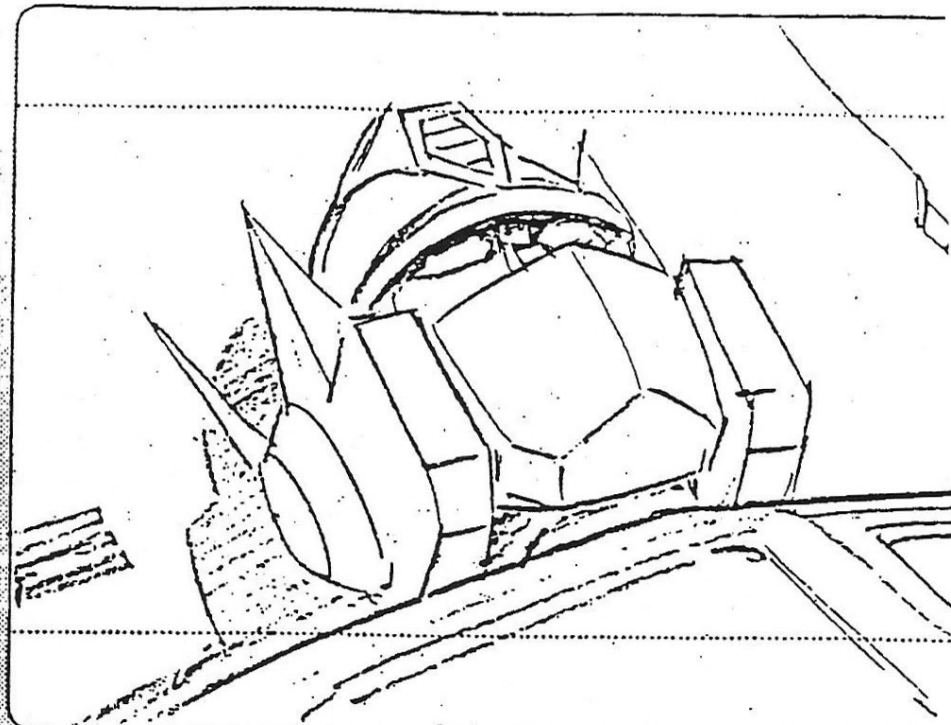


SC. 7-10



SC. 7-11

SEQ. 7 Page 7



ACTION M.C.U. HOT ROD. HE MOVES FORWARD, TOWARD PRIME.

DIAL HOT ROD (A FLASH OF HOPE)

Prime!

(LOOKS OFF AT PRIME)

MUSIC/SFX

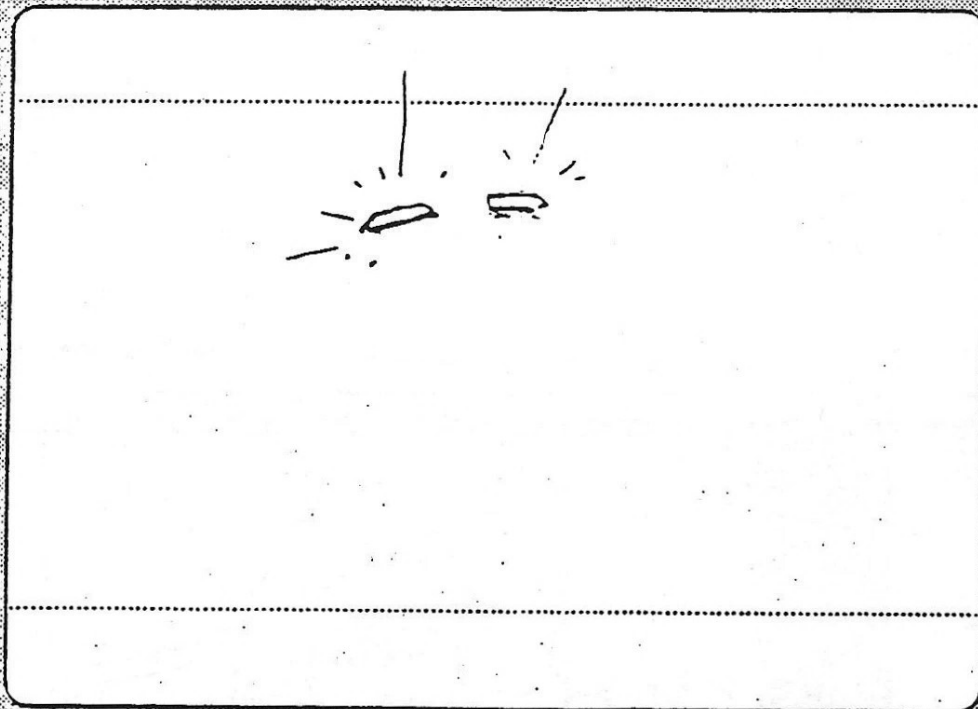
**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION C.U. OPTIMUS PRIME.

DIAL

MUSIC/SFX

SC. CONT 9-11



ACTION HIS EYES FLICKER.

DIAL

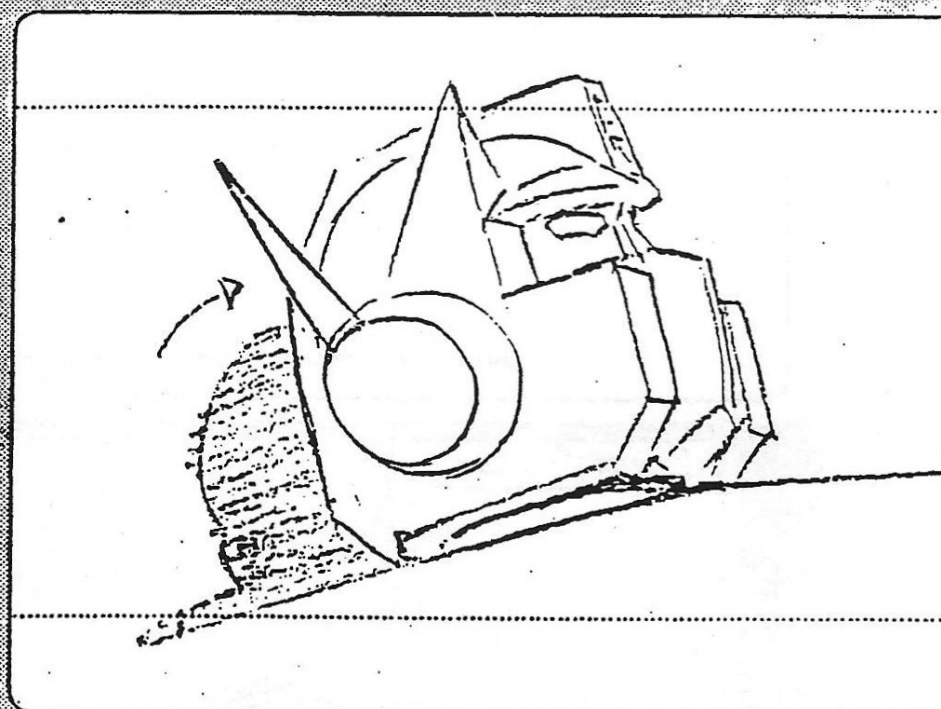
MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

SEQ. 9 Page 8



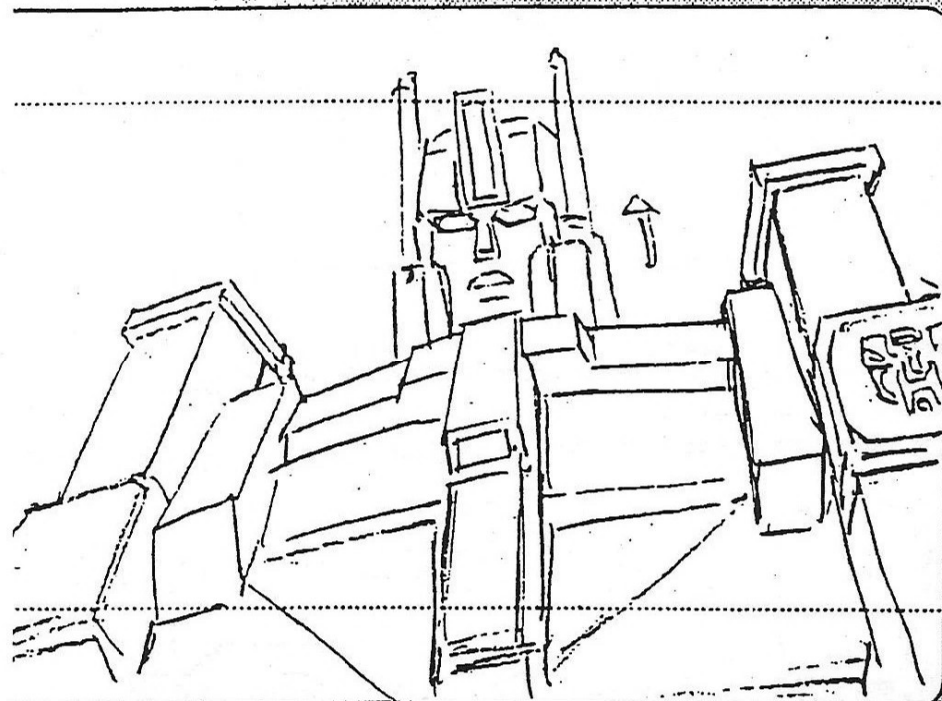
ACTION HE TURNS HIS HEAD TO FACE ULTRA MAGNUS O.S.

DIAL OPTIMUS PRIME (REACHES UP WITH RIGHT HAND WITH  
GREAT EFFORT)

MUSIC/SFX Ultra Magnus! It is ...

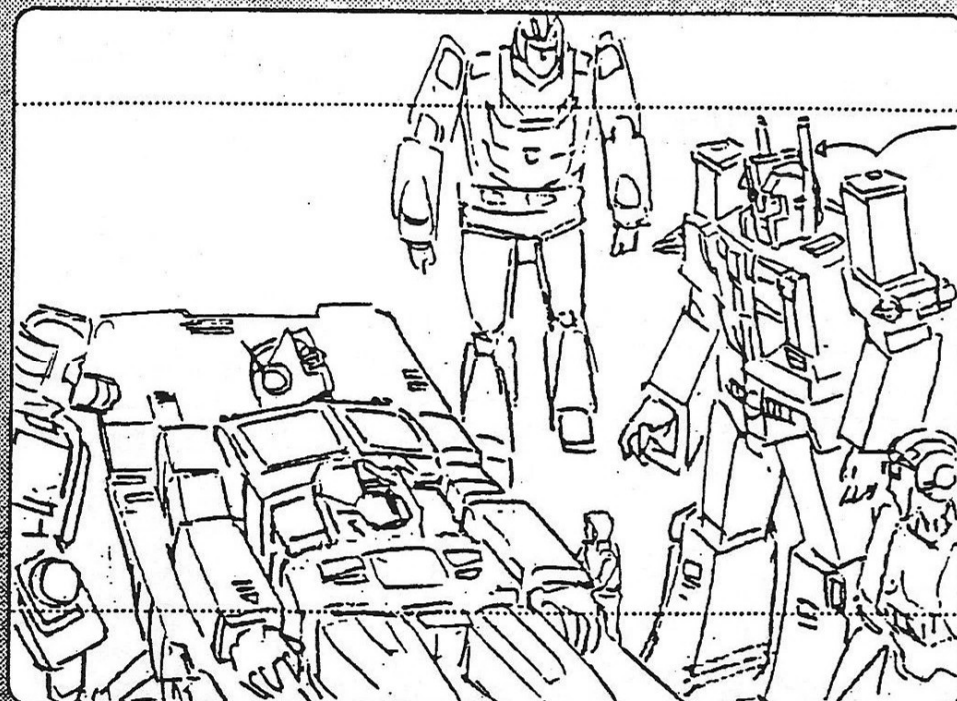
CAMERA

SC. 9-12



SC. 9-13

SEQ. 9 Page 9



M.C.U. ULTRA MAGNUS. HE STEPS FORWARD TOWARD PRIME.

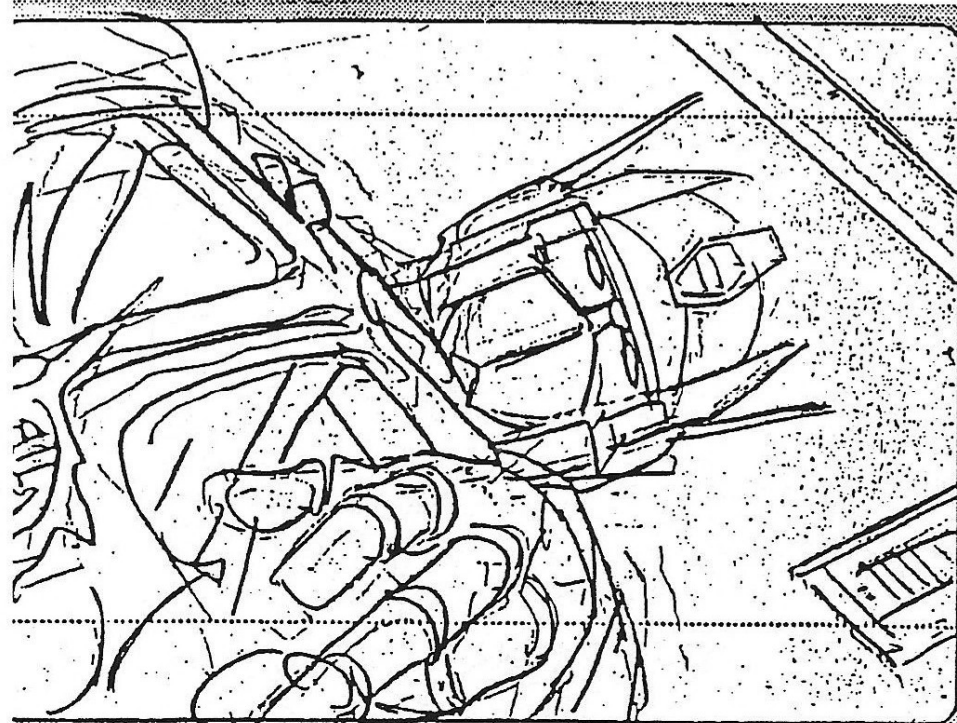
OPTIMUS PRIME (V.O.) (CONT) to you, old friend,...

ACTION M.L.S. PERCEPTOR, HOT ROD, DANIEL, ARCEE, LOOK ON AS ULTRA MAGNUS APPROACHES PRIME.

DIAL OPTIMUS PRIME (CONT) I shall pass the ...

MUSIC/SFX

SC. 9-14



ON M.C.U. OPTIMUS PRIME. HE REACHES UP WITH HIS HAND TO HIS OLD FRIEND ULTRA MAGNUS O.S.

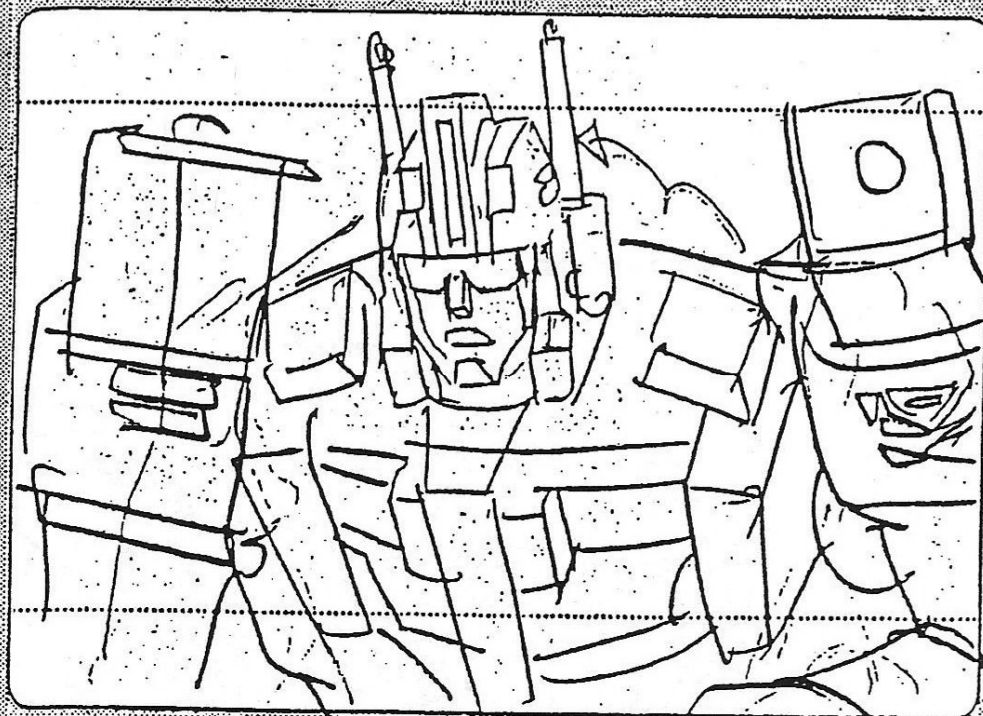
OPTIMUS PRIME (CONT) ... matrix of leadership...

SFX



SC. 9-15

SEQ. 9 Page 10



ACTION M.S. ULTRA MAGNUS COMES FORWARD AND STOPS.

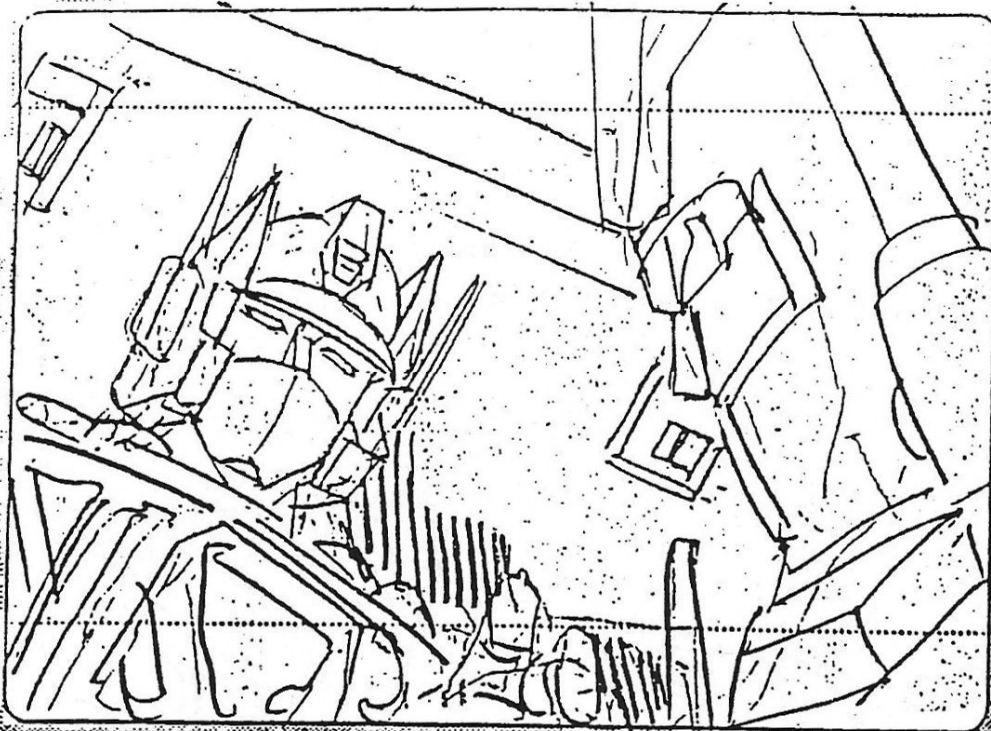
DIAL OPTIMUS PRIME (V.O.) (CONT) ... as it was..

MUSIC/SFX

CAMERA



SC. 1-16



ACTION 2 SHOT OPTIMUS PRIME AND ULTRA MAGNUS. THE TWO FACE EACH OTHER. OPTIMUS REACHES OUT TO HIS FRIEND...

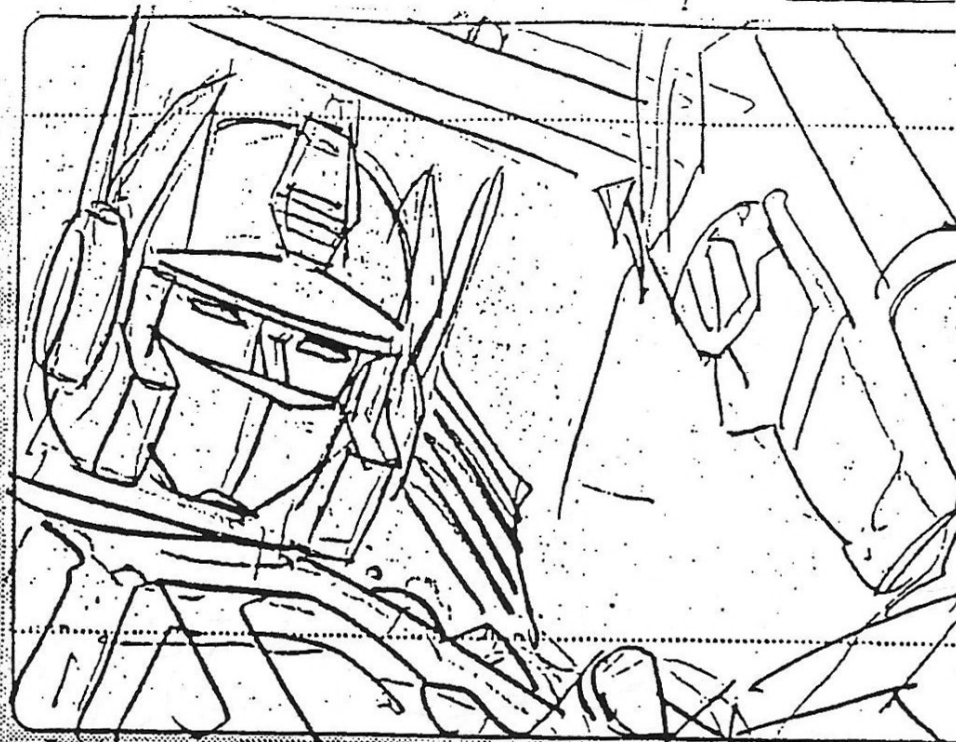
DIAL OPTIMUS PRIME (CONT) ... passed to me....

MUSIC/SFX

TFRAW  
CAMERAration 1 to Beast Hunters and Beyond!!!!

SC. CONT

SEQ. 1 Page 11

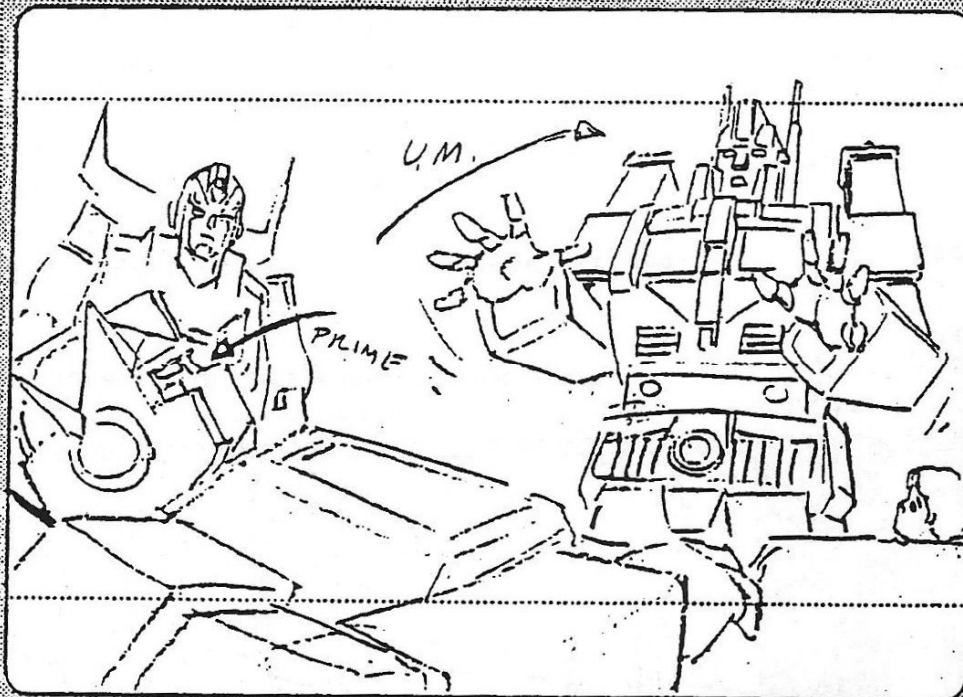


ACTION ...AND LIFTS HIS HEAD OFF OF THE PLATFORM AS HE SPEAKS TO ULTRA MAGNUS.

DIAL MAGNUS But, Prime. I'm...

MUSIC/SFX

SC. 9-17



ACTION

M.L.S. PRIME AND ULTRA MAGNUS WITH HOT ROD AND DANIEL LOOKING ON. PRIME FALLS BACK TO THE TABLE, ULTRA MAGNUS PULLS BACK.

DIAL

ULTRA MAGNUS (CONT) ... I'm just a soldier.  
I'm not worthy.

MUSIC/SFX

CAMERA

SC. 9-18

SEQ. 9 Page 12



ACTION

C.U. PRIME. HE LIES ON THE TABLE AND REACHES UP TO ULTRA MAGNUS WHOSE HAND ENTERS THE SCENE, AND TAKES A HOLD OF PRIME'S HAND.

DIAL

OPTIMUS PRIME (GASPING)†

MUSIC/SFX

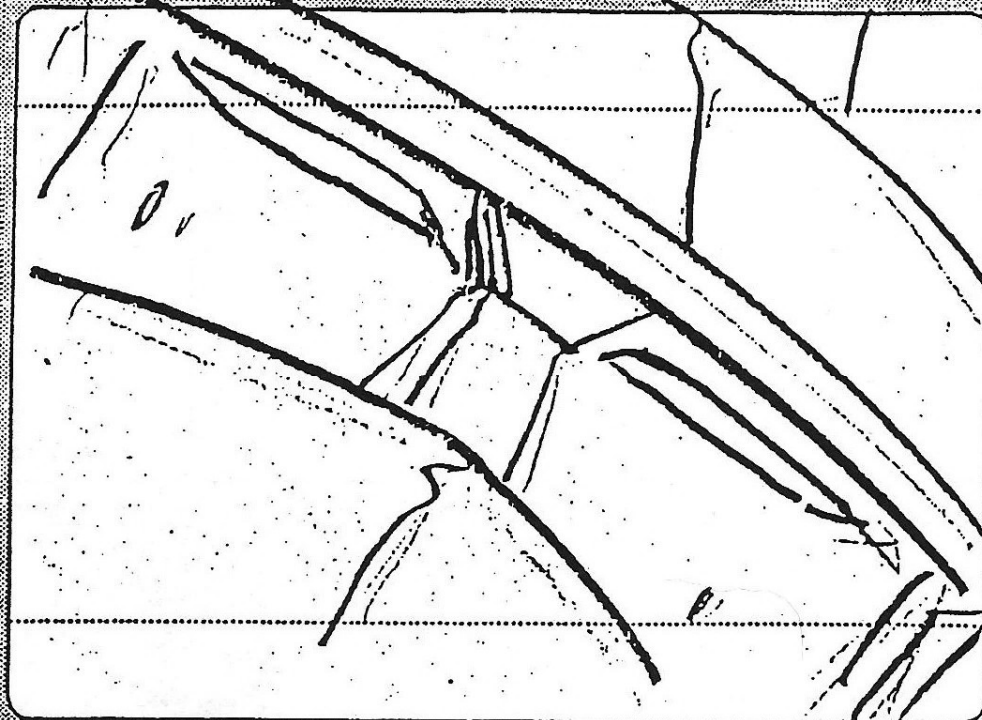
Nor was I, but one day,  
an Autobot ...

CAMERA

C. 9-19

SC. 9-20

SEQ 9 Page 13



M.S. ULTRA MAGNUS WITH PRIME IN THE FOREGROUND. ULTRA MAGNUS CLUTCHES PRIME'S HAND.

OPTIMUS PRIME (CONT) ... shall rise from our ranks ...

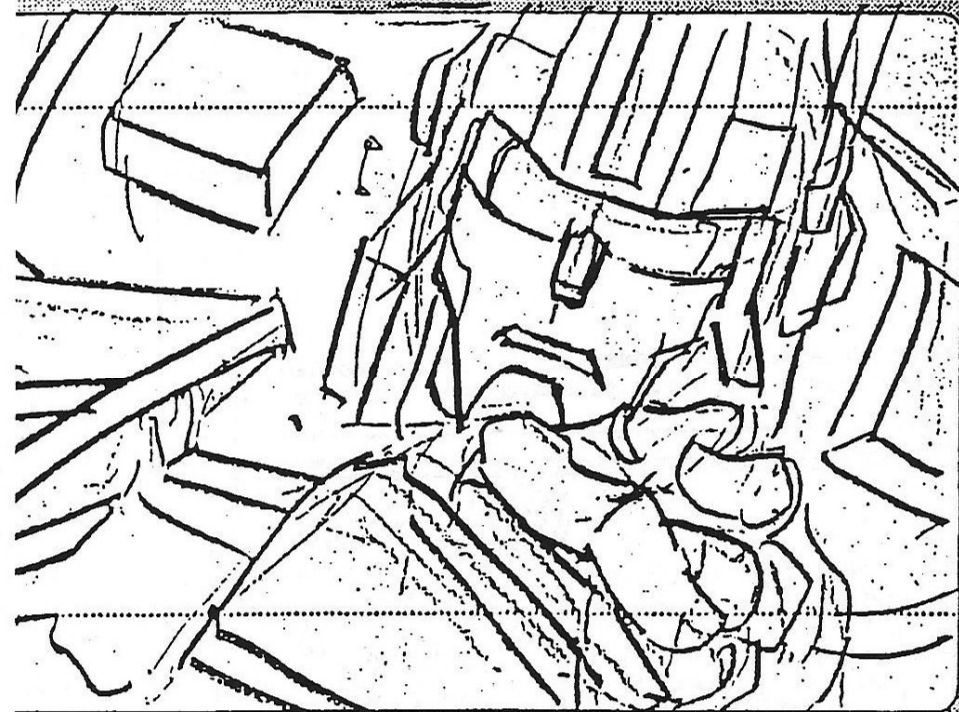
ACTION X.C.U. OPTIMUS PRIME'S EYES.

DIAL OPTIMUS PRIME (CONT) ... and use the power of the matrix ...

MUSIC/SFX

CAMERA

SC. 9-21



ON C.U. ULTRA MAGNUS, WITH PRIME IN X.C.U. FOREGROUND. ULTRA MAGNUS HOLDS PRIME'S HAND.

OPTIMUS PRIME

(CONT)

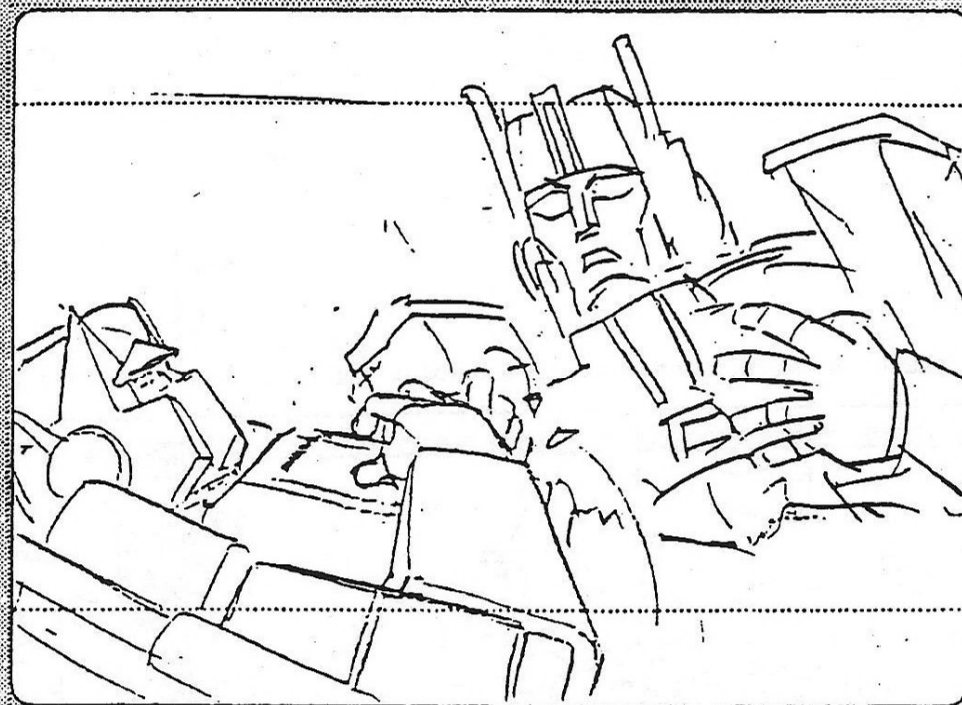
... to light  
our darkest hour.

SFX



SC. 9-22

SEQ. 9 Page 14



ACTION M.S. PRIME AND ULTRA MAGNUS. ULTRA MAGNUS RELEASES HIS HOLD ON PRIME'S HAND AS PRIME REACHES FOR HIS CHEST.

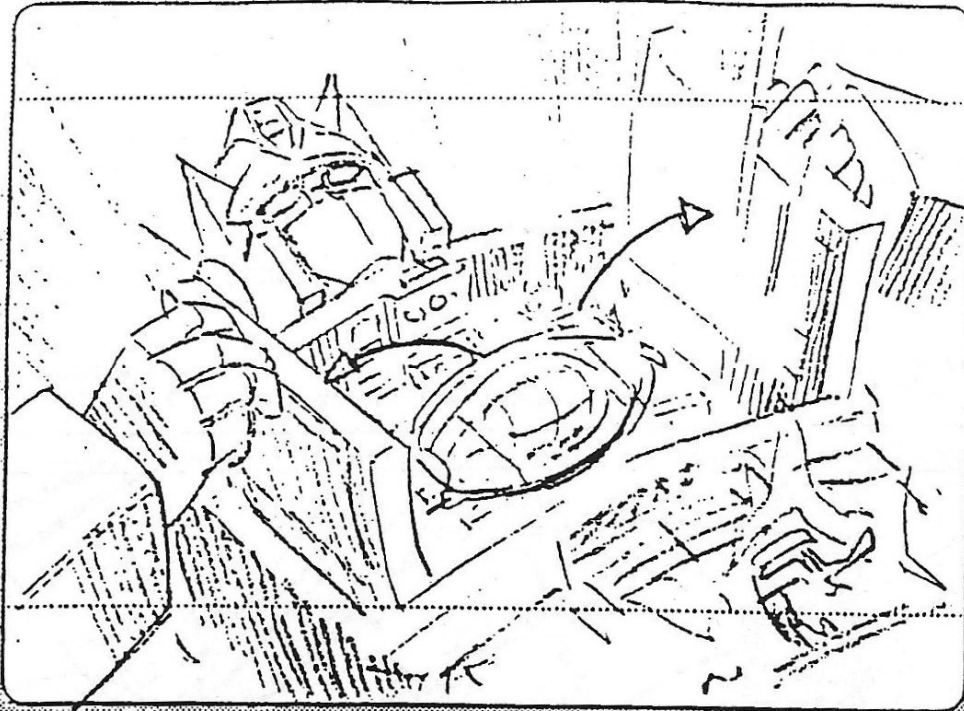
DIAL

MUSIC/SFX

CAMERA



SC. 1-25



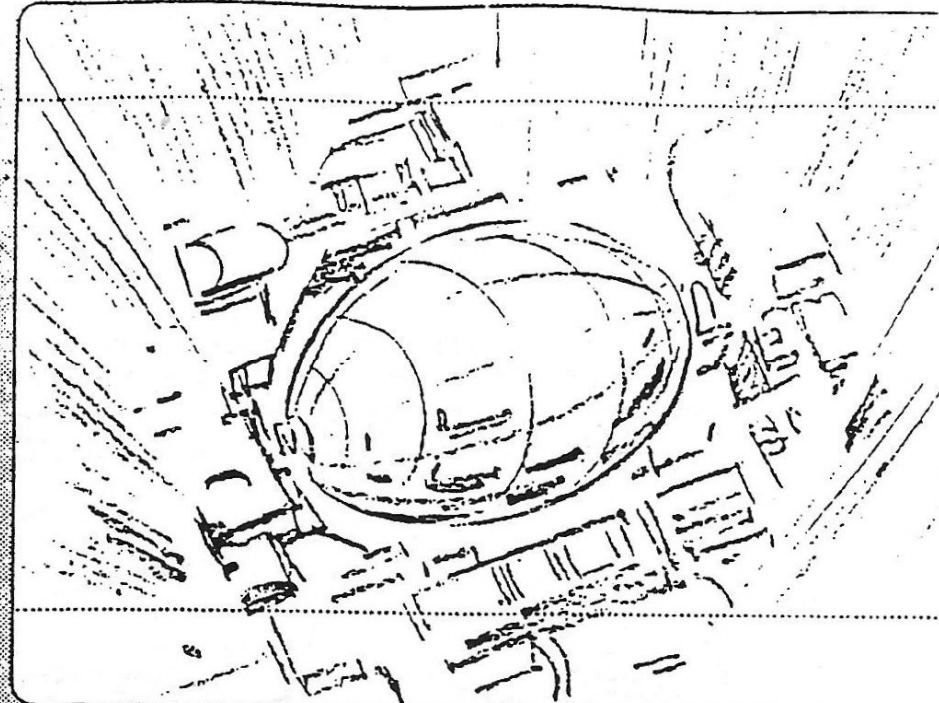
ACTION M.S. PRIME. HE OPENS UP HIS CHEST COMPARTMENT REVEALING THE AUTOBOT MATRIX, WHICH SENDS OUT A GLOWING LIGHT.

DIAL

MUSIC/SFX

SC. 1-27

SEQ. 7 page 15



ACTIC C.U. THE AUTOBOT MATRIX, GLOWING RAINBOW SHAFTS OF LIGHT ILLUMINATING THE SCENE.

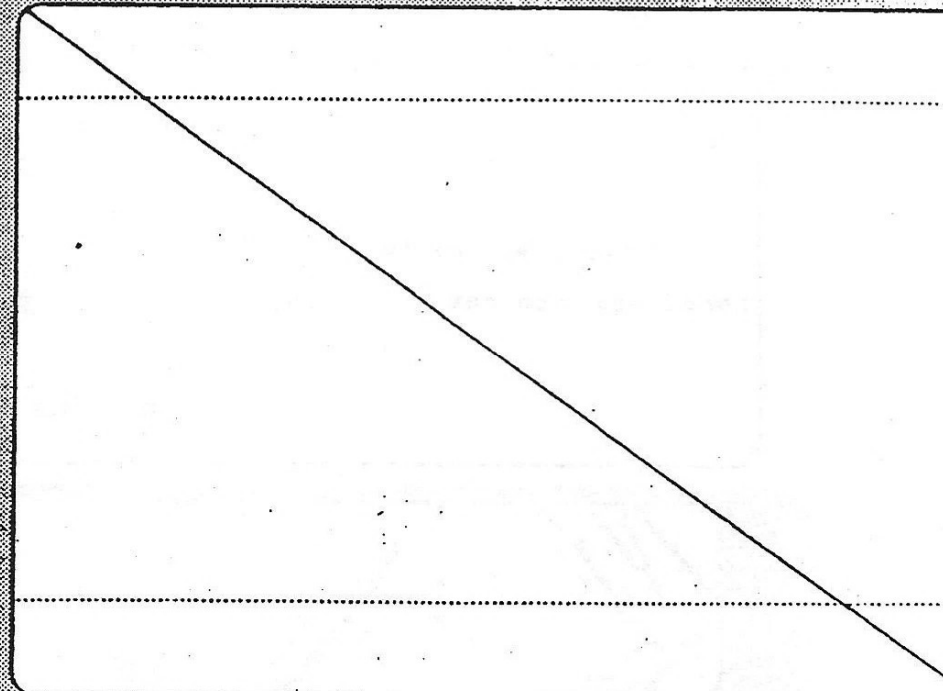
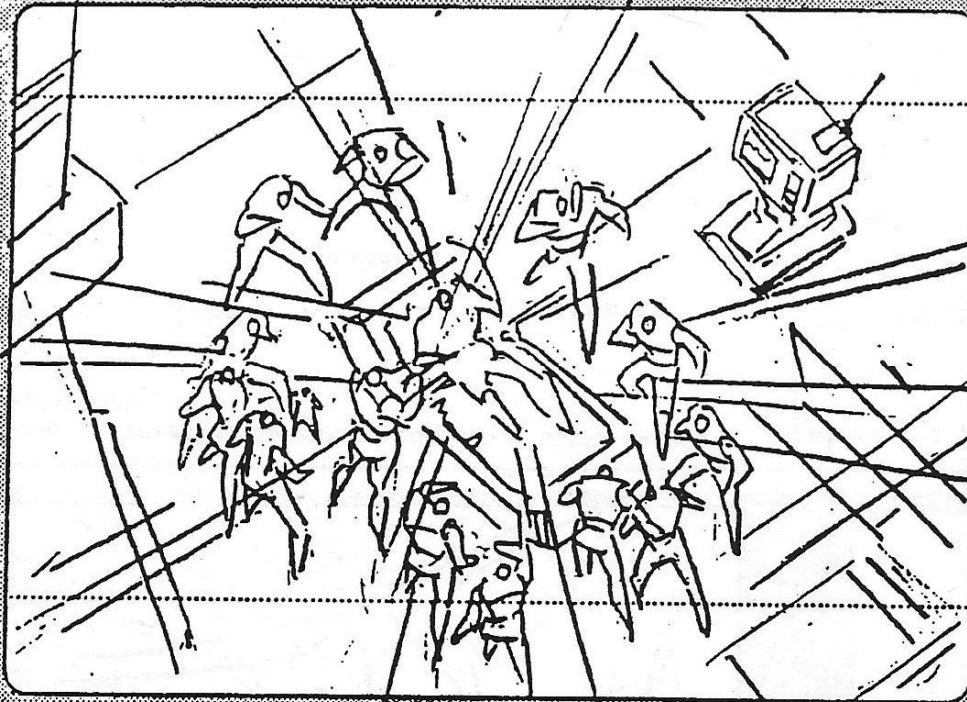
DIAL

MUSIC/SFX

SC. 9-25

SC.

SEQ. 9 Page 16



ACTION X.L. DOWN SHOT OF THE AUTOBOTS. THE ROOM IS FILLED WITH THE MYSTERIOUS GLOW OF THE AUTOBOT MATRIX.

DIAL

MUSIC/SFX

CAMERA

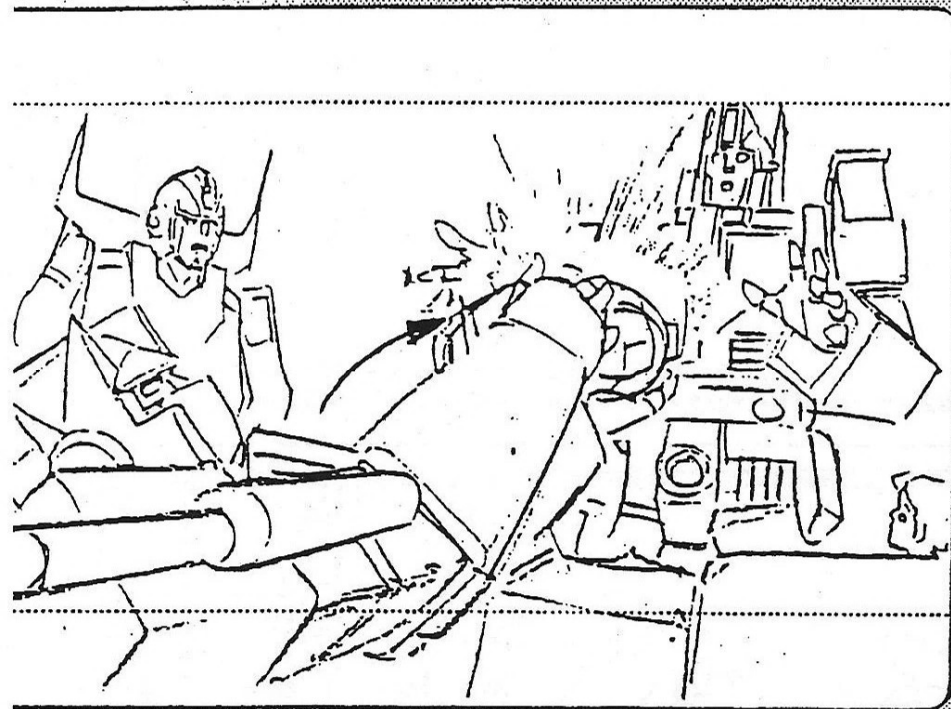
ACTION

DIAL

MUSIC/SFX

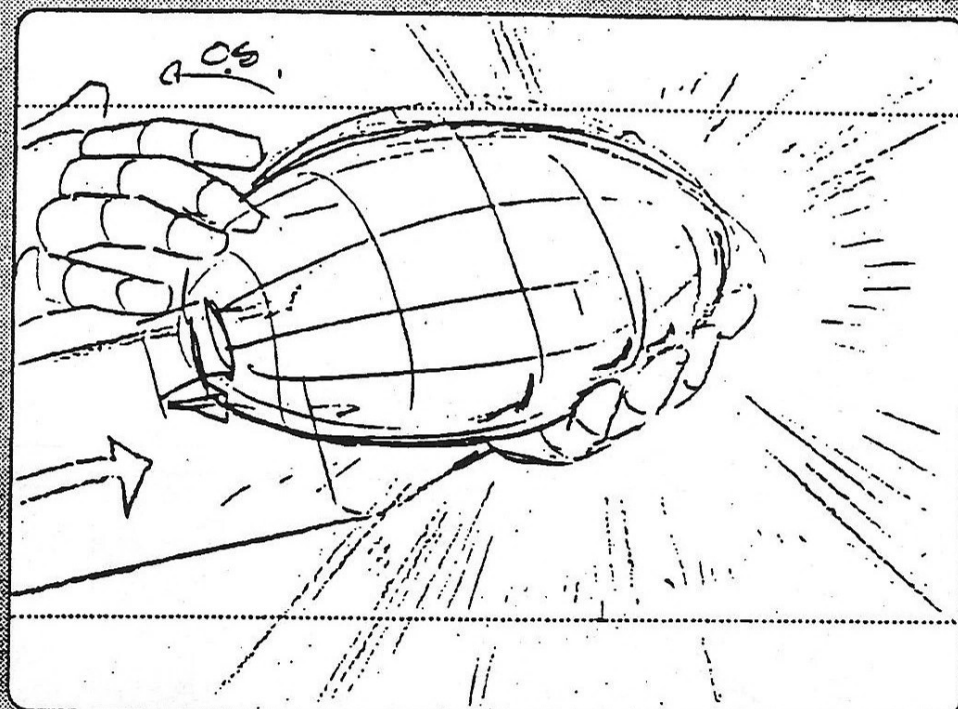
CAMERA

SC. 9-26



SC. 9-27

SEQ. 9 Page 17



M.S. PRIME, HOT ROD, ULTRA MATNUS AND DANIEL. PRIME LIFTS  
OUT THE MATRIX FROM HIS CHEST AND HANDS IT TOWARD ULTRA MAGNUS.

ACTION X.C.U. THE MATRIX IN PRIME'S HANDS. AS HE MOVES IT TOWARD  
ULTRA MAGNUS HE LETS GO WITH ONE HAND, WHILE HE HOLDS IT OUT  
IN THE OTHER.

OPTIMUS PRIME (VOICE FAILING, PRESSING ON WITH  
IT)

DIAL

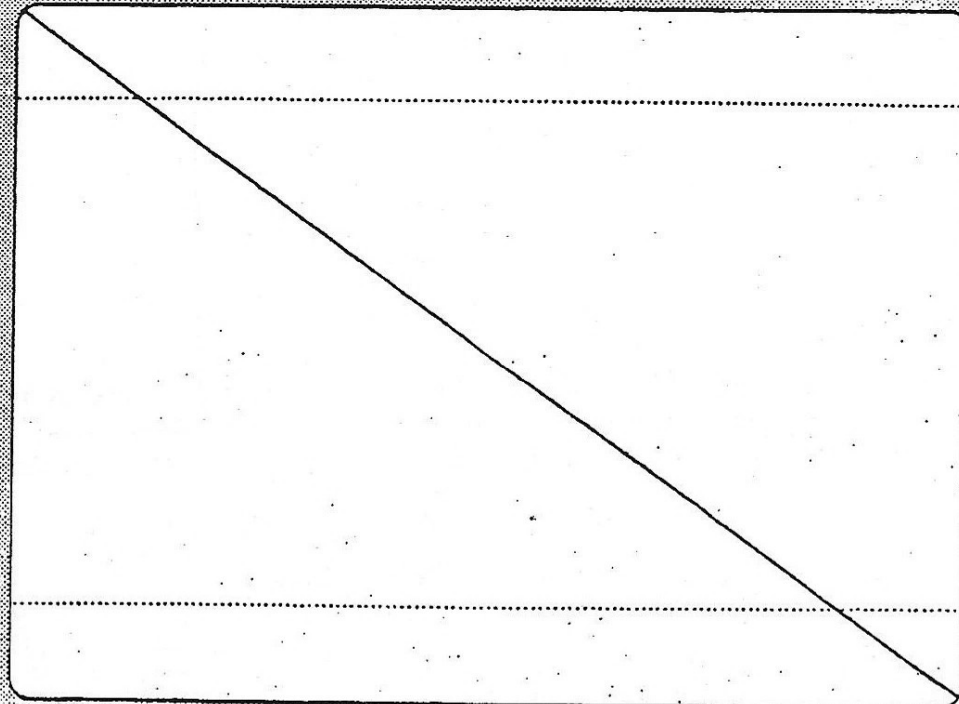
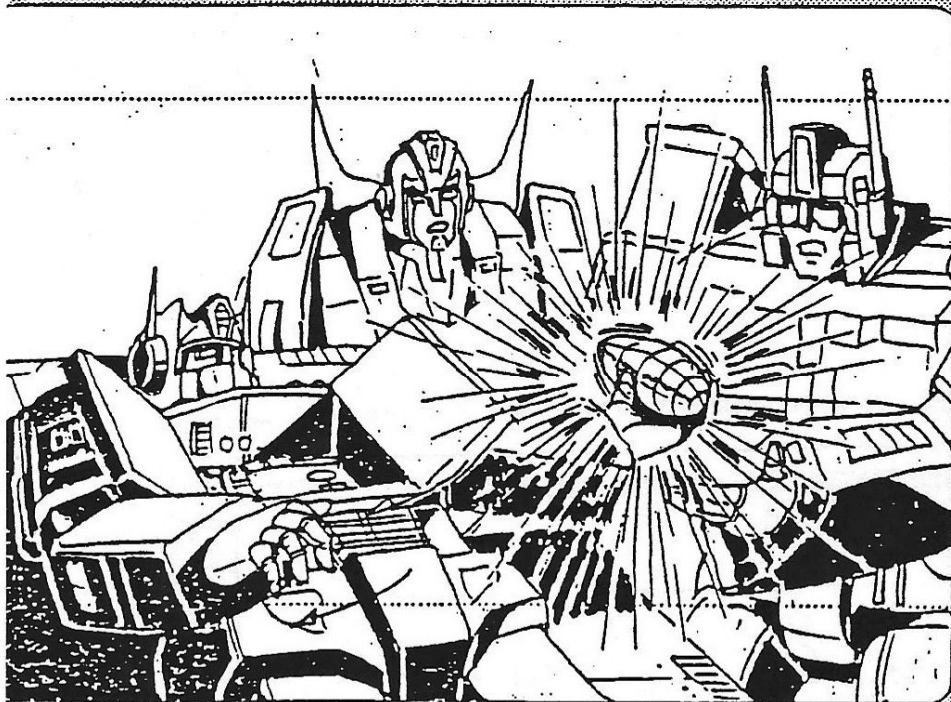
Until that day...

MUSIC/SFX

SC. 9-28

SC.

SEQ. 9 Page 18



M.S. PRIME, HOT ROD AND ULTRA MAGNUS. PRIME HOLDS THE MATRIX IN ONE HAND AS HE HANDS IT TOWARD ULTRA MAGNUS.

OPTIMUS PRIME (CONT) ... 'Til all are one....

ACTION

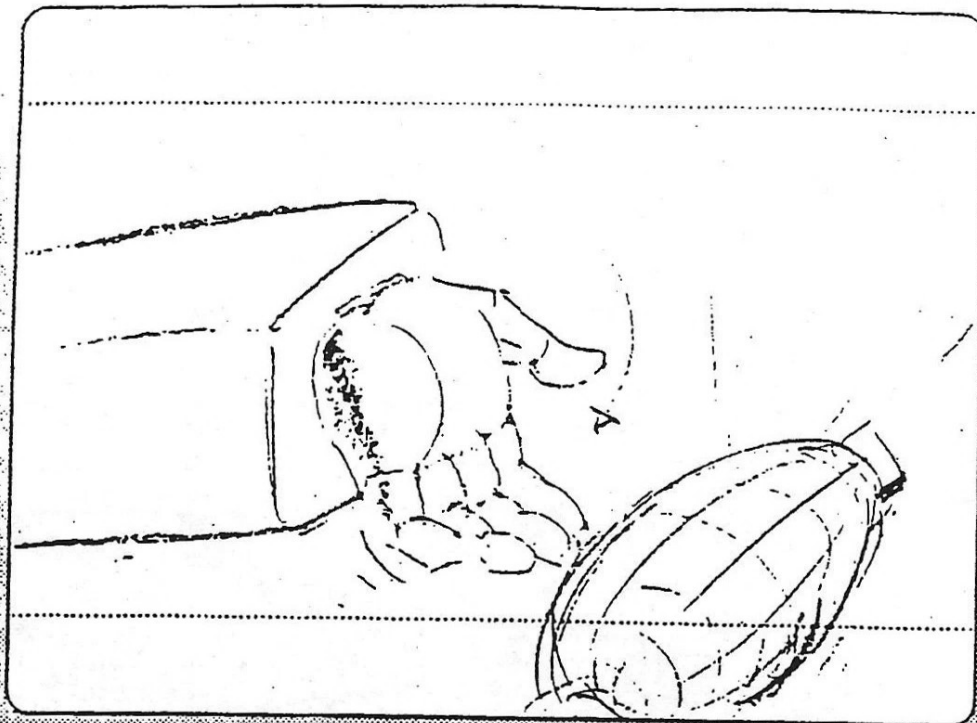
DIAL

MUSIC/SFX

CAMERA



SC. 1-1



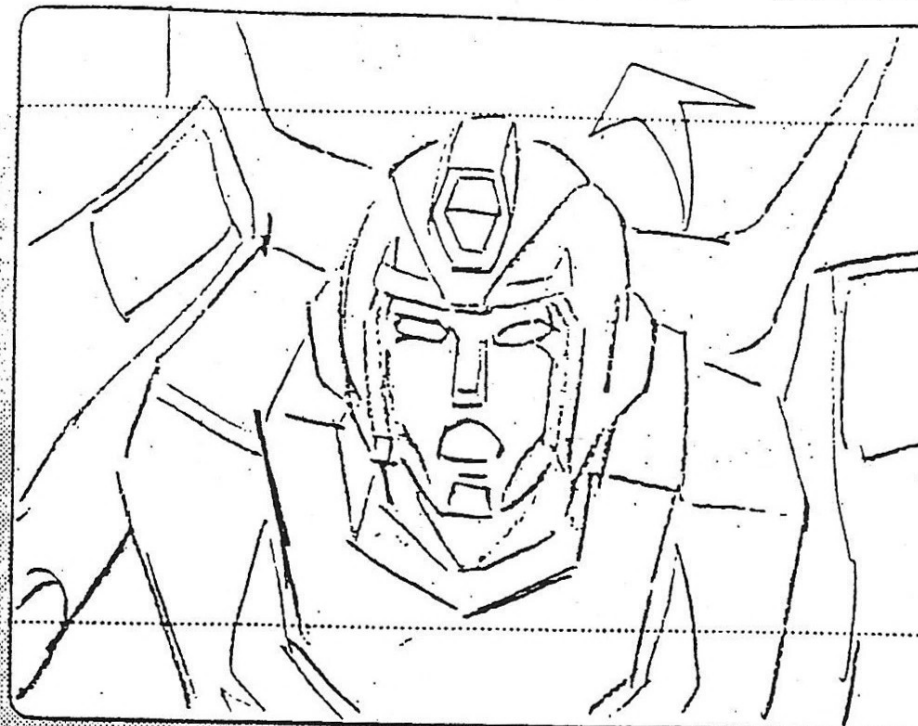
ACTION C.U. PRIME'S HAND. HIS STRENGTH FAILS AND HE DROPS THE MATRIX.

DIAL

MUSIC/SFX

SC. 7-30

SEQ. 7 17

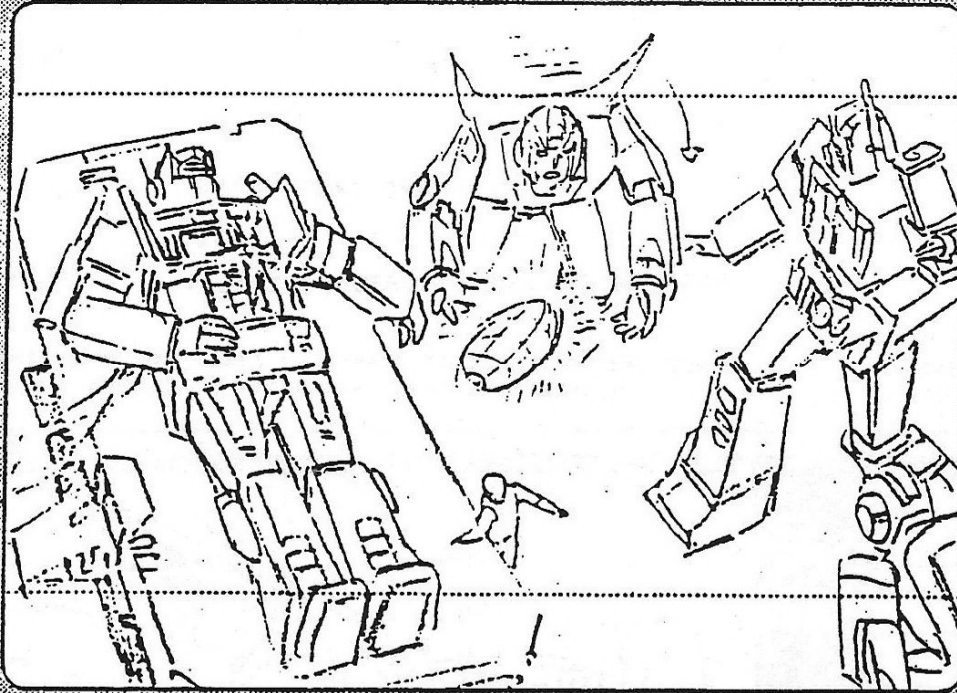


ACTION C.U. HOT ROD. HE LUNGES FORWARD.

DIAL

MUSIC/SFX

SC. 9-31



ACTION L. DOWN SHOT PRIME, HOT ROD, ULTRA MAGNUS, ARCEE AND DANIEL.  
HOT ROD MOVES IN AS THE MATRIX FALLS.

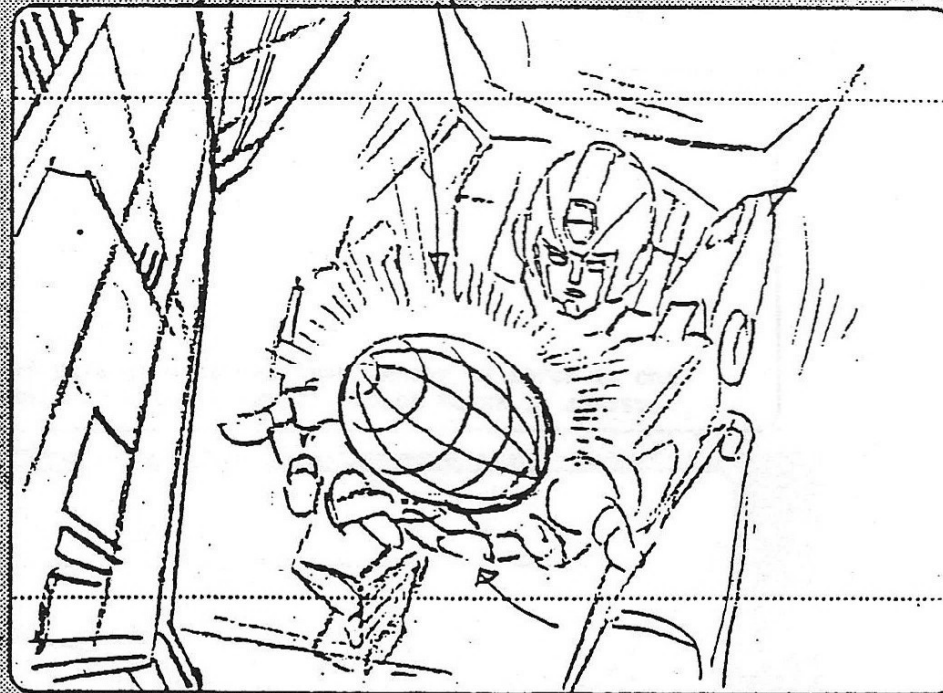
DIAL

MUSIC/SFX

CAMERA

SC. 9-32

SEQ 9 Page 20



ACTION M. UP SHOT HOT ROD AS THE MATRIX FALLS. HOT ROD BENDS DOWN  
AND REACHES OUT CATCHING THE MATRIX IN HIS HANDS.

DIAL

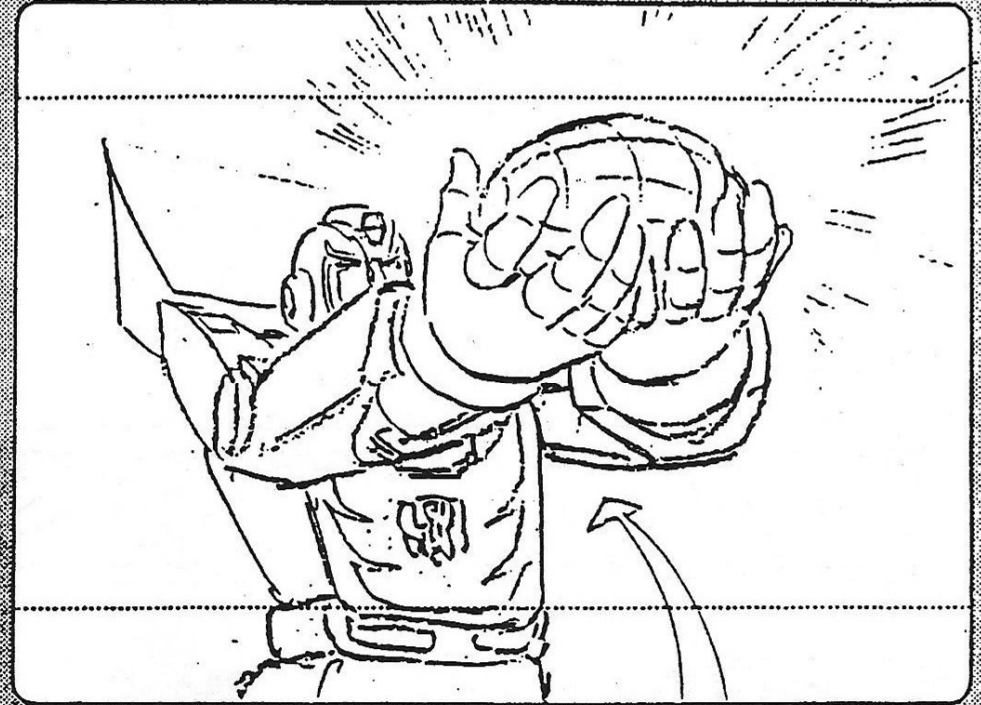
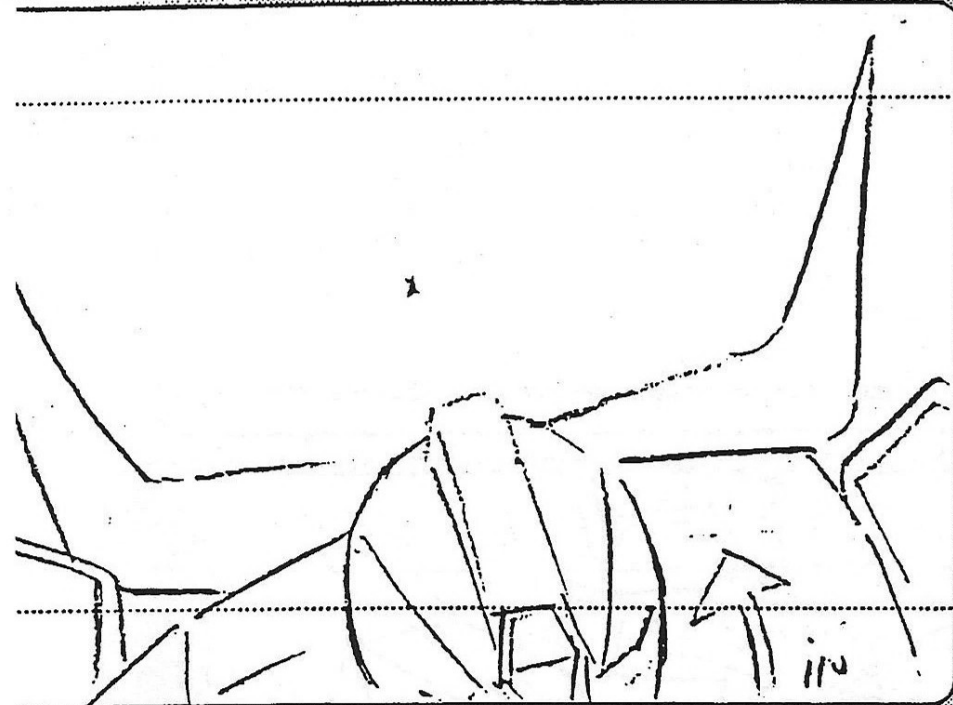
MUSIC/SFX

CAMERA

SC. 9-33

SC. CONT

SEQ. 9 Page 21

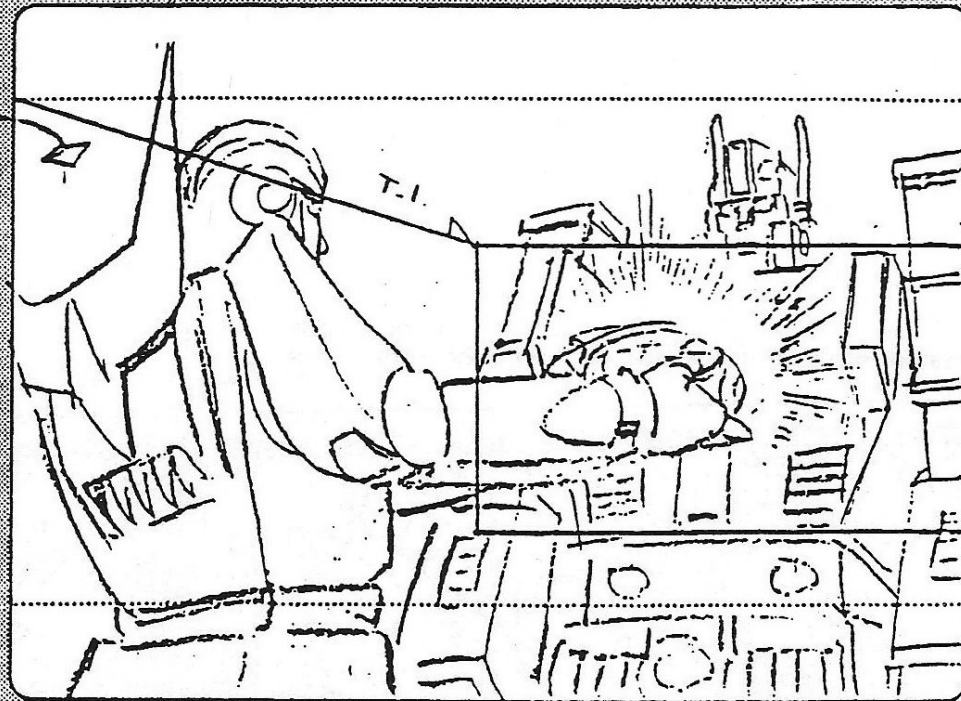
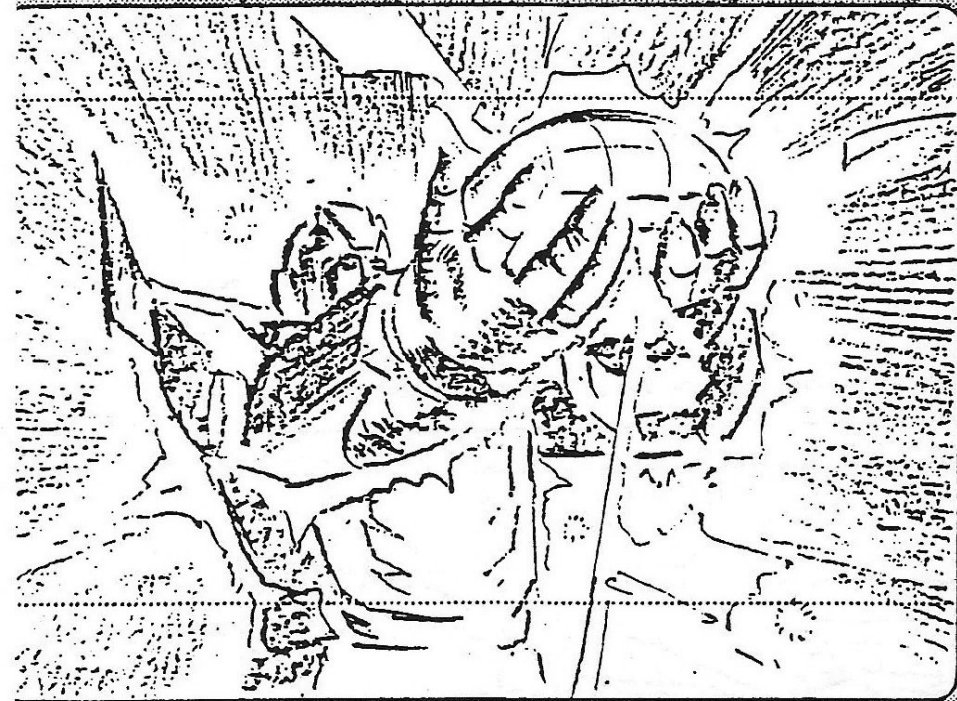


N M.S. HOT ROD. HE STRAIGHTENS UP...

ACTION ...AND HOLDS THE MATRIX OUT IN FRONT OF HIM.

DIAL

MUSIC/SFX



ON SUDDENLY, AN IMPULSE OF POWER PULSATES THROUGH HOT ROD, THEN IT DIES OUT.

ACTION HOT ROD WALKS OVER AND HANDS THE MATRIX TO ULTRA MAGNUS.

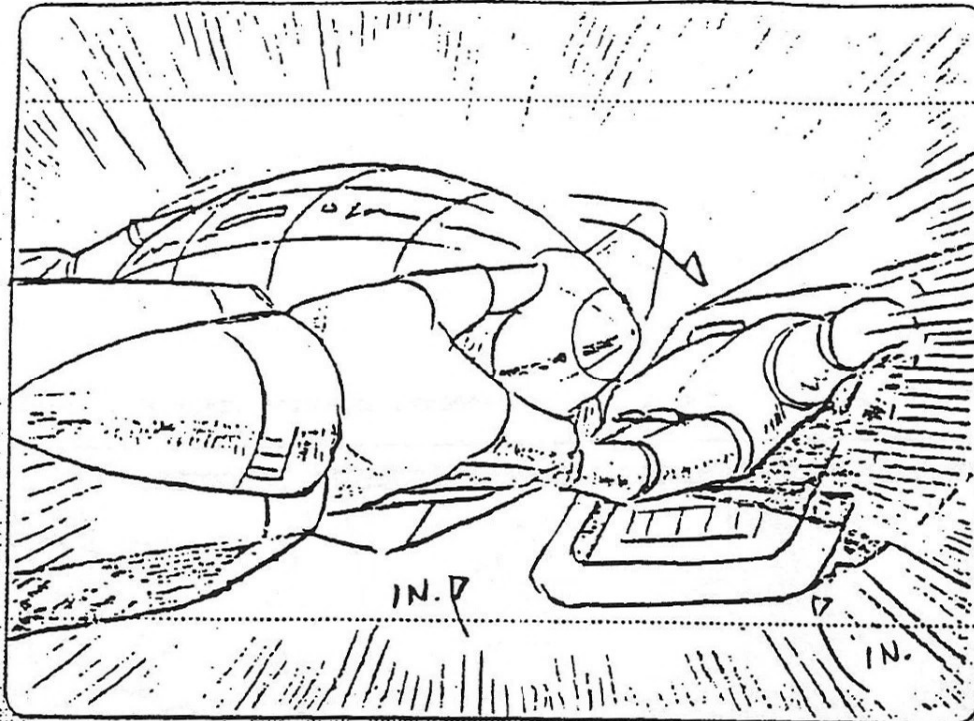
DIAL

MUSIC/SFX

CAMERA



SC. 9-33



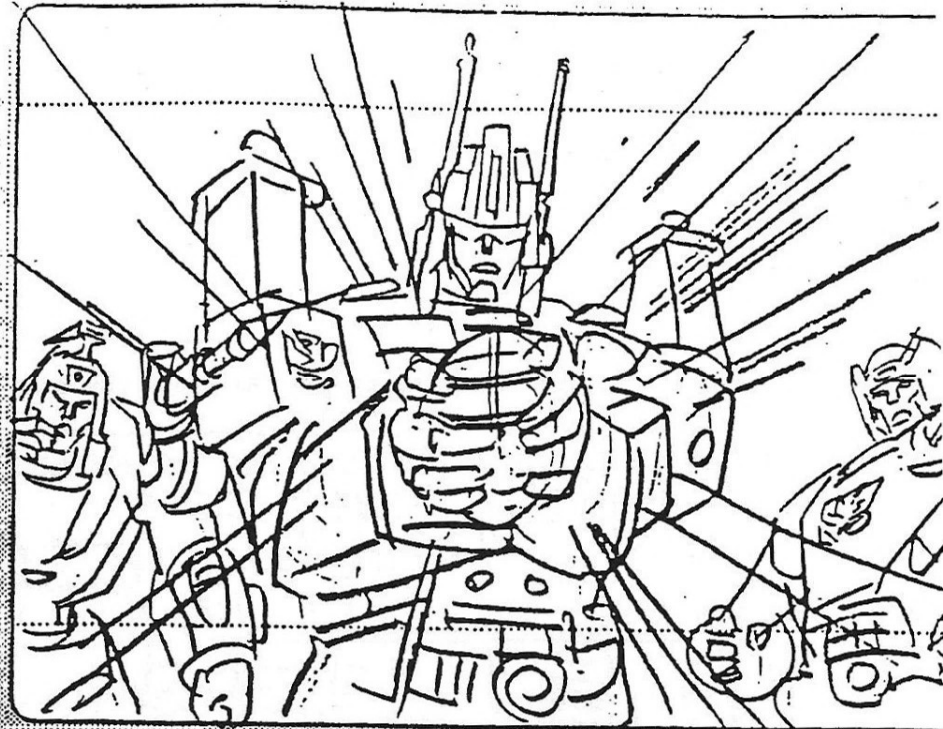
ACTION C.U. HOT ROD'S AND ULTRA MAGNUS' HANDS AS HOT ROD PASSES THE MATRIX TO HIM.

DIAL

MUSIC/SFX

SC. 9-34

SEQ. 7 Page 23



ACTION M.S. ULTRA MAGNUS. HE HOLDS THE GLOWING MATRIX, TIGHTLY IN BOTH HANDS.

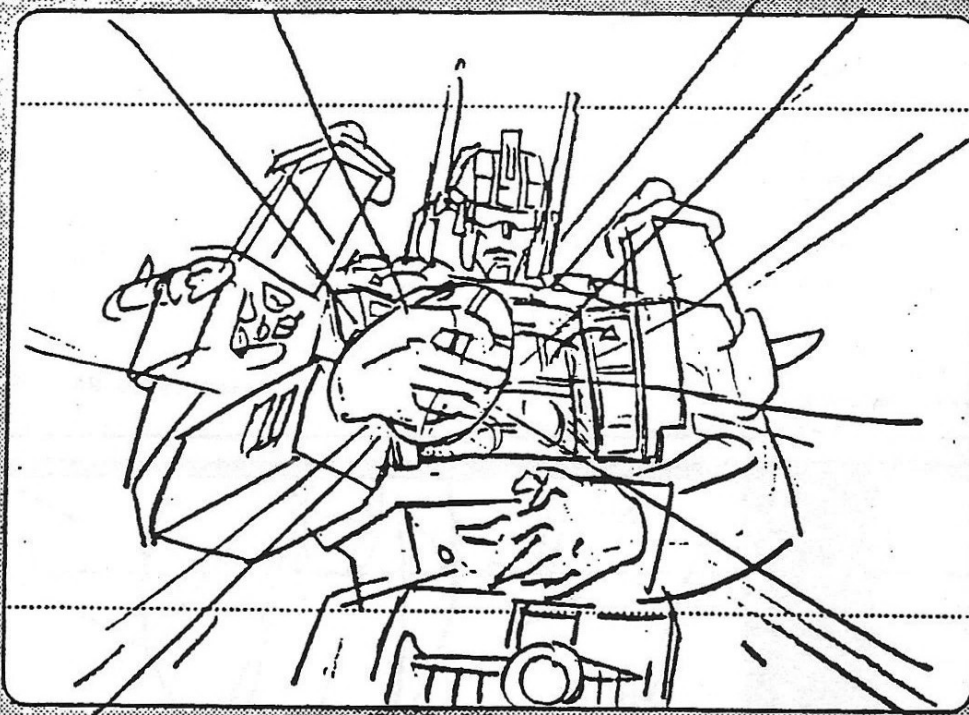
DIAL

MUSIC/SFX

MUSIC/SFX

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 9-34

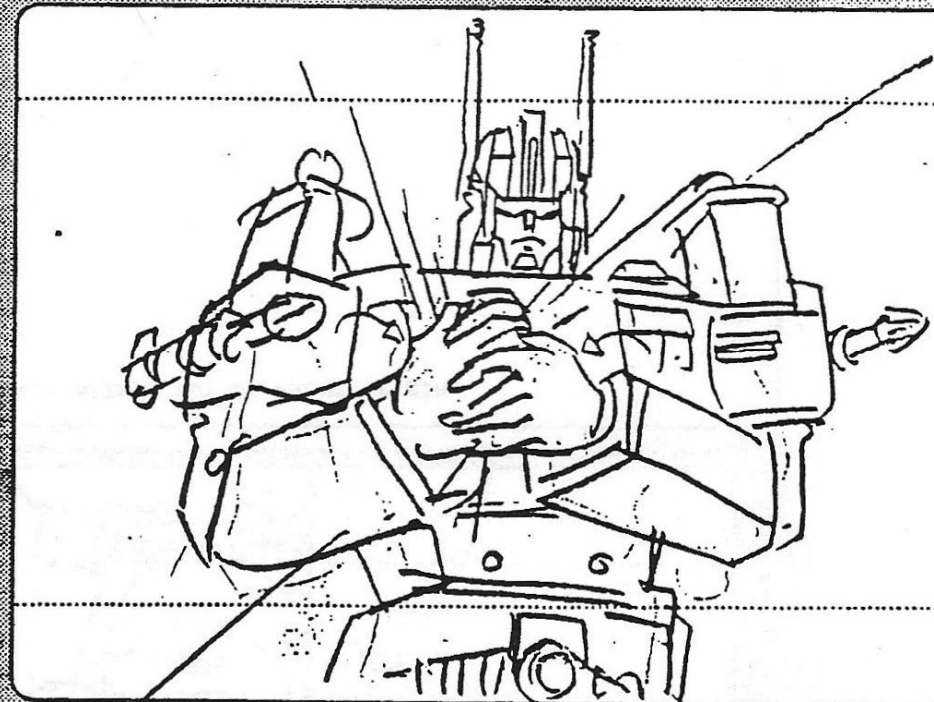


SC. CONT

SEQ. 9

Page

24



ACTION THEN PRESSES THE RELEASE BUTTON ON HIS CHEST.

DIAL

MUSIC/SFX

CAMERA

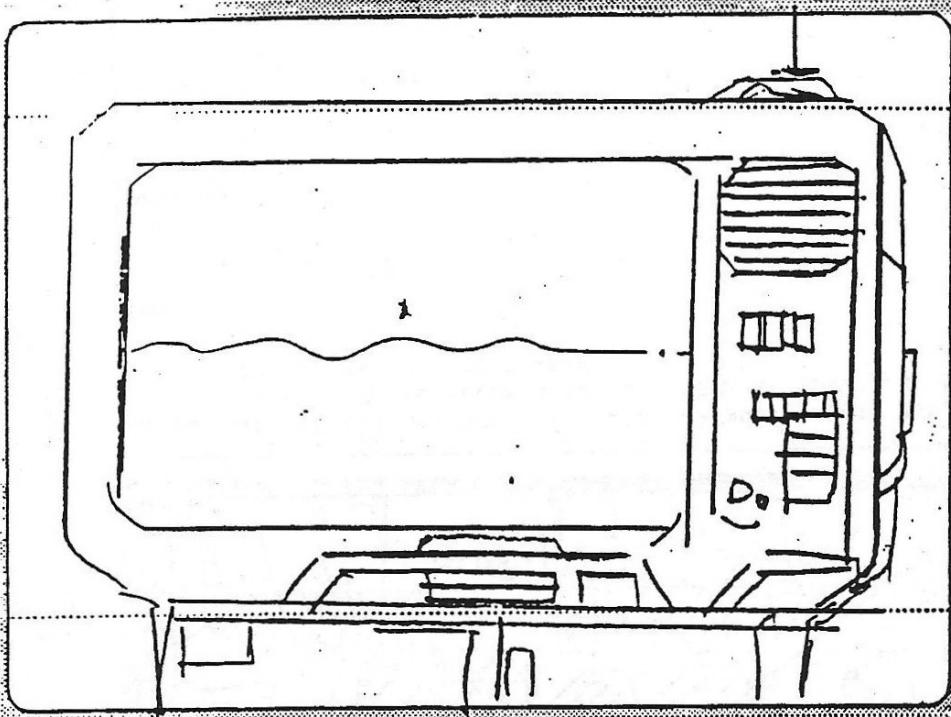
ACTION ...AND PLACES THE MATRIX IN HIS OWN CHEST COMPARTMENT.

DIAL

MUSIC/SFX

CAMERA

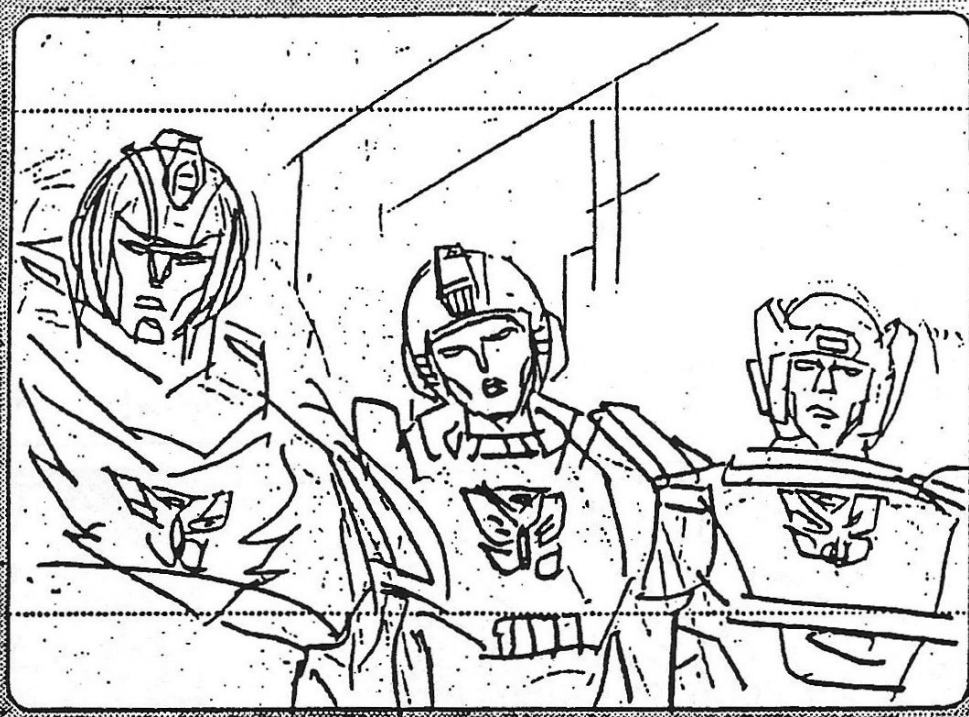
SC. 9-35



SC. 9-36

SEQ. 9 Page

25



TION X.C.U. THE FIVE FORCE SCANNER AS THE IMPULSE FROM PRIME SLOWLY  
DIES AWAY.

ACTION M.S. HOT ROD, ARCEE AND KUP. THEY LOOK CONCERNED.

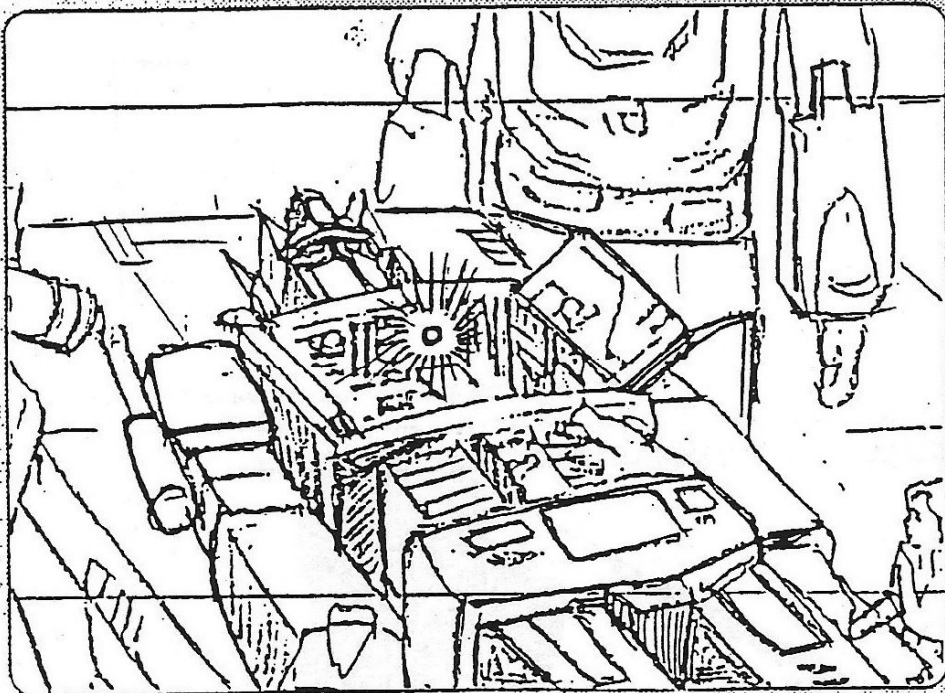
DIAL

MUSIC/SFX

MUSIC/SFX

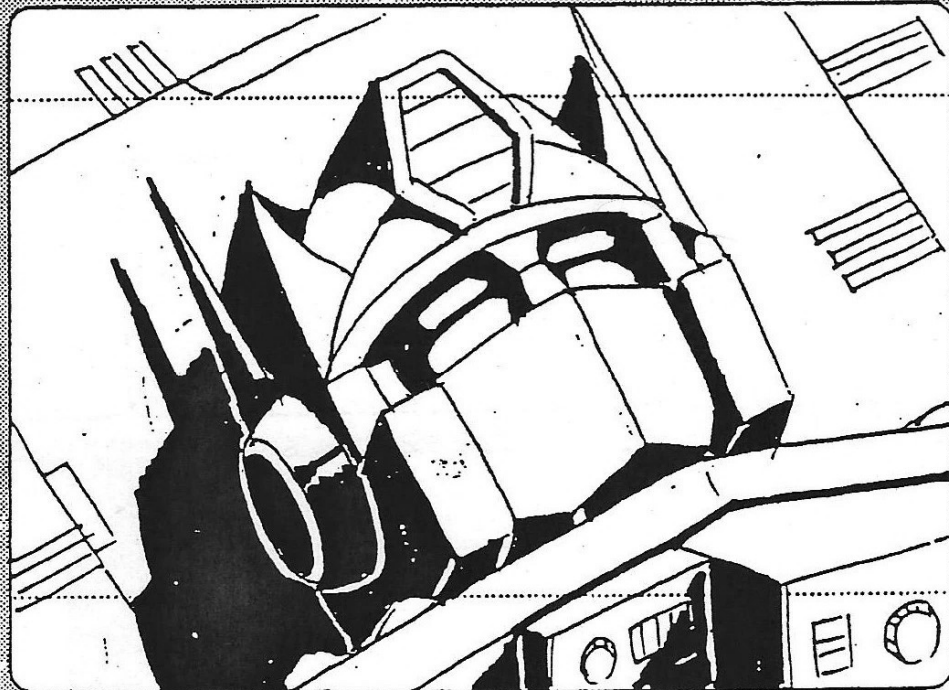
TFR  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 9-37



SC. 9-38

SEQ. 9 Page 26



ACTION M.S. PRIME. HE LIES ON THE PLATFORM. HIS LIGHTS FLICKER WEAKLY,  
THEN GO OUT.

AL

MUSIC/SFX

ACTION C.U. PRIME'S FACE. IT IS MOTIONLESS.

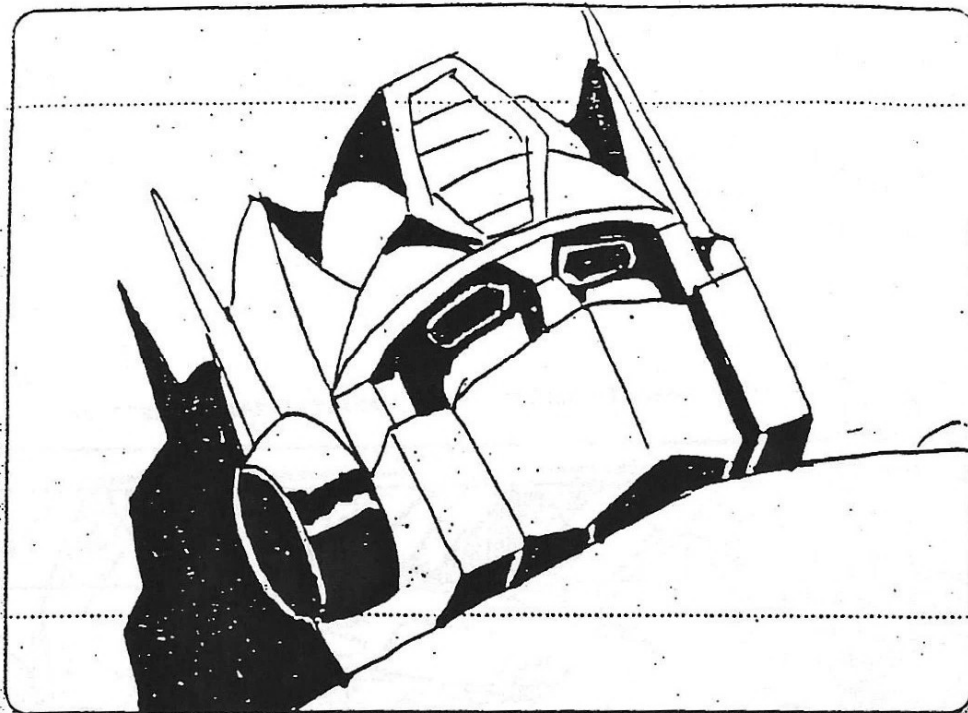
DIAL

MUSIC/SFX

CAMERA

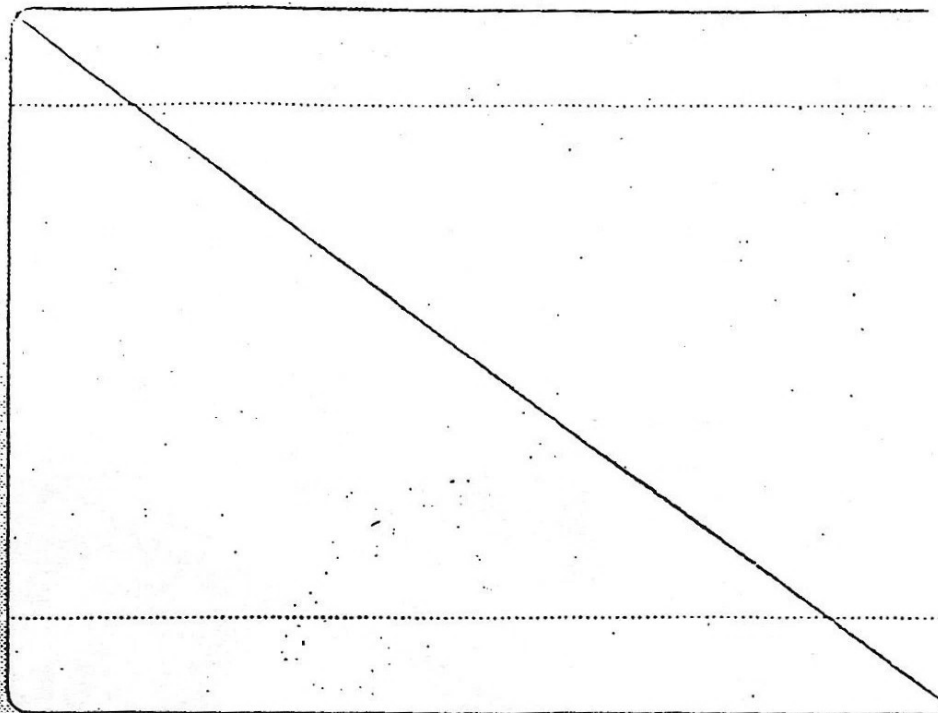


SC. CONT 7-50



SC.

SEC. 7-50



ACTION-THE LIGHTS IN HIS EYES GO OUT.

DIAL

MUSIC/SFX

TFRAW

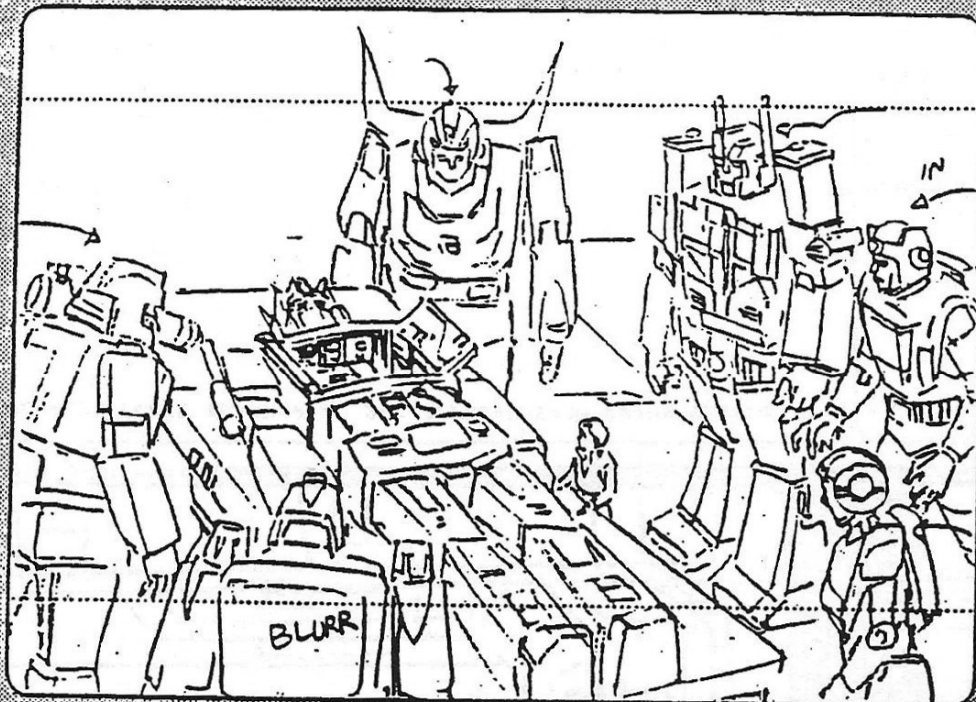
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

DIAL

MUSIC/SFX

SC. 9-39



ACTION L.S. PERCEPTOR, HOT ROD, ULTRA MAGNUS, ARCEE, KUP, DANIEL AND PRIME. THE AUTOBOTS MOVE IN CLOSER AS THE COLOR OF PRIME'S BODY FADES TO A DULL GRAY.

DIAL

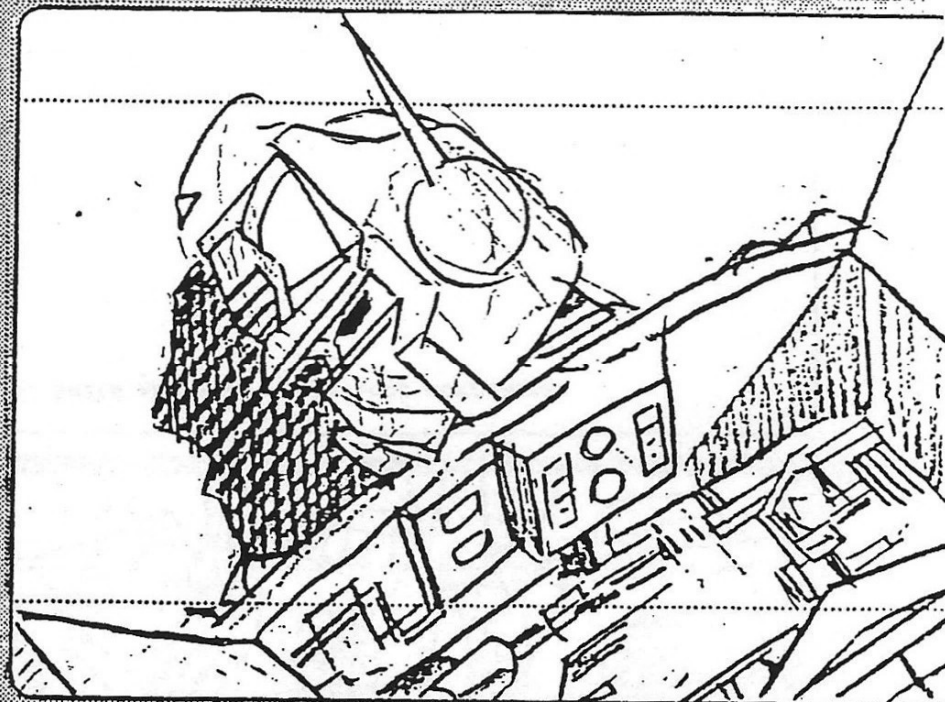
MUSIC/SFX

CAMERA

**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 9-40

SEQ. 9 Page 28



ACTION M.C.U. PRIME. AFTER LOSING ALL COLOR AND TURNING A DULL LIFELESS GRAY, HIS HEAD FLOPS TO ONE SIDE IN DEATH.

DIAL

MUSIC/SFX

CAMERA

SC. 9-41

SC. CONT

SEQ. 9 Page 29



ON M.C.U. DANIEL. TEARS ROLLD OWN HIS FACE. HE IS OVERWHELMED BY THE DEATH OF PRIME...

ACTION ...HE BURIES HIS FACE IN HIS ARMS AND SOBS.

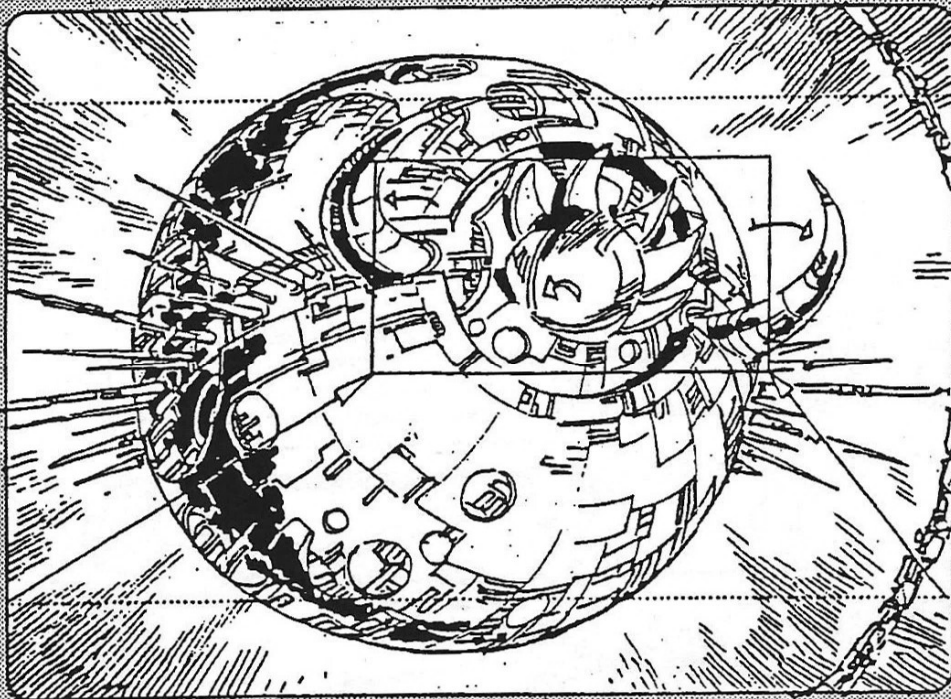
DIAL

MUSIC/SFX

CAMERA

/SFX

SC. 10-1 TRUCK IN, CAMERA SHAKE



ACTION L.S. UNICRON. WE TRUCK INTO THE MOUTH AREA AS THE BEAKS OPEN.

DIAL

MUSIC/SFX

CAMERA

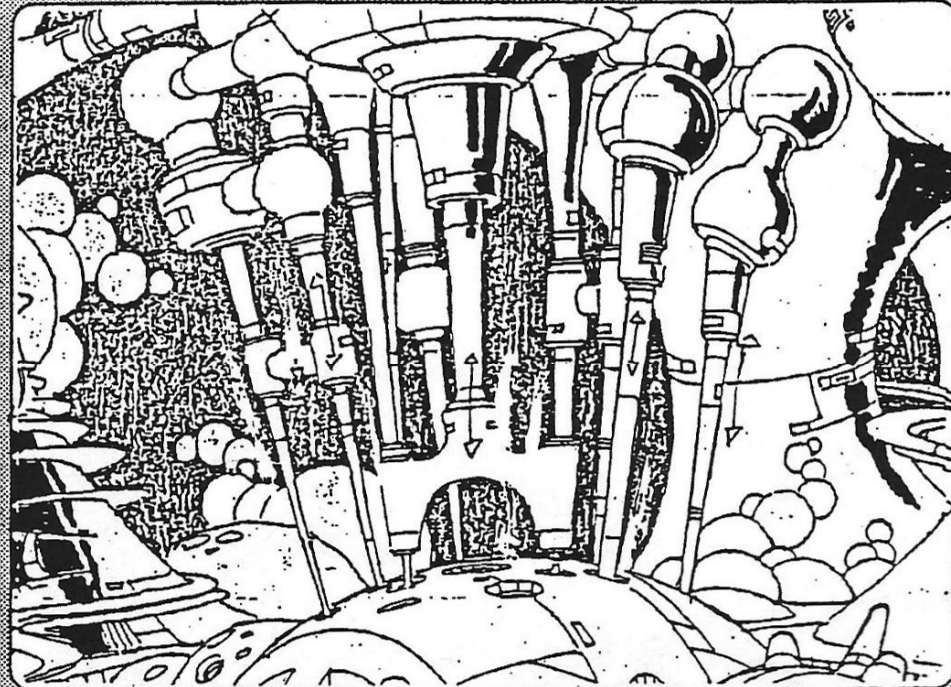
**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 10-2

SEQ. 10

Page

1



ACTION C.U. INTERIOR OF UNICRON, THE HEART PUMP.

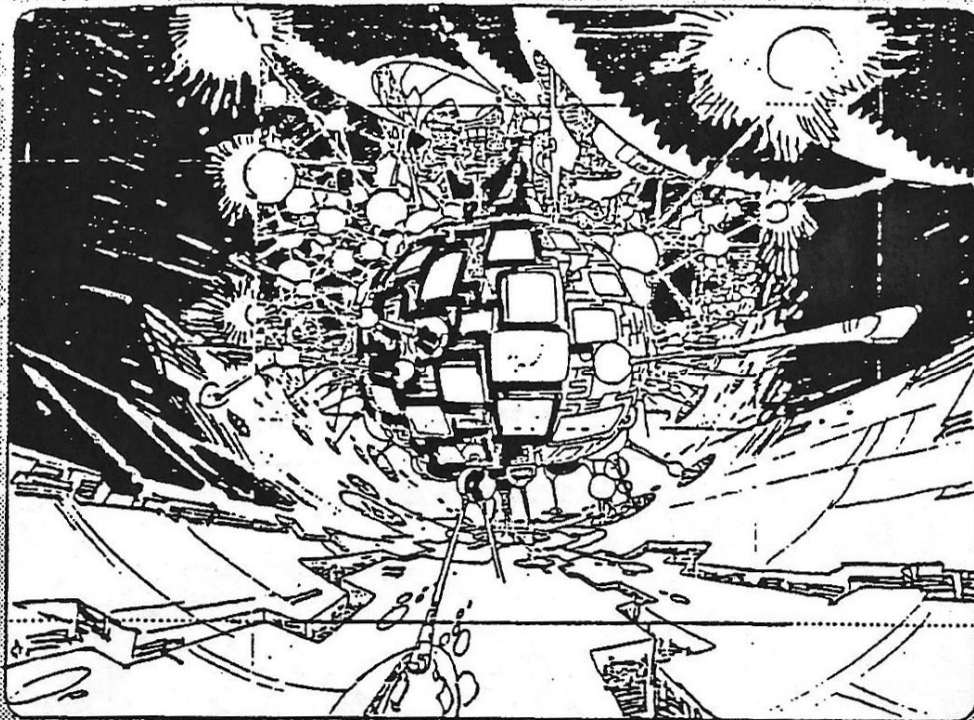
DIAL

MUSIC/SFX

CAMERA



SC. 10-2



ACTION L.S. UNICRON'S BRAIN. LIGHTS FLASH THROUGHOUT THE NERVE CENTERS THAT LEAD TO UNICRON'S BRAIN. THE SCREENS ON HIS BRAIN GLOW, BUT ARE BLANK. THROUGHOUT THIS SCENE WE SLOWLY TRUCK IN ON UNICRON'S BRAIN.

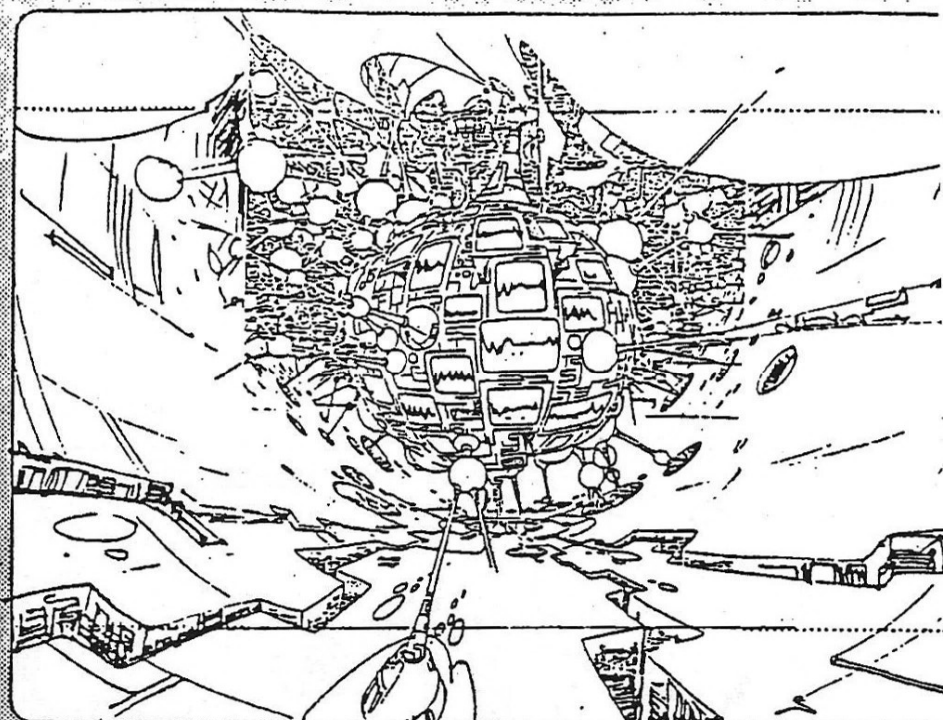
DIAL

MUSIC/SFX

SC. CONT.

SEQ. 10

Page 1



ACTION ...SIGNAL LINES VIBRATE ACROSS UNICRON'S BRAIN SCREENS.

DIAL

MUSIC/SFX

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 10-3

TRUCK-IN

SC. CONT.

SEQ. 10

Page

3



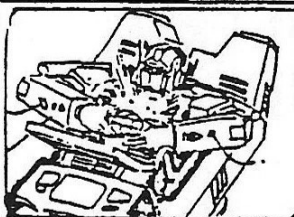
ACTION

...SUDDENLY IMAGES APPEAR ON THE SCREENS OF UNICRON'S BRAIN. THE IMAGES ON ALL OF THE SCREENS ARE OF THE SAME EVENT. IT IS OF PRIME TAKING THE MATRIX OUT OF HIS CHEST COMPARTMENT. THE TRUCK IN CONTINUES...

DIAL

MUSIC/SFX

CAMERA



NOTE: THIS IS NOT A NEW SCENE. IT IS AN ENLARGEMENT OF THE IMAGE THAT APPEARS ON UNICRON'S BRAIN SCREENS. THIS IS TRUE FOR ALL OF THE IMAGES THAT APPEAR IN THIS AREA FOR SEQ. 10.

ACTION

...THE IMAGES ON ALL OF THE SCREENS SWITCH TO ANOTHER SCENE. IT IS OF PRIME PASSING THE MATRIX TO ULTRA MAGNUS...

DIAL

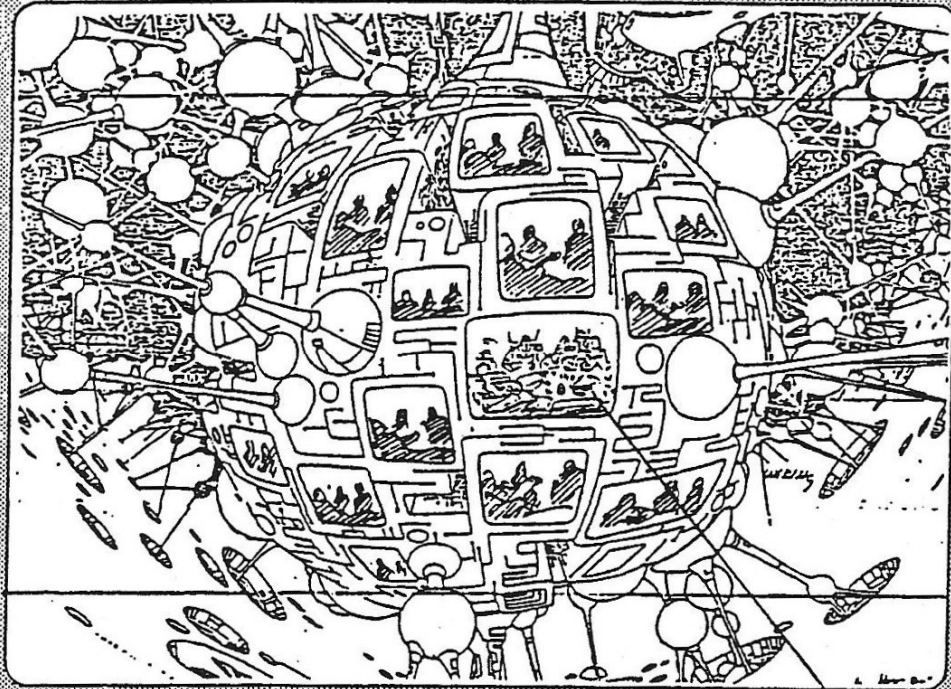
MUSIC/SFX

CAMERA



NOTE: NOT A NEWS

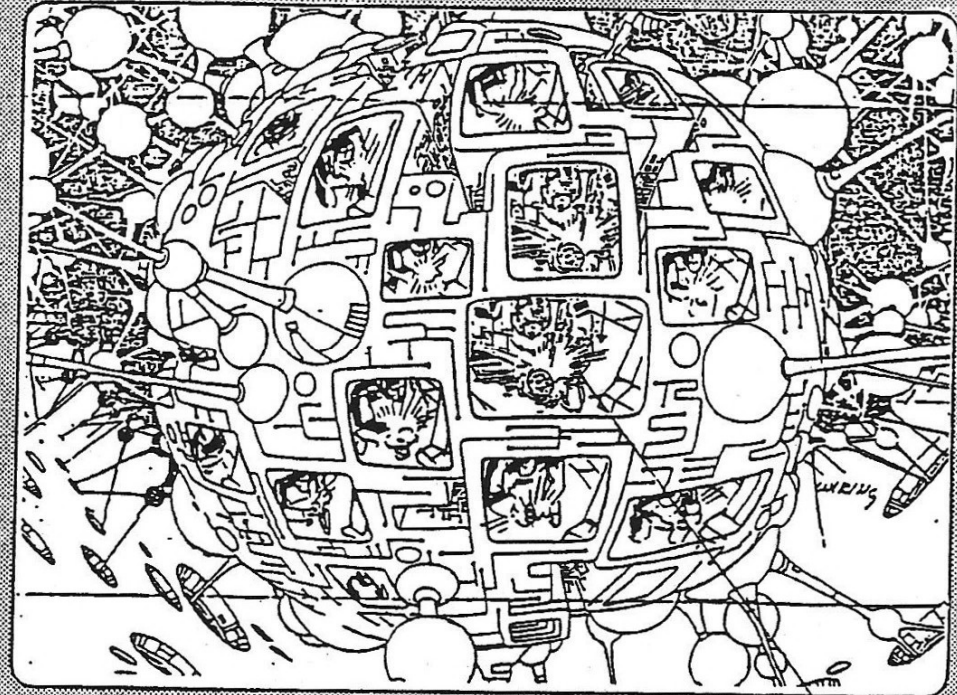
SC. CONT 10-3 (TRUCK IN CONT)



SC. CONT.

SEQ. 10 Page

4



ACTION

...THE IMAGES ON UNICRON'S BRAIN SCREENS THEN SHOWS PRIME DROPPING THE MATRIX. THE TRUCK IN CONTINUES...

DIAL

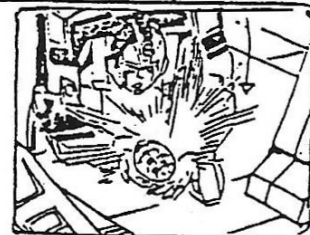


NOT A NEW SCENE

ACTION

...THE IMAGES THEN ALL CHANGE TO A SCENE OF HOT ROD CATCHING THE MATRIX.

DIAL



NOT A NEW SCENE

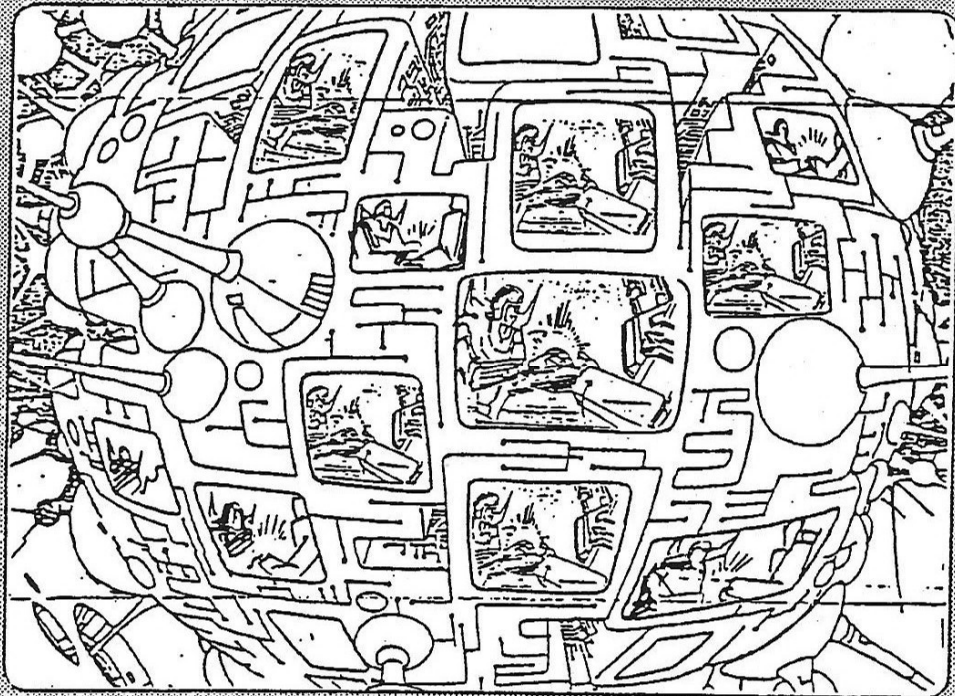
MUSIC/SFX

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

MUSIC/SFX



SC. CONT 10-3 (TRUCK IN CONT)



ACTION ...THE IMAGES ON UNICRON'S BRAIN SCREENS THEN CHANGE TO HOT ROD HANDING THE MATRIX TO ULTRA MAGNUS. THE TRUCK IN CONTINUES.

DIAL

MUSIC/SFX

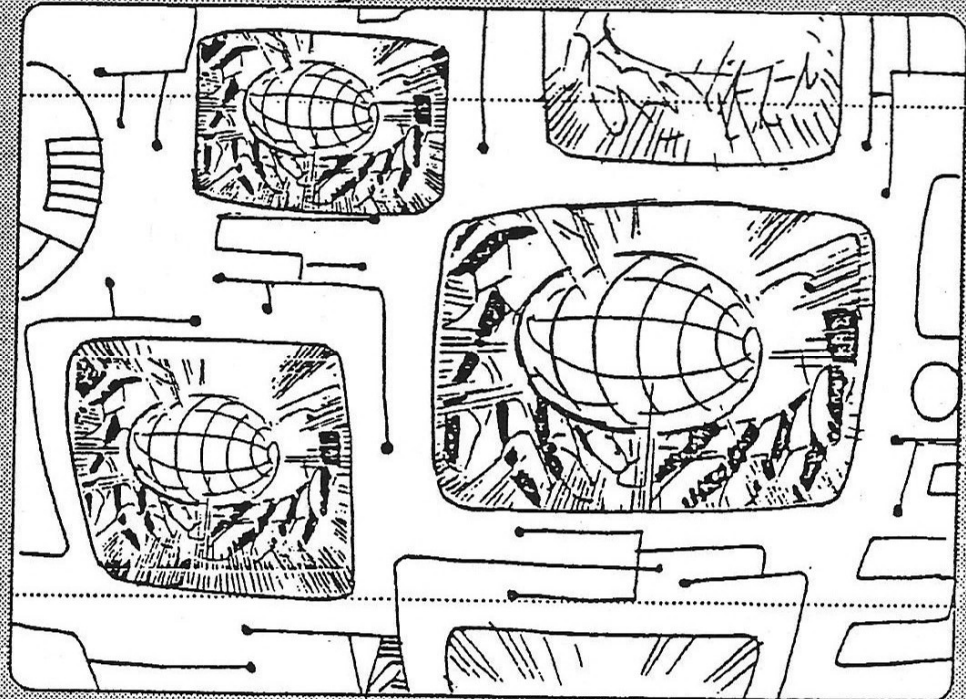
CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT.

SEQ.10 Page

5



ACTION ...THE TRUCK IN THEN STOPS ON A C.U. OF A PORTION OF UNICRON'S BRAIN. MANY OF HIS BRAIN SCREENS CAN BE SEEN. THE IMAGE ON ALL OF THESE SCREENS IS A C.U. OF ULTRA MAGNUS HOLDING THE AUTOBOT MATRIX.

DIAL

MUSIC/SFX

CAMERA



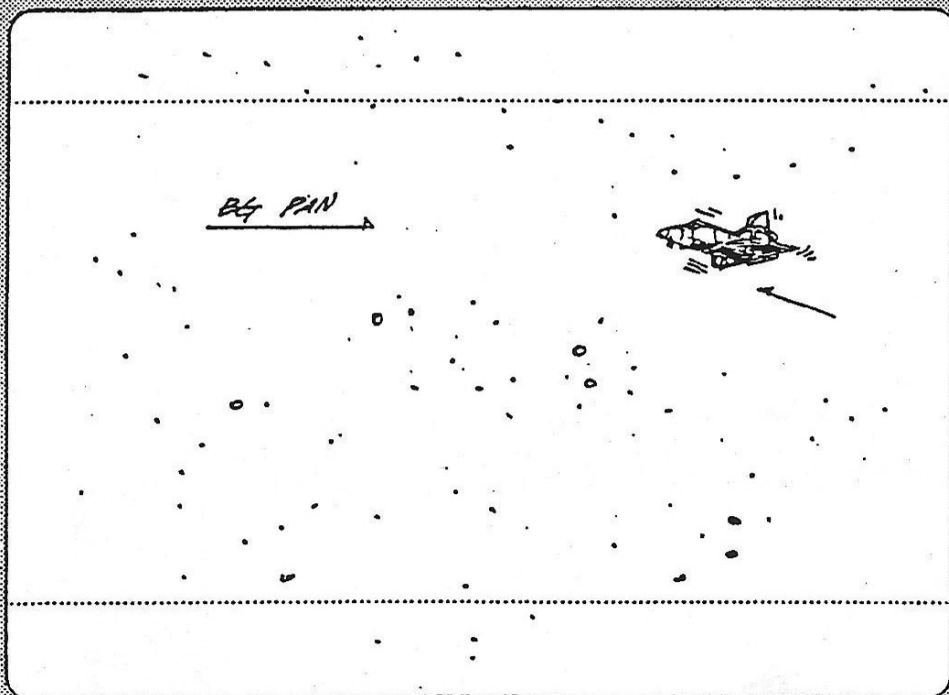
NOT A NEWS SCENE



SC. 11 - 1

SC. 10 NT

SEQ. // Page 1



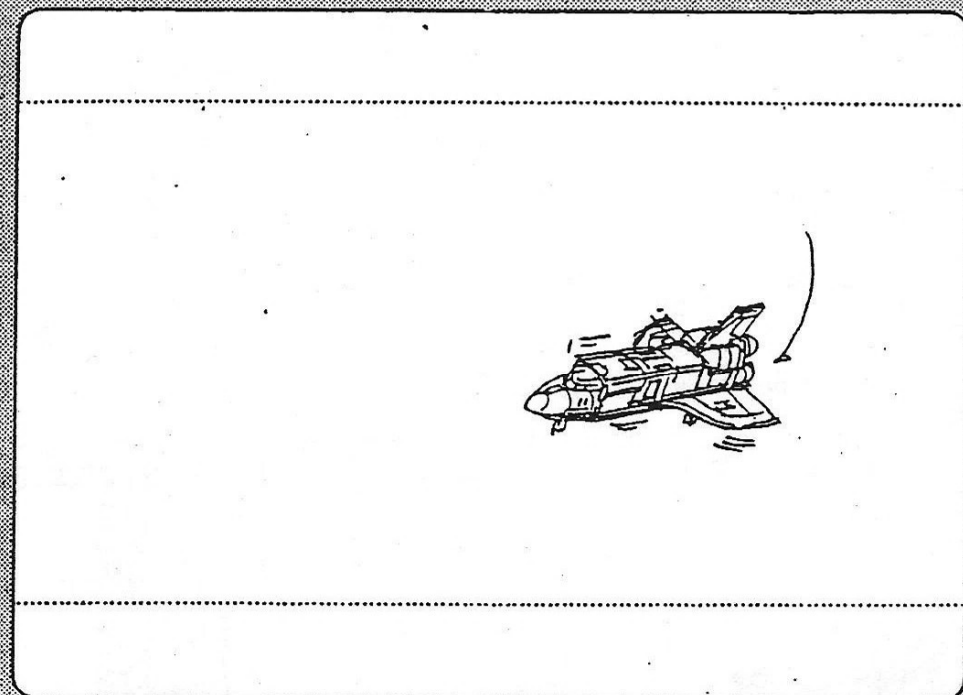
ACTION X.L.S. ASTROTRAIN IN SPACE. ASTROTRAIN IS HEADING THROUGH SPACE. HE VIBRATES...

DIAL

MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!



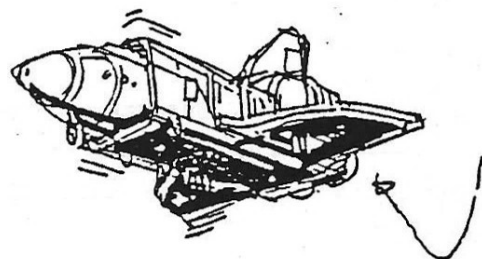
ACTION ...SHAKES AND DIVES...

DIAL

MUSIC/SFX

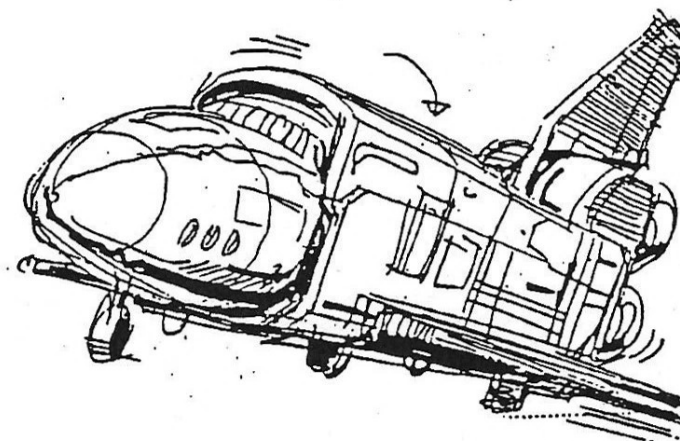
CAMERA

SC. CONT



SC. CONT

SC. 1 / Page



ACTION ...AND MAKES EVERY EFFORT TO KEEP ON COURSE...

DIAL

MUSIC/SFX

CAMERA

From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...AS HE MOVES IN TOWARD CAMERA ON HIS WAY TO CYBERTRON.

DIAL ASTROTRAIN

Jettison some weight,

MUSIC/SFX

CAMERA

SC. 11-Z

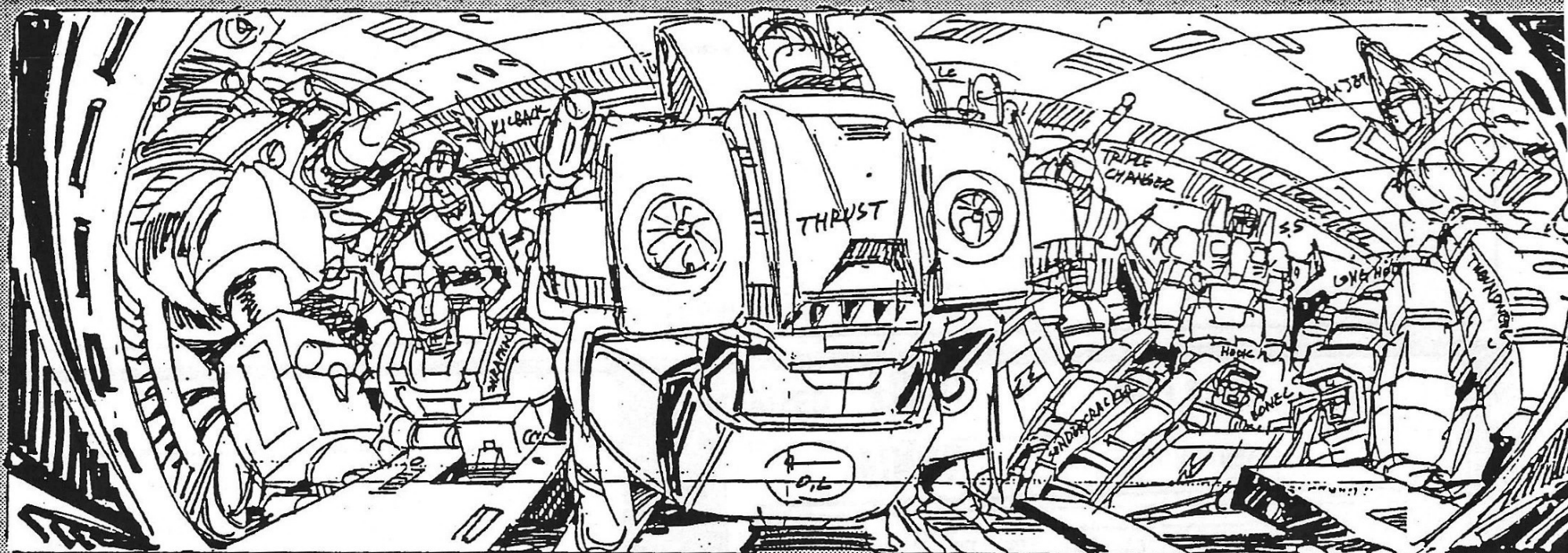
START

PAN →

SC.

STOP

SEQ. 11 Page



ACTION M.S. INSIDE ASTROTRAIN. THE SHIP IS PACKED WITH HEALTHY AND WOUNDED DECEPTICONS...

DIAL ASTROTRAIN (CONT) or I'll never make it

MUSIC/SFX

CAMERA

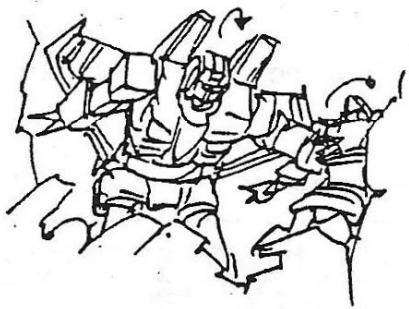
ACTION ...WE PAN OVER TO STARScream WHO...

ASTROTRAIN (CONT) to Cybertron.

MUSIC/SFX

CAMERA

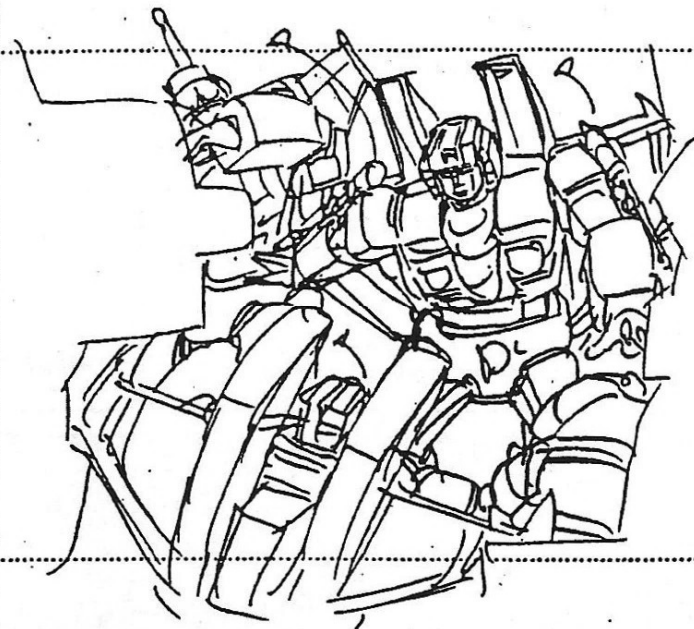
SC. CONT



SC. CONT

SEQ. // Page

4



ACTION ...MOTIONS. STARTS TO SPEAK...

DIAL

MUSIC/SFX

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!  
CAMERA

ACTION ...AND STEPS FORWARD AS HE ADDRESSES THE OTHER DECEPTICONS.

DIAL STARSCREAM Fellow Decepticons, ...

MUSIC/SFX

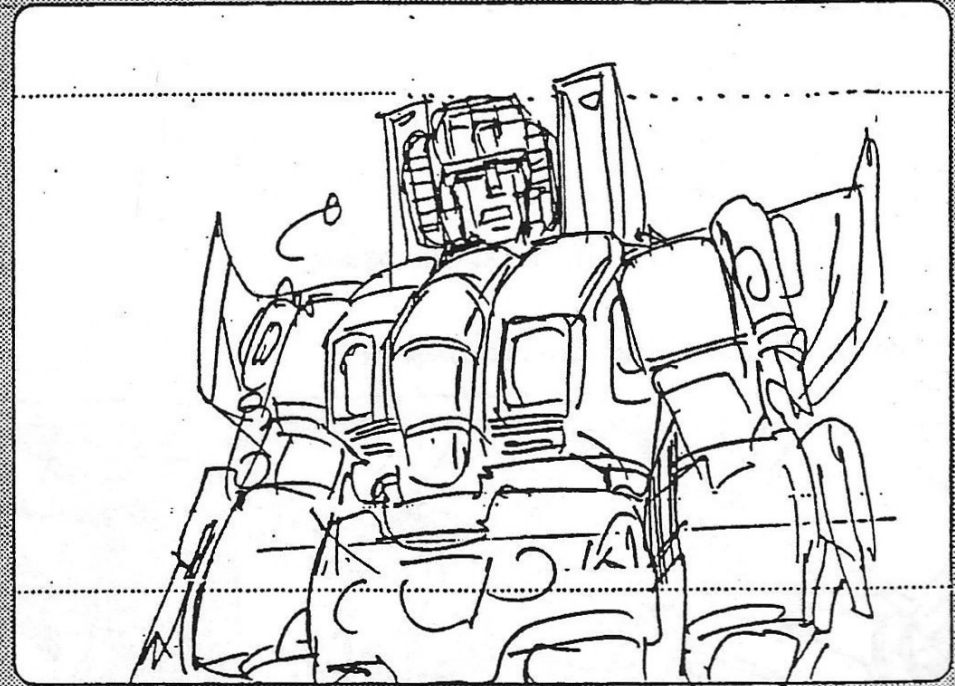
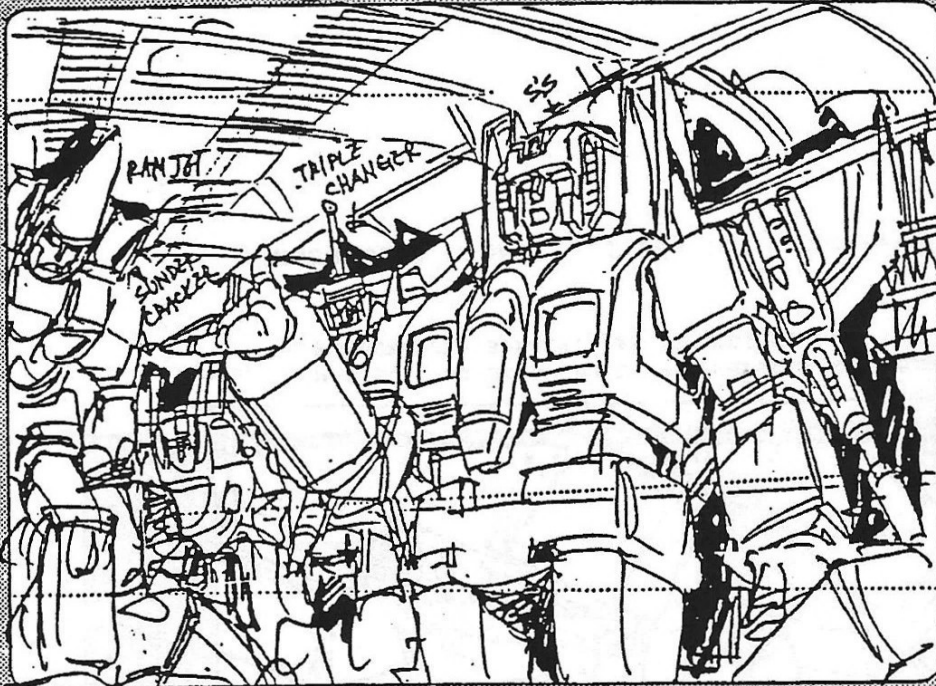
CAMERA



SC. 11-3

SC. CONT

SEQ. // Page 5



ACTION M.S. STARScream. HE FINISHES ADDRESSING THE OTHERS...

DIAL STARScream.(CONT) Astrotrain has requested that we lighten our burden!

MUSIC/SFX

CAMERA

ACTION ...THEN TURNS AS HE HEARS THE O.S. BONECRUSHER.

DIAL BONECRUSHER (V.O.) In that case..

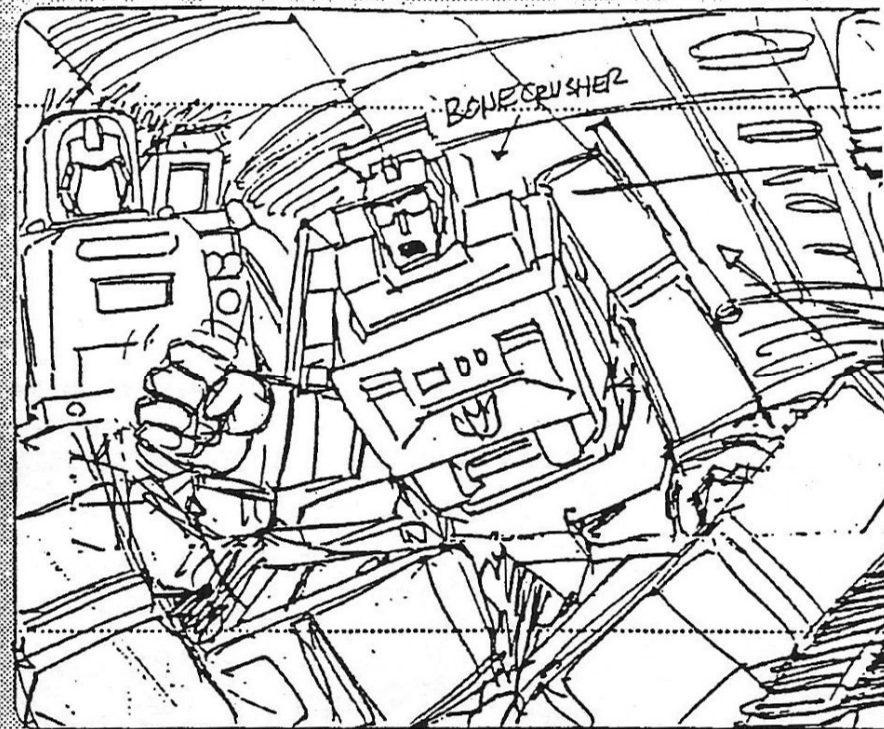
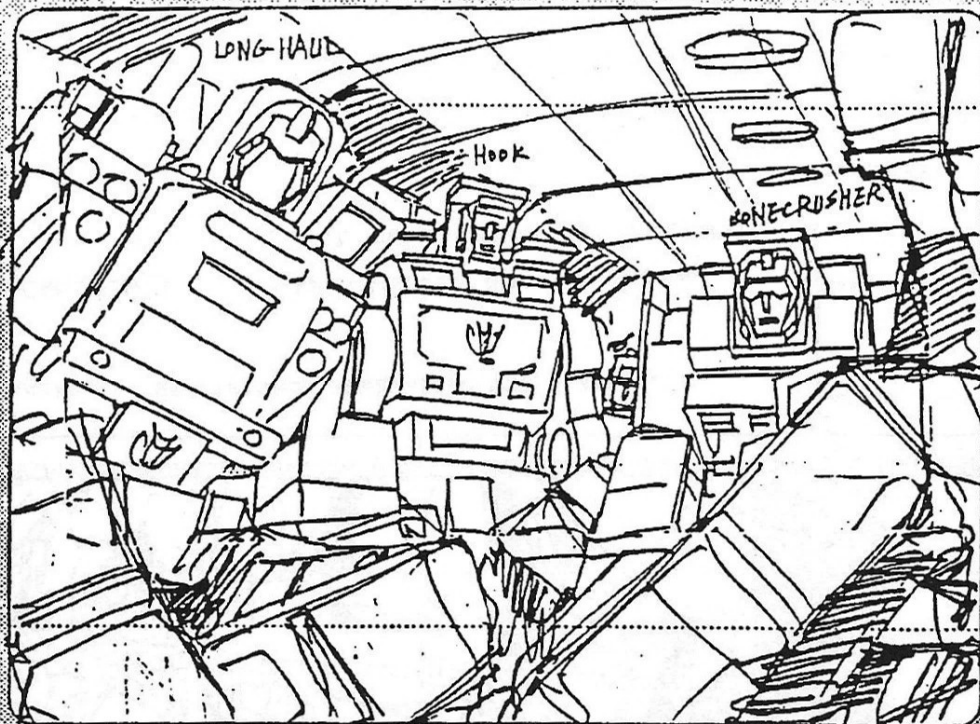
MUSIC/SFX

CAMERA

SC. 11-4

SC. 10/7

CEL. 11 Page



ACTION M.L.S. LONG HAUL, HOOK, BONECRUSHER AND OTHER DECEPTICONS.  
BONECRUSHER SPEAKS. AS HE DOES SO...

DIAL BONECRUSHER (CONT)...I say it's survival...

MUSIC/SFX

ACTION ...HE MOVES FORWARD THROUGH THE CROWDS OF DECEPTICONS.

DIAL BONECRUSHER (CONT) ...of the fittest.

MUSIC/SFX

SC. 11-5



ACTION C.U. STARScream. HE SMILES AND ASKS THE DECEPTICONS FOR THEIR VOTE.

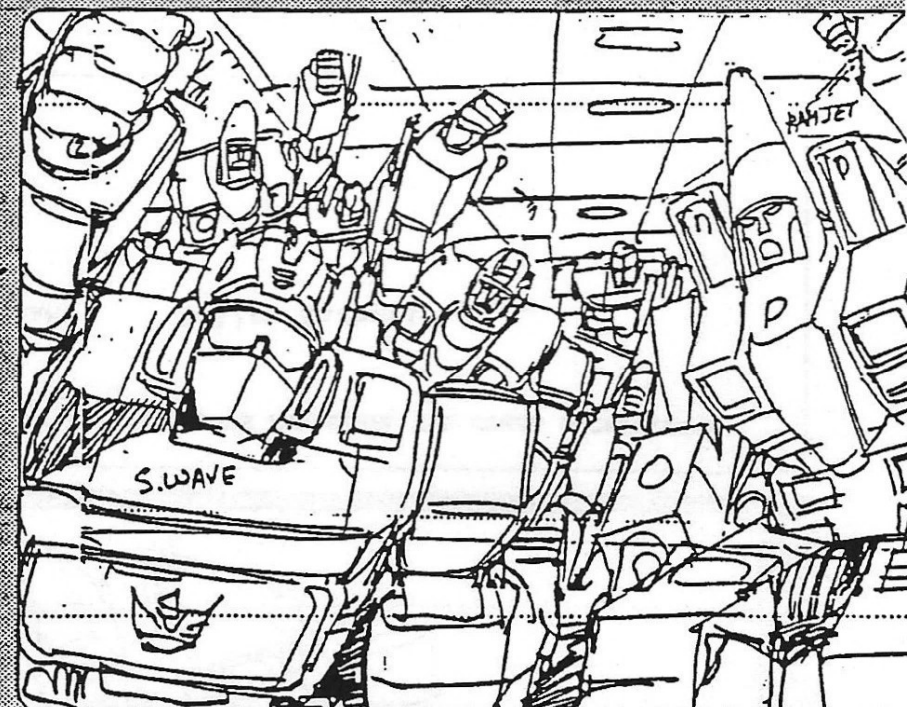
DIAL STARScream Do I hear a second on that?

MUSIC/SFX

CAMERA

SC. 11-6

SEN // Page \_\_\_\_\_



ACTION L.S. THE HEALTHY DECEPTICONS. RAMJET, SOUNDWAVE, ETC. THEY ALL, RAISE THEIR ARMS.

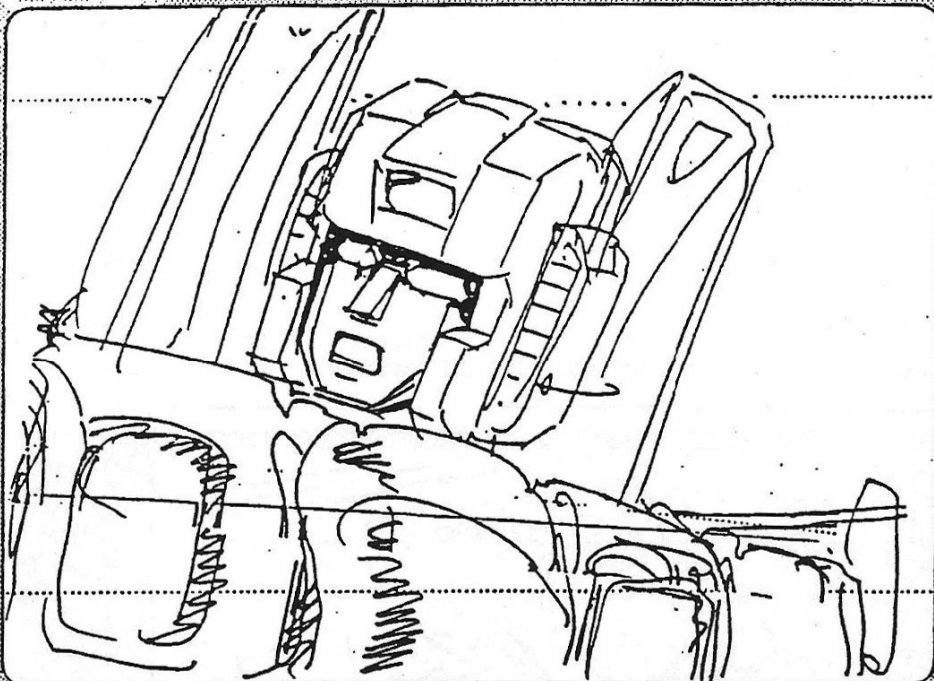
DIAL HEALTHY DECEPTICONS Aye!

MUSIC/SFX

CAMERA

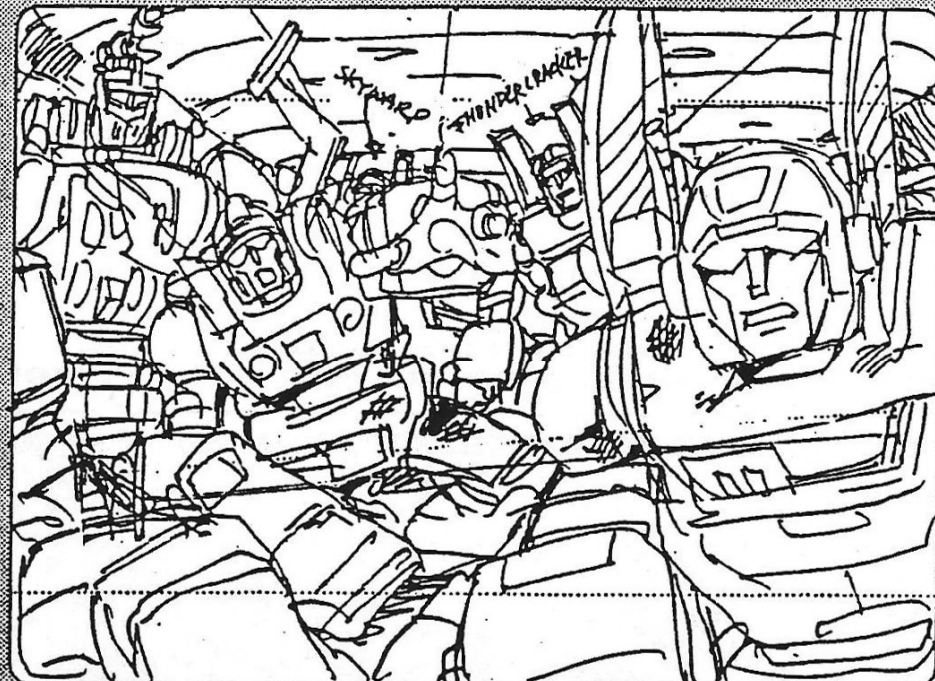


SC. 11-7



SC. 11-8

SEQ. // Page 8



ACTION C.U. STARScream. HE TURNS AND ASKS OTHER DECEPTICONS HOW THEY VOTE.

DIAL STARScream And against?

MUSIC/SFX

TFRAW

From Generation 1 to Beast Hunters and Beyond!!!!

ACTION L.S. A GROUP OF WOUNDED DECEPTICONS, THUNDERCRACKER, SHRAPNEL, BOMBHELL, KICKBACK, ECT. THEY REACH FORWARD AND CAST THEIR VOTE IN FEEBLE PROTEST.

DIAL NOT HEALTHY DECEPTICONS (WEAKLY) Nay!

MUSIC/SFX



SC. 11-9

START

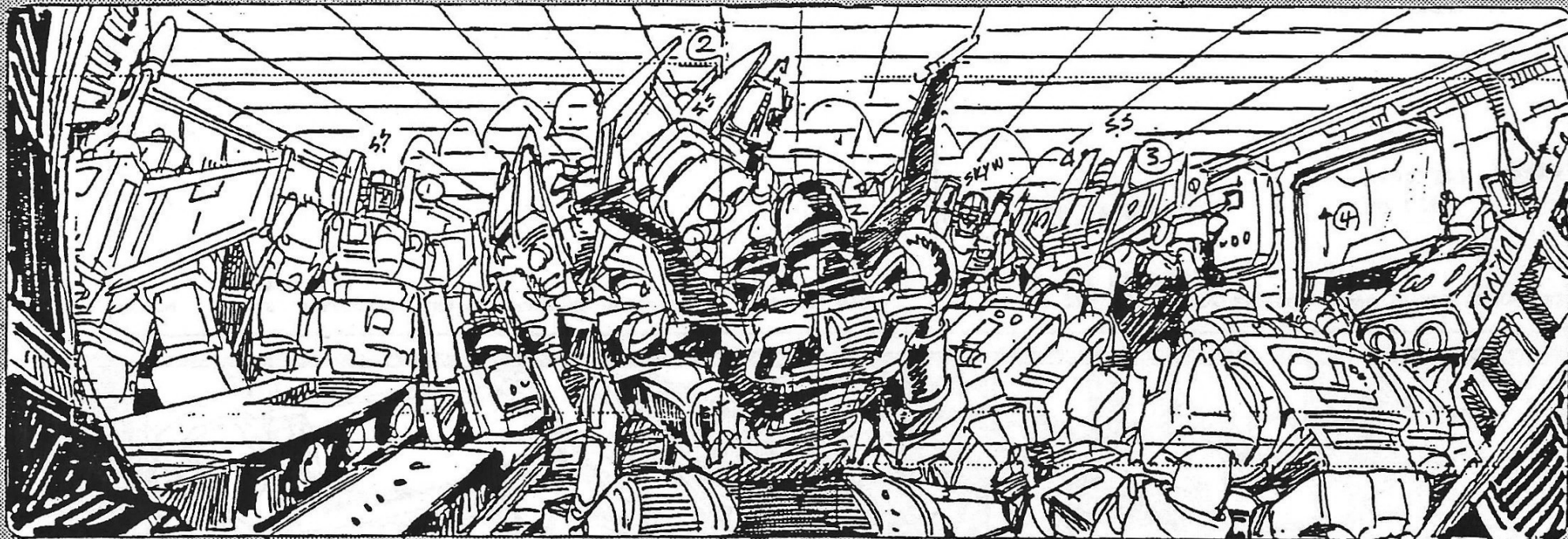
PAN →

SC.

STOP

SEQ. 11 Page

9



ACTION L.S. STARScream AND THE OTHER DECEPTICONS INSIDE THE SHUTTLE. STARScream MAKES HIS WAY THROUGH THE CROWD OF DECEPTICONS. WE PAN WITH HIM.

DIAL STARScream The ayes' have it!

MUSIC/SFX

CAMERA

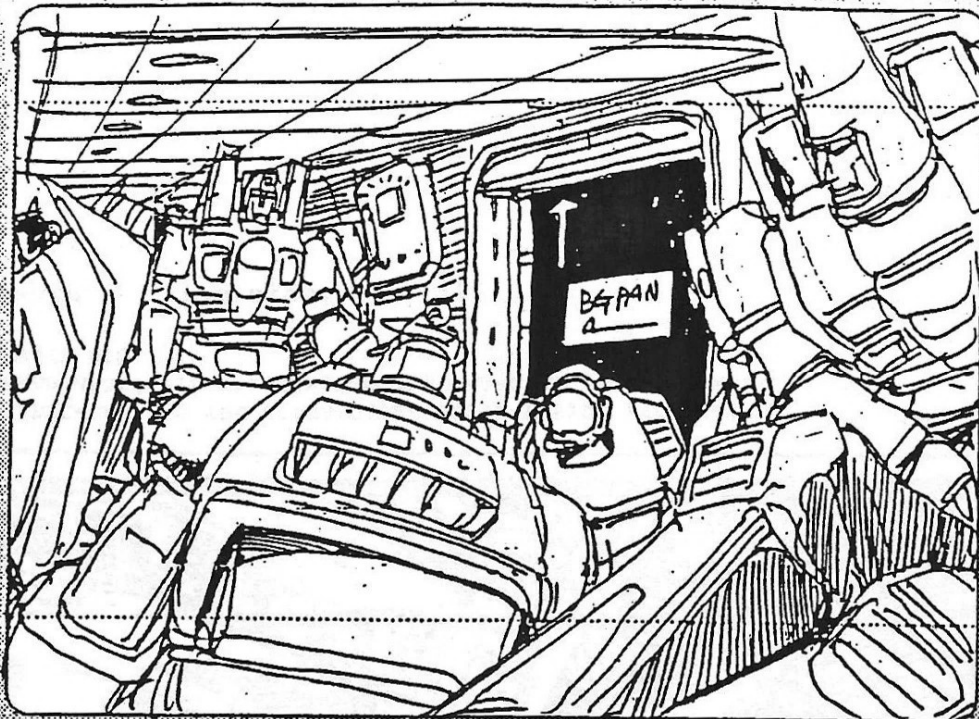
ACTION ...HE REACHES THE CONTROLS THAT OPERATE THE SHUTTLE DOORS AND PUSHES A NEW BUTTONS. THE SHUTTLE DOOR OPENS.

DIAL

MUSIC/SFX

CAMERA

SC. CONT-9



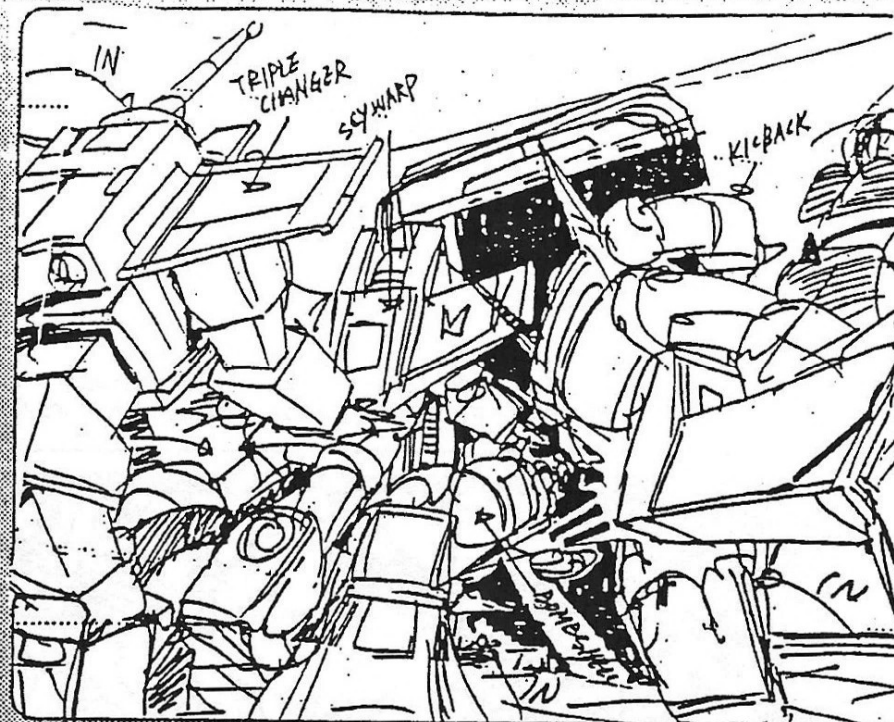
ACTION M.L.S. STARScream AND THE WOUNDED DECEPTICONS NEAR THE OPEN SHUTTLE DOOR...

DIAL

MUSIC/SFX

SC. CONT

SEQ. / Page



ACTION ...THE HEALTHY DECEPTICONS MOVE IN AND THROW THE WOUNDED OF THE SHUTTLE.

DIAL ALL DECEPTICONS

(AD LIB)  
Beat it! Spare me!

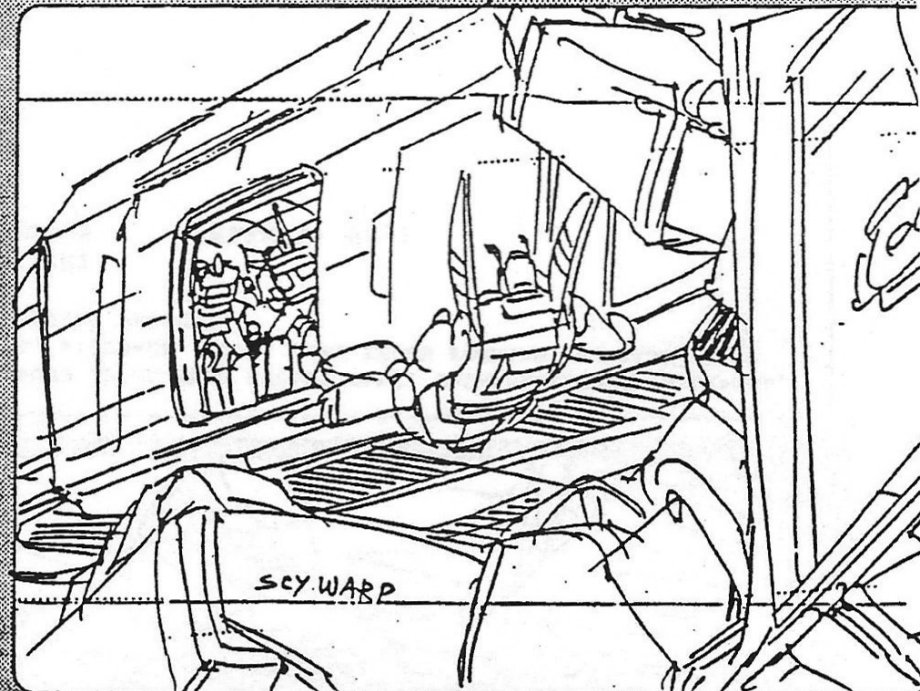
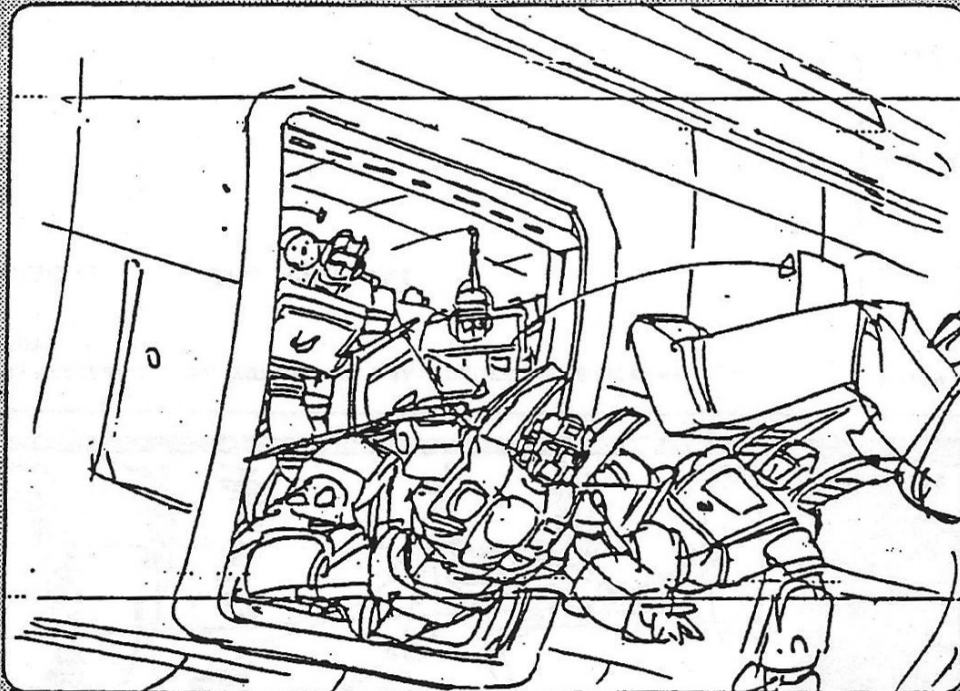
MUSIC/SFX

SC. 11-11

SC. CONT.

SEQ. 71 Page 11

NO SCENE 11-10



ACTION M.S. EXTERIOR, ON THE SHUTTLE DOORWAY AS THE WOUNDED ARE KICKED OFF THE SHUTTLE.

DIAL

MUSIC/SFX

CAMERA

ACTION M.L.S. THE SPACE SHUTTLE ENTRANCE. THE WOUNDED DECEPTICONS FALL THROUGH SPACE AS THE SHUTTLE...

DIAL

MUSIC/SFX

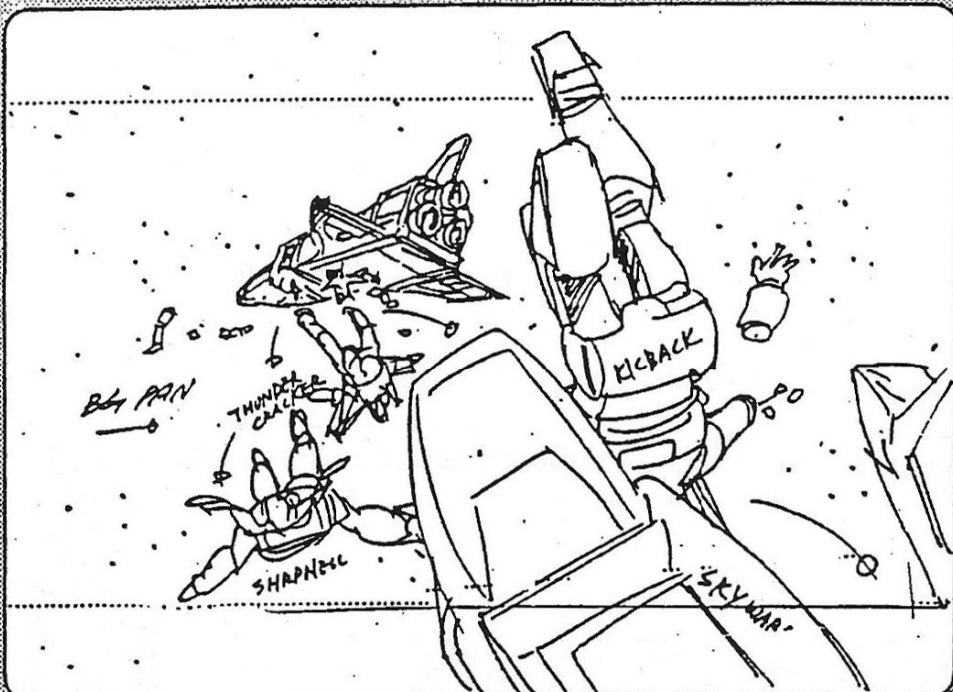
CAMERA



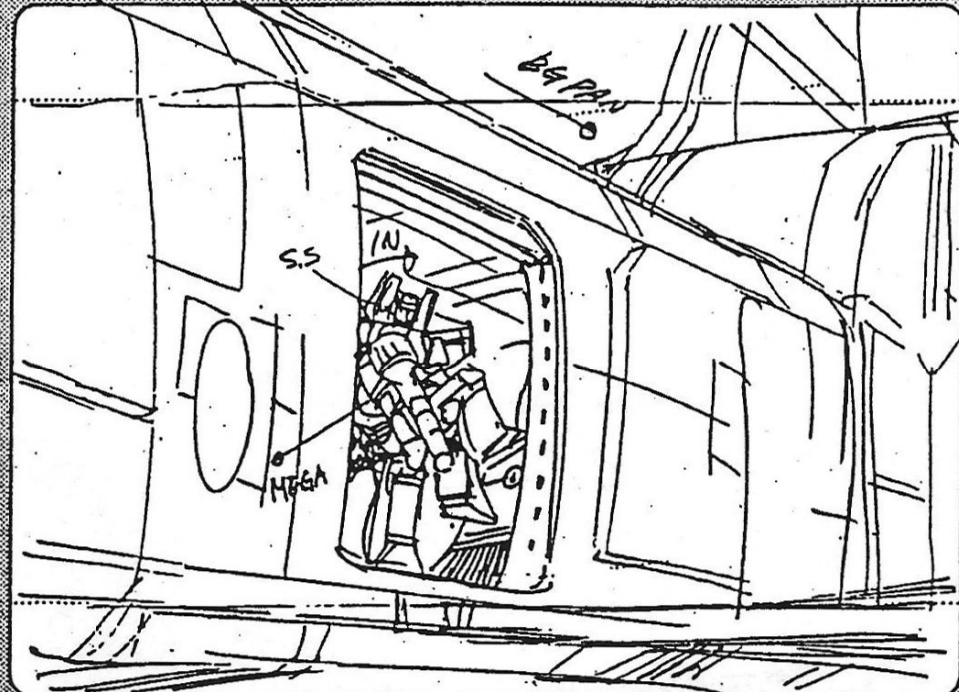
SC CONT 11-11

SC. 11-13

SEQ. 11 Page 12



NO SCENE 11-12



ACTION ...MOVES UP AND AWAY AND MORE INJURED DECEPTICONS ARE THROWN OUT AND DRIFT THROUGH SPACE.

DIAL

MUSIC/SFX  
**TFRAW**  
 From Generation 1 to Beast Hunters and Beyond!!!!  
 CAMERA

ACTION M.S. THE ENTRANCE DOORWAY TO THE SHUTTLE. STARScream ENTERS THE SCENE CARRYING MEGATRON IN HIS ARMS.

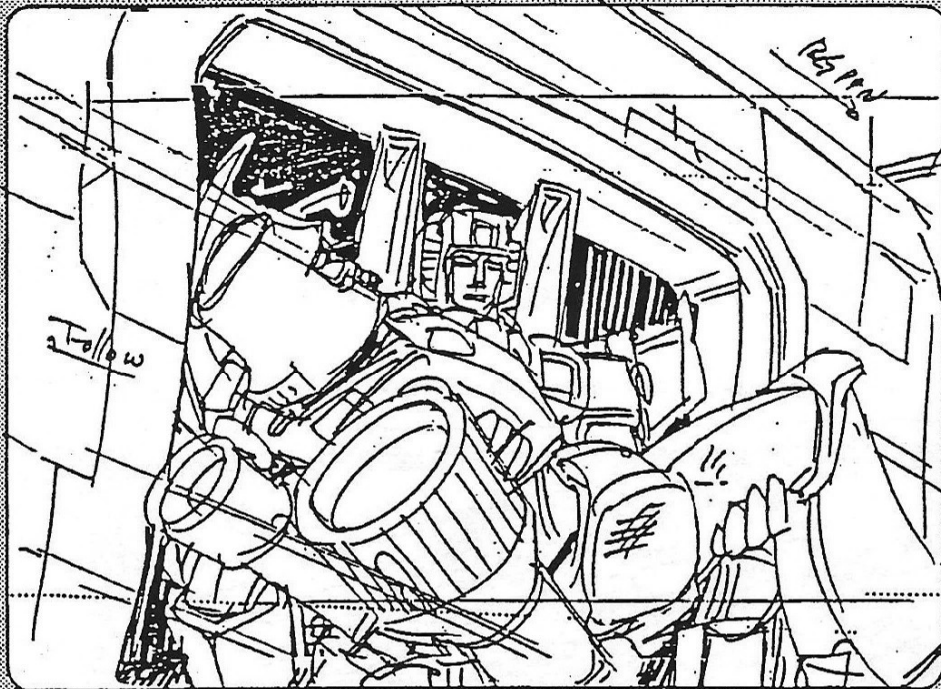
DIAL

MUSIC/SFX

CAMERA



SC. 11-14



SC. 11-15

SEQ. 11 Page 13



ACTION M.S. STARScream AND MEGATRON. STARScream MOVES MEGATRON OUT THROUGH THE DOORWAY.

(SARCASTIC)

DIAL STARScream Oh, how it pains

MUSIC/SFX

CAMERA  
**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

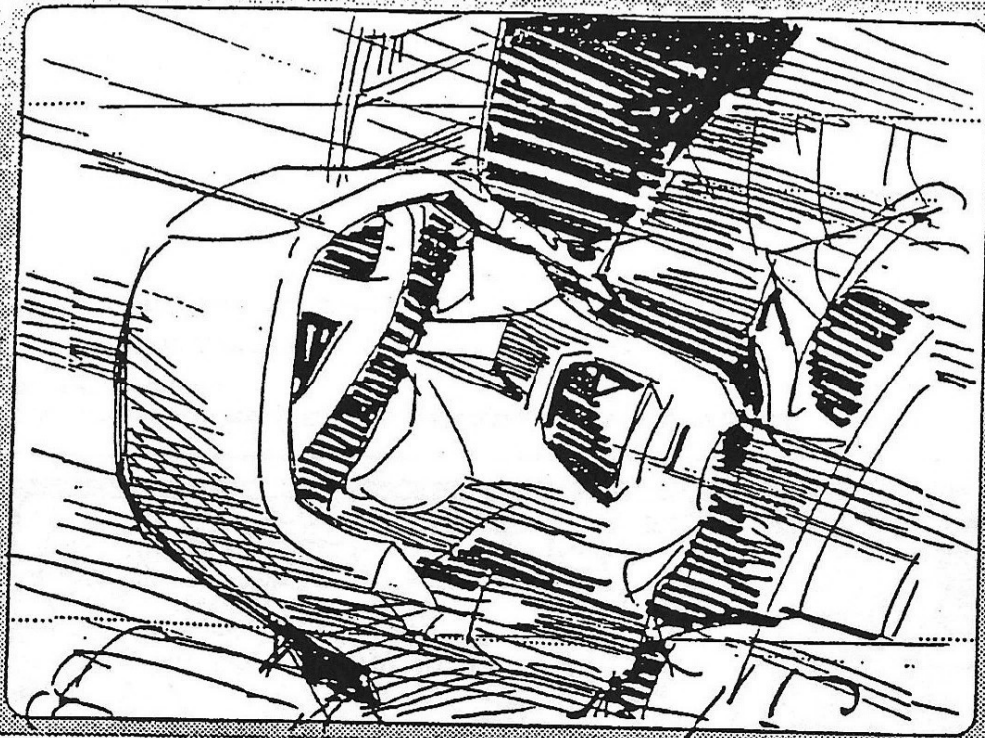
ACTION C.U. STARScream. HE LOOKS DOWN AT MEGATRON AND SMILES.

DIAL STARScream me to do this.

MUSIC/SFX

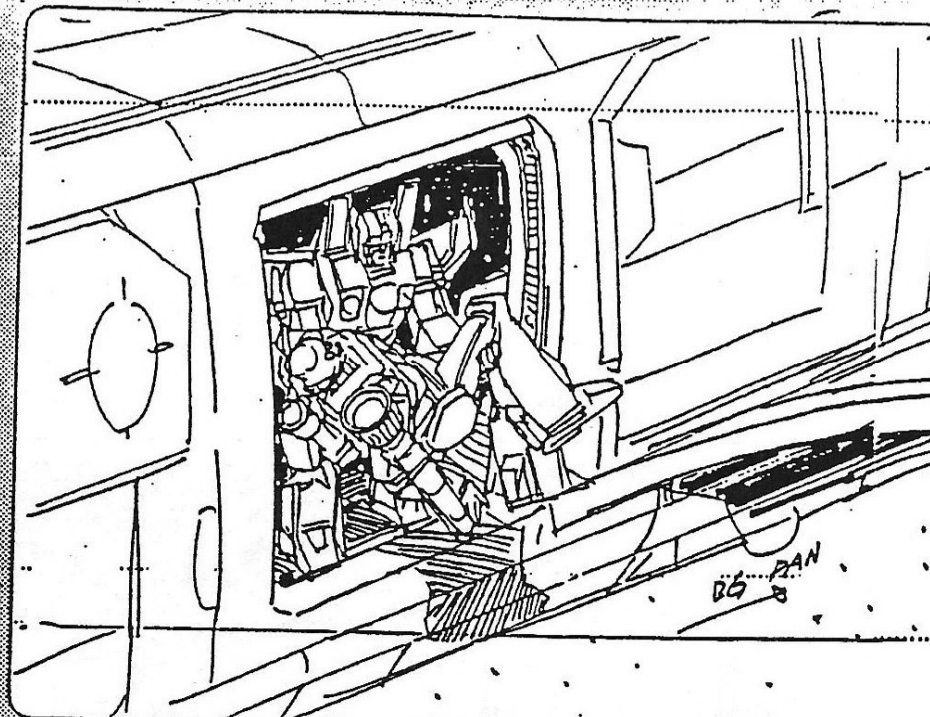
CAMERA

SC. 11-17



SC. 11-17

SEQ. Page



ACTION C.U. MEGATRON. HE CRIES OUT IN PROTEST.

DIAL MEGATRON Wait, I still function!

MUSIC/SFX

**T FRAW**

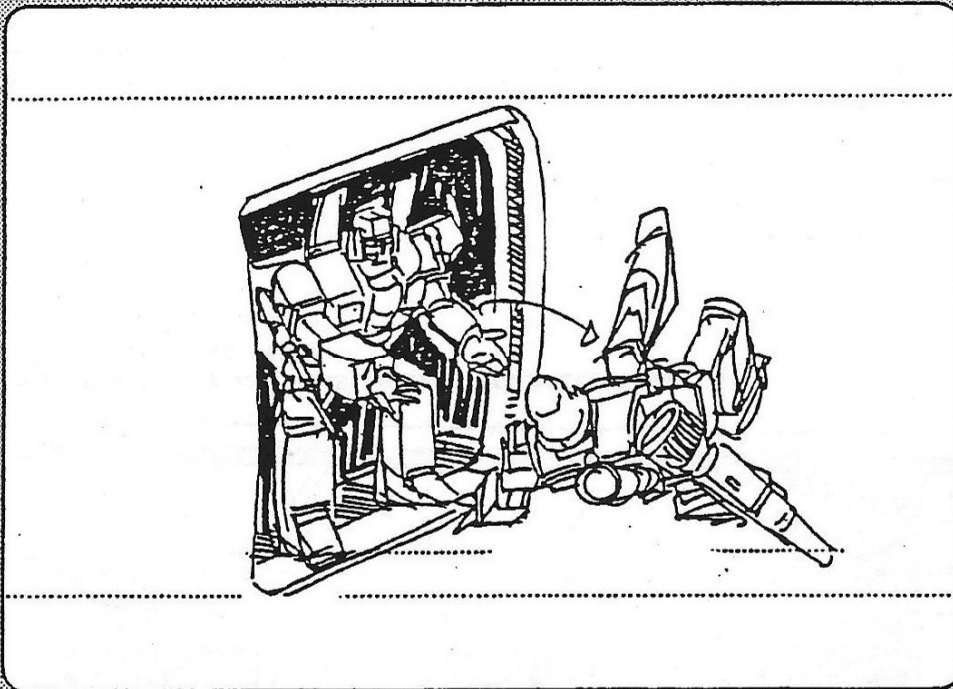
FROM CAMERA 1 to Beast Hunters and Beyond!!!!

ACTION M.L.S. STARSCREAM AND MEGATRON. STARSCREAM HOLDS MEGATRON OUT OVER THE SIDE OF THE SHUTTLE...

DIAL STARSCREAM Wanna bet?

MUSIC/SFX

SC. 10N7 11-17



ACTION ...STARSCREAM THEN THROWS MEGATRON OUT...

DIAL MEGATRON Starscream!

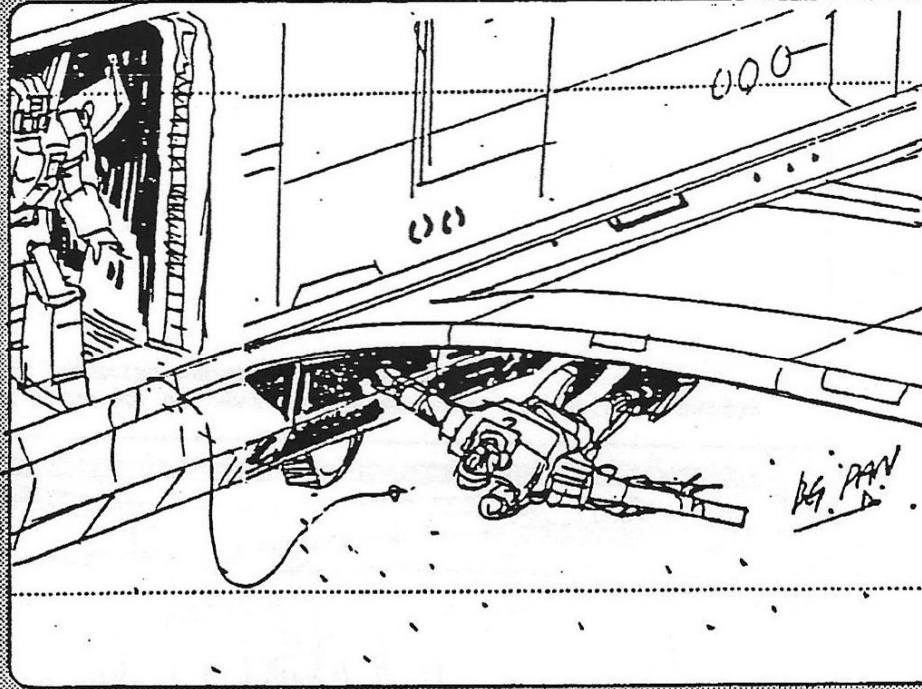
MUSIC/SFX

CAMERA

SC. CONT

SEQ. 11 Page

15



ACTION ...WE FOLLOW MEGATRON AS HE FALLS, IS SWEEPED UNDER THE SHUTTLE WING, AND...

DIAL

MUSIC/SFX

CAMERA

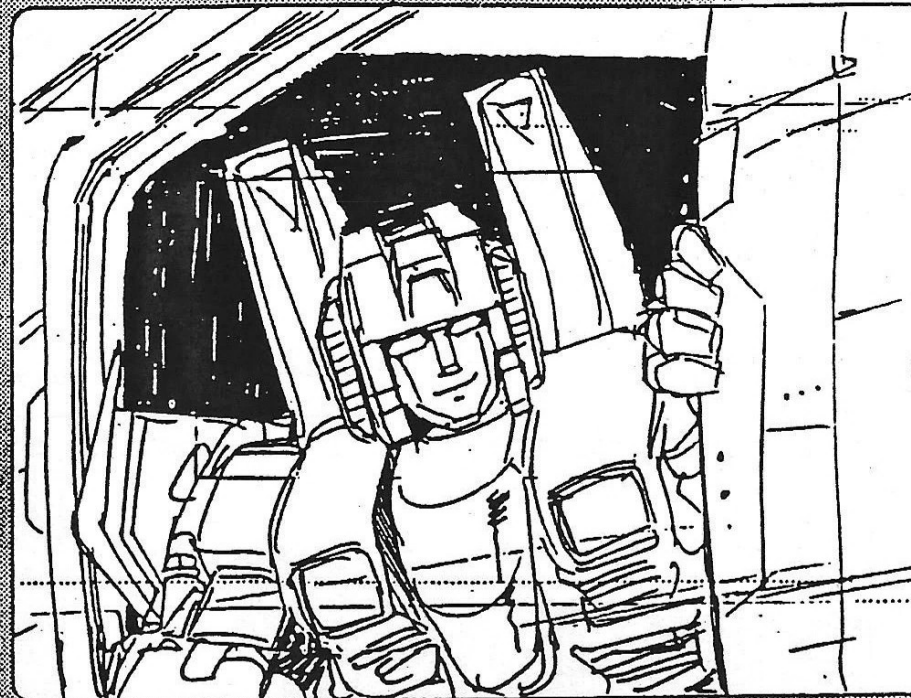
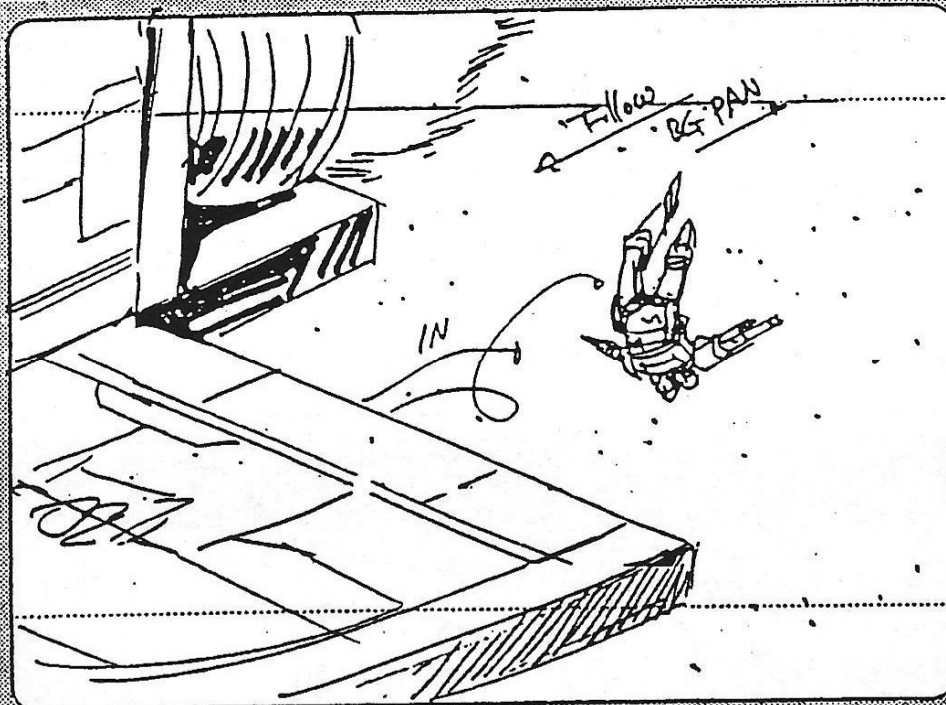


SC. CONT 11-17

SC. 11- 18

SFQ. 1 / Page

16



ACTION ...TUMBLES THROUGH SPACE BEHIND THE SHUTTLE.

DIAL

MUSIC/SFX

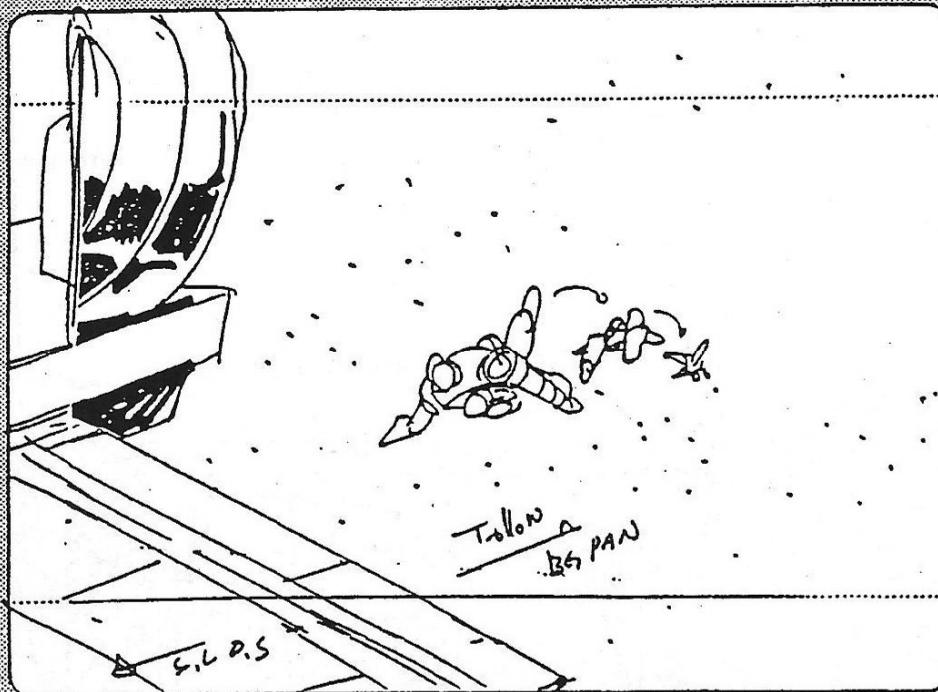
ACTION M.C.U. STARScream. HE SMILES AS HE WATCHES MEGATRON (O.S.)  
TUMBLE OFF THROUGH SPACE.

DIAL

MUSIC/SFX



SC. 11-19



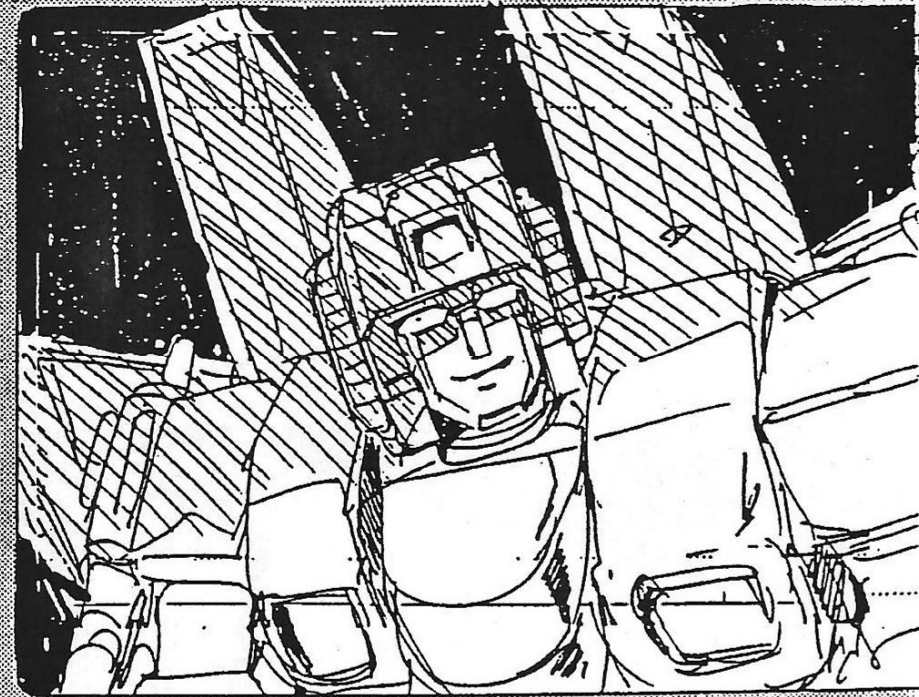
ACTION X.L.S. MEGATRON AS HE RECEDES INTO SPACE BEHIND THE SHUTTLE.

DIAL

MUSIC/SFX

CAMERA

SC. 11-20



ACTION M.C.U. STARScream. HE CONTINUES TO WATCH MEGATRON (O.S.) A

DIAL

MUSIC/SFX

CAMERA

SC. CONT 11-20



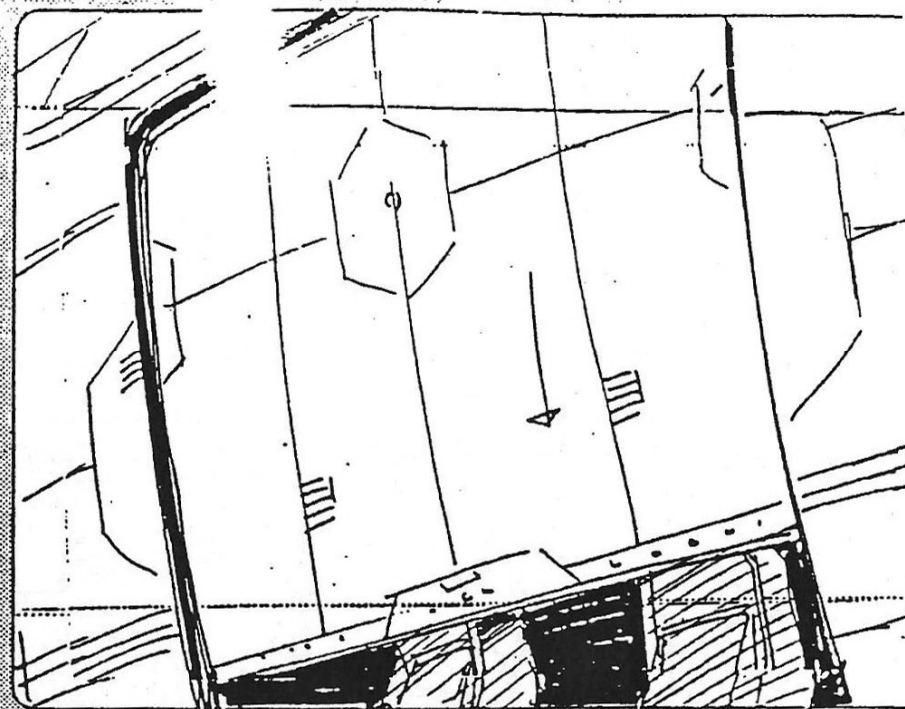
ACTION ...THE DOOR OF THE SHUTTLE CLOSES DOWN...

DIAL

MUSIC/SFX

SC. CONT

SEQ. // Page

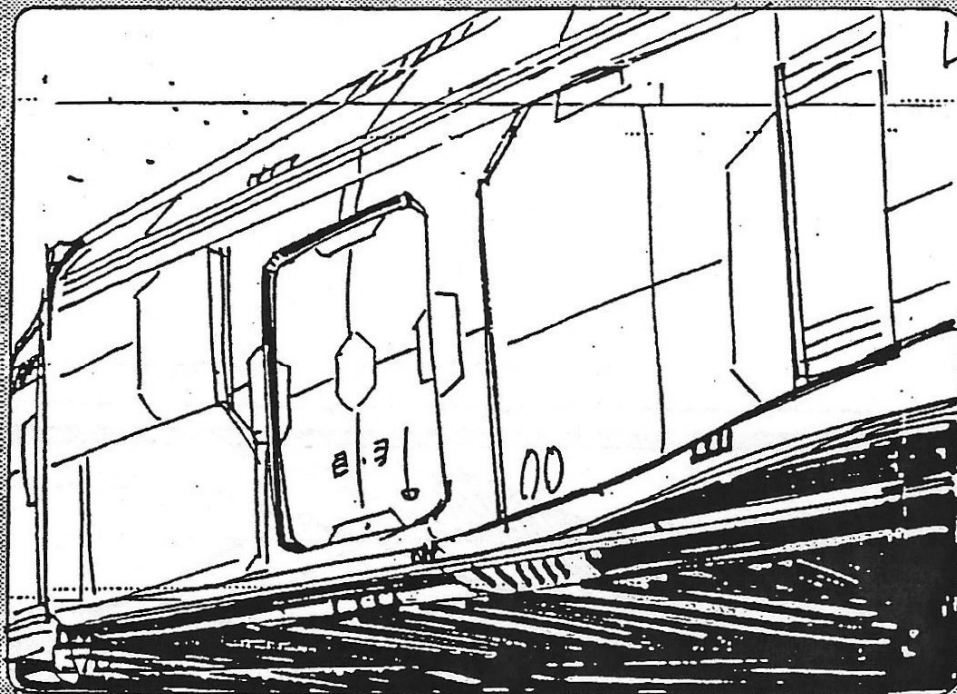


ACTION ...IN FRONT OF HIM AND...

DIAL

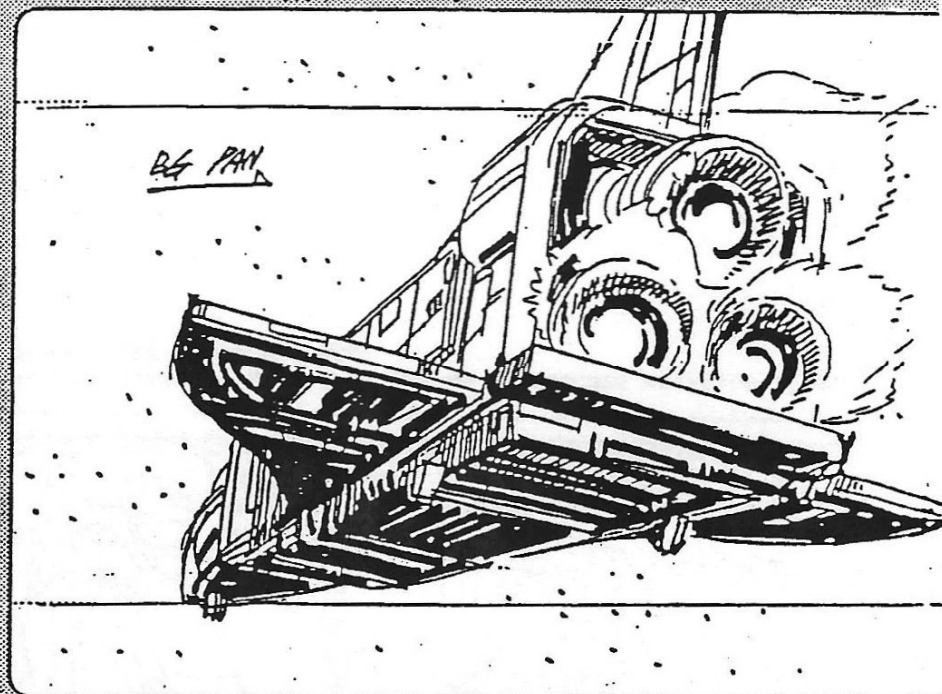
MUSIC/SFX

SC. 10/11-20



SC. 10/11

SEQ. 11 Page 1



ACTION

...THE SPACE SHUTTLE MOVES AWAY...

DIAL

MUSIC/SFX

CAMERA

ACTION

...CONTINUING ON ITS JOURNEY...

DIAL

MUSIC/SFX

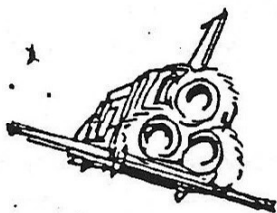
CAMERA

SC. CONT 11-20

SC.

SEQ. 11 Page

20



NO PAGE 21

ACTION

...INTO DEEP SPACE.

DIAL

MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

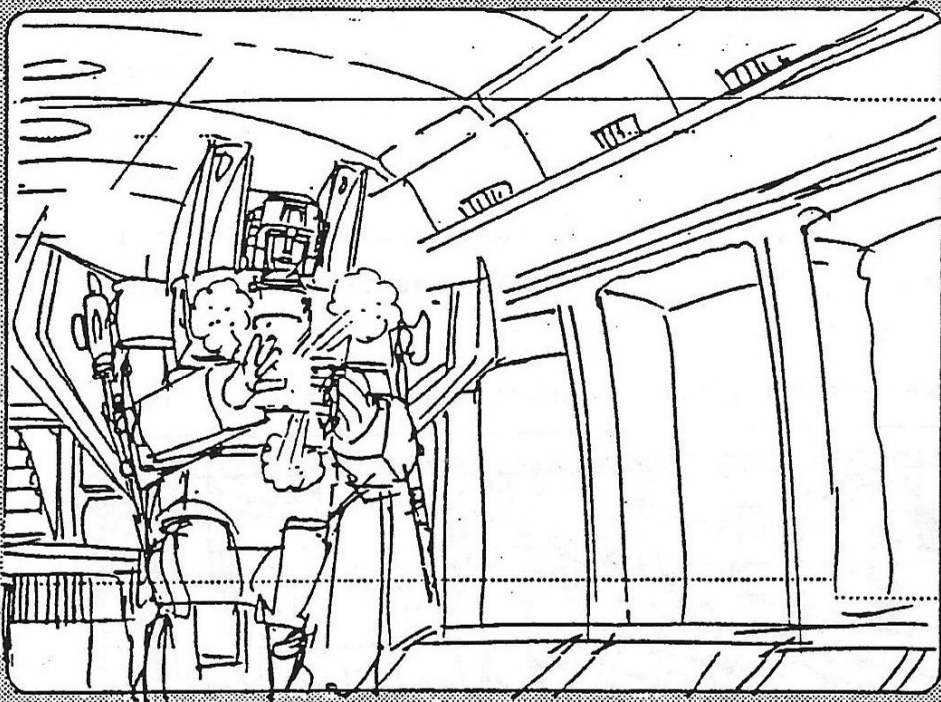
DIAL

MUSIC/SFX

CAMERA

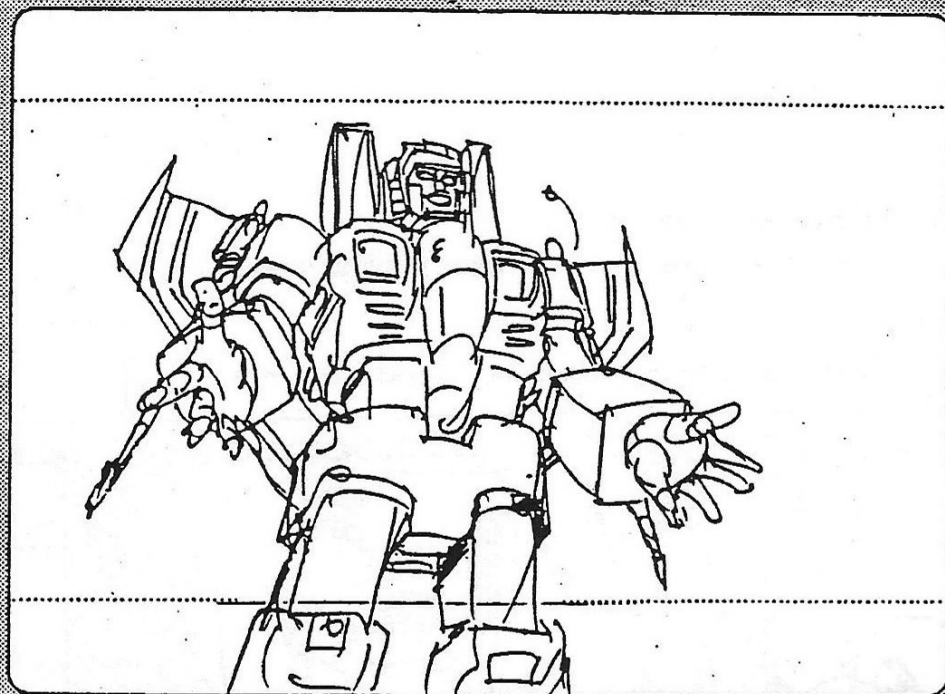


SC. 11-22



SC. CONT

SEQ. 11 Page 22



NO PAGE 21

ACTION M.L.S. STARScream. HE WALKS FORWARD AND...

DIAL

MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

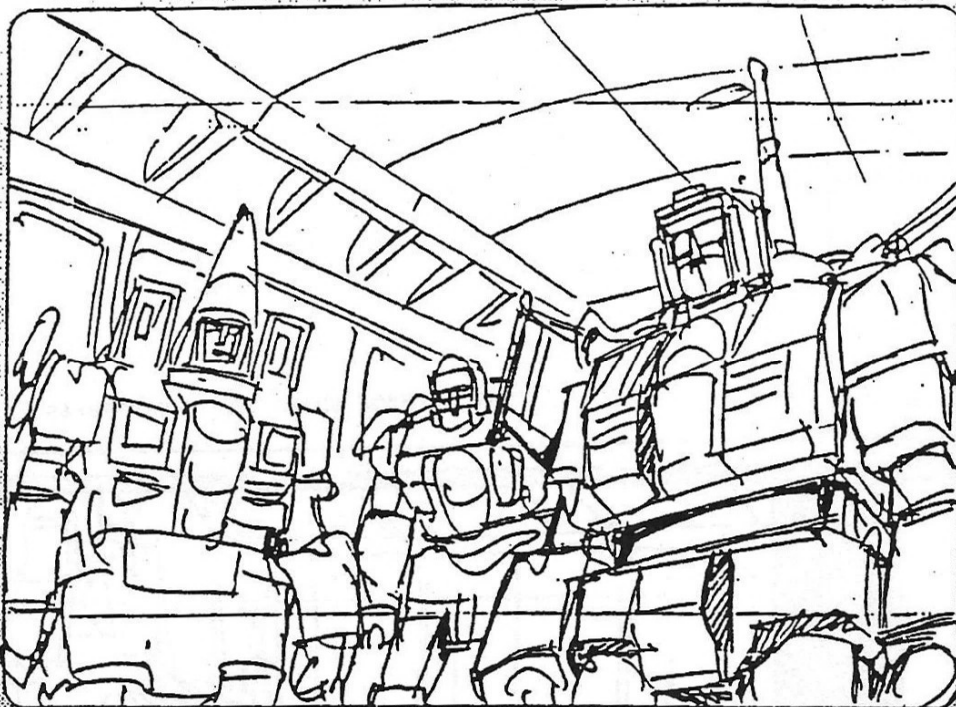
ACTION ...STOPS. HE GESTURES TO THE OTHER O.S. DECEPTICONS.

DIAL STARScream Well, as Megatron has, ...

MUSIC/SFX

CAMERA

SC. 11 - 23A



ACTION M.L.S. RAMJET, BLITZWING, ANGRILY LISTEN TO STARSCREAM.

DIAL STARSCREAM (CONT) (VO) ... how shall we  
say - departed.

MUSIC/SFX

**T-FRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 11 - 23

SEQ 11 Page 2

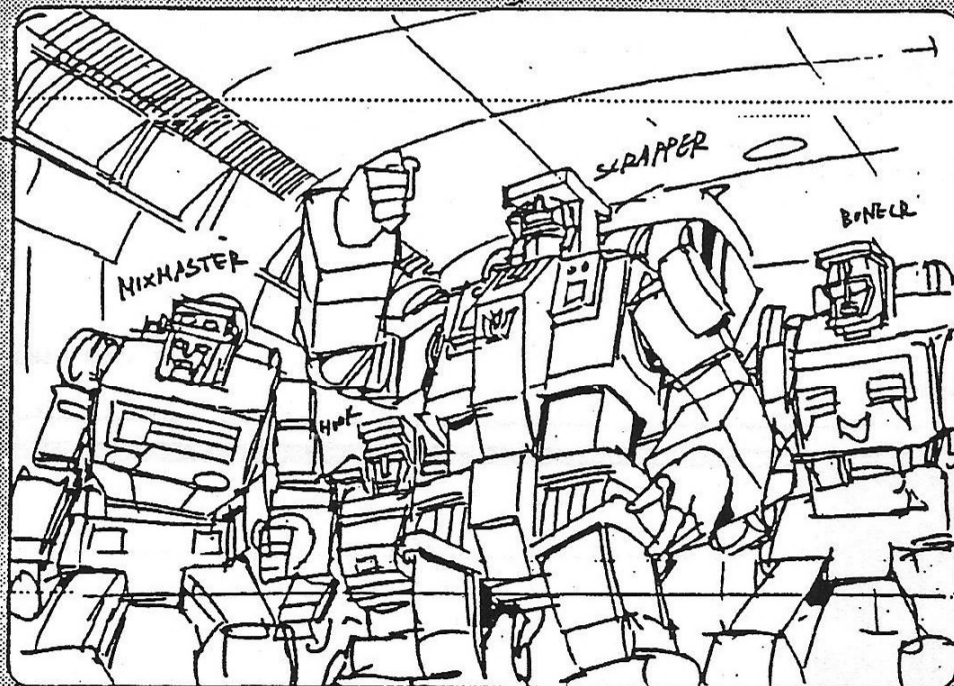


ACTION M.S. STARSCREAM. HE CONTINUES SPEAKING AND MOTIONS TO HIMSELF

DIAL STARSCREAM (CONT) I nominate myself  
as the new leader.

MUSIC/SFX

SC. 11 - 24



ACTION M.L.S. SCRAPPER STEPS FORWARD. FOLLOWED BY MIXMASTER, BONECRUSHER THEN HOOK.

DIAL SCRAPPER

The Constructicons-form Devastator, the most powerful robot. We should rule.

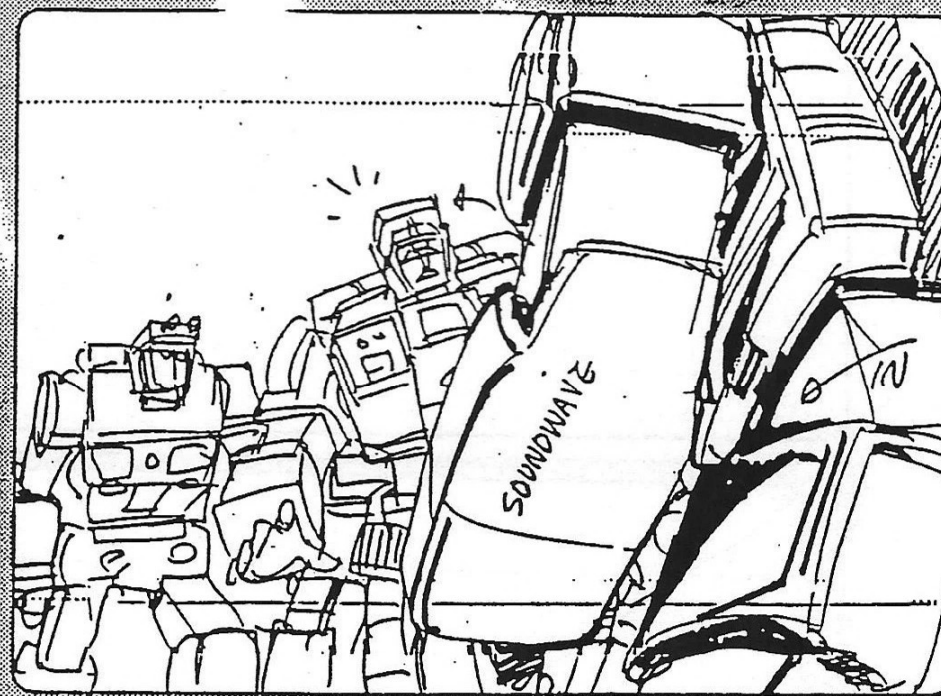
MUSIC/SFX

CAMERA

SC. CONT

SEQ. 11 Page

24



ACTION ...SOUNDWAVE ENTERS THE SCENE. HE MOVES IN TOWARD SCRAPPER WHO REACTS.

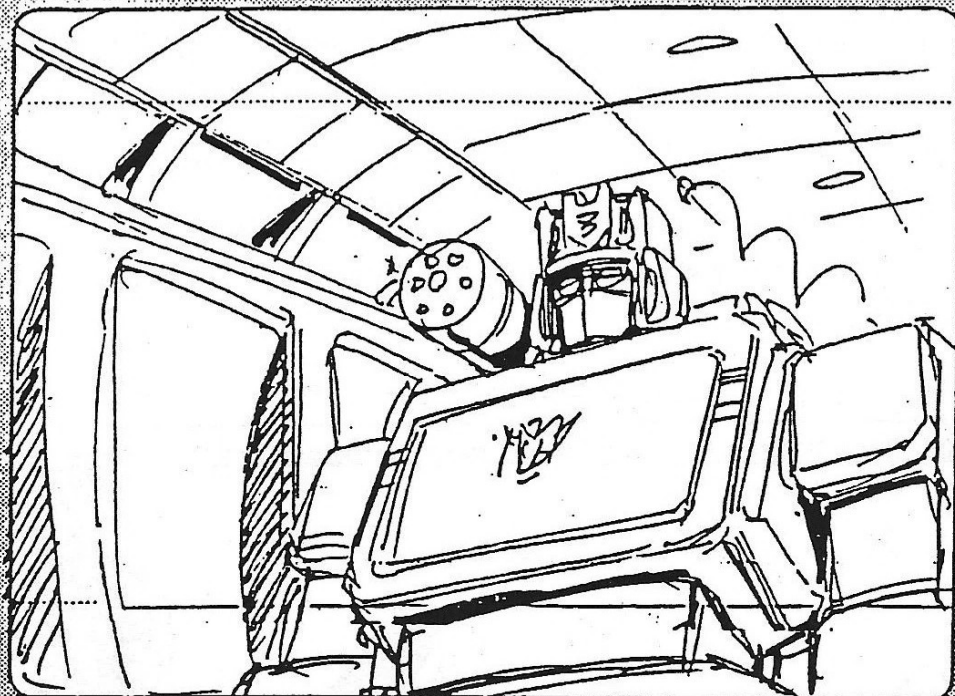
DIAL SOUNDWAVE Soundwave superior...

MUSIC/SFX

CAMERA

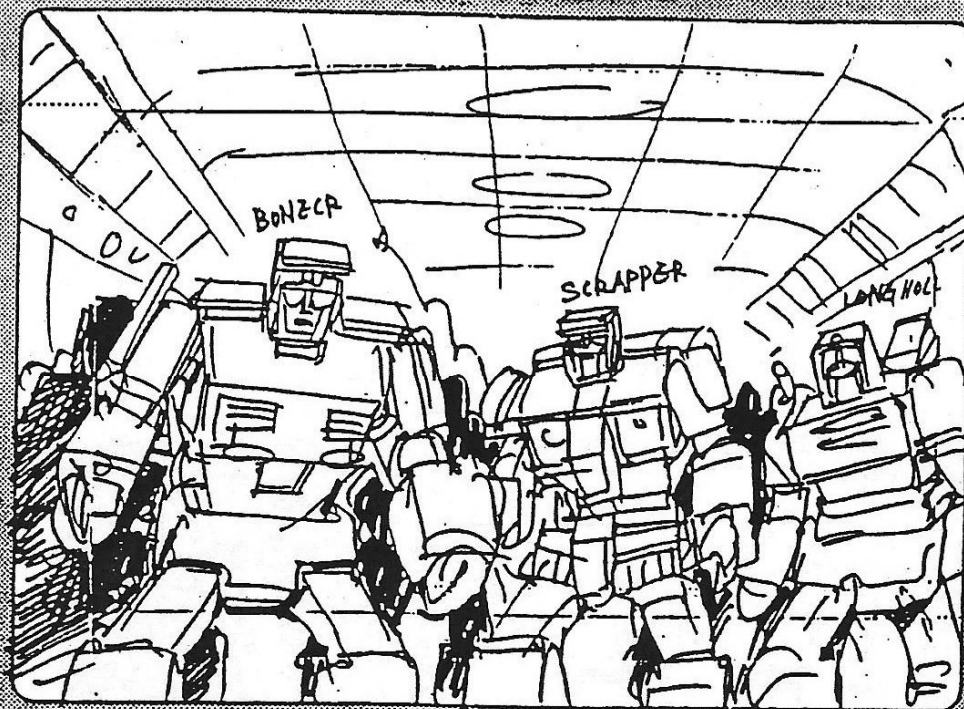


SC. 11-25



SC. 11-26

SEQ. 11 Page 26



ACTION M.S. SOUNDWAVE. HE WALKS FORWARD AND STOPS.

DIAL SOUNDWAVE (CONT) ...Constructicons inferior.

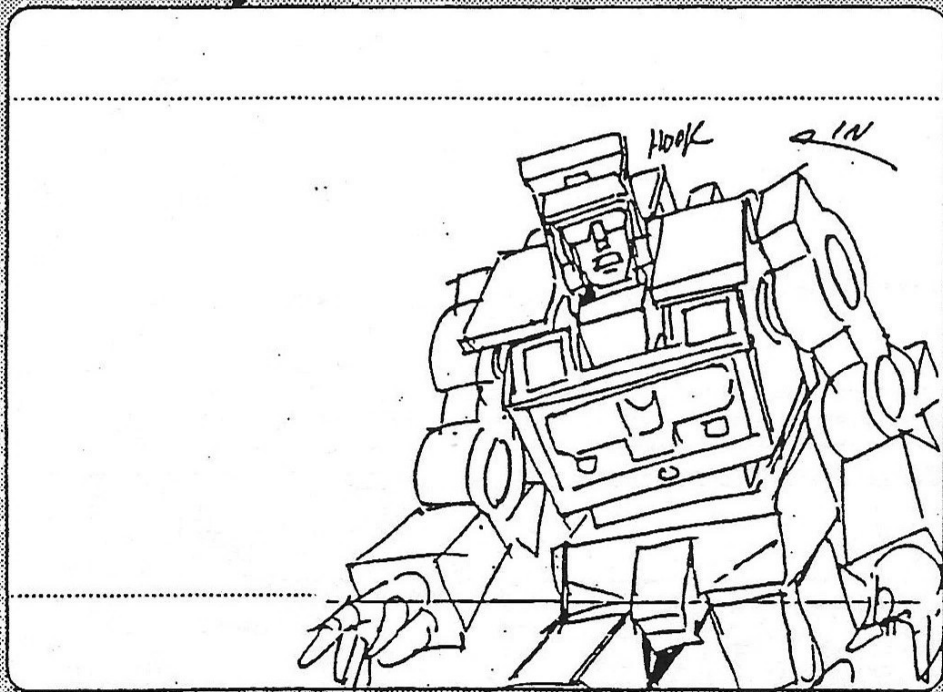
ACTION M.L.S. BONECRUSHER, SCRAPER, LONGHAUL. BONECRUSHER MOVES FORWARD AHEAD OF SCRAPER.

DIAL BONECRUSHER Who are you calling inferior?

MUSIC/SFX



SC. CONT 11-26



ACTION HOOK MOVING IN FROM THE SIDE. HE STEPS FORWARD IN FRONT OF...

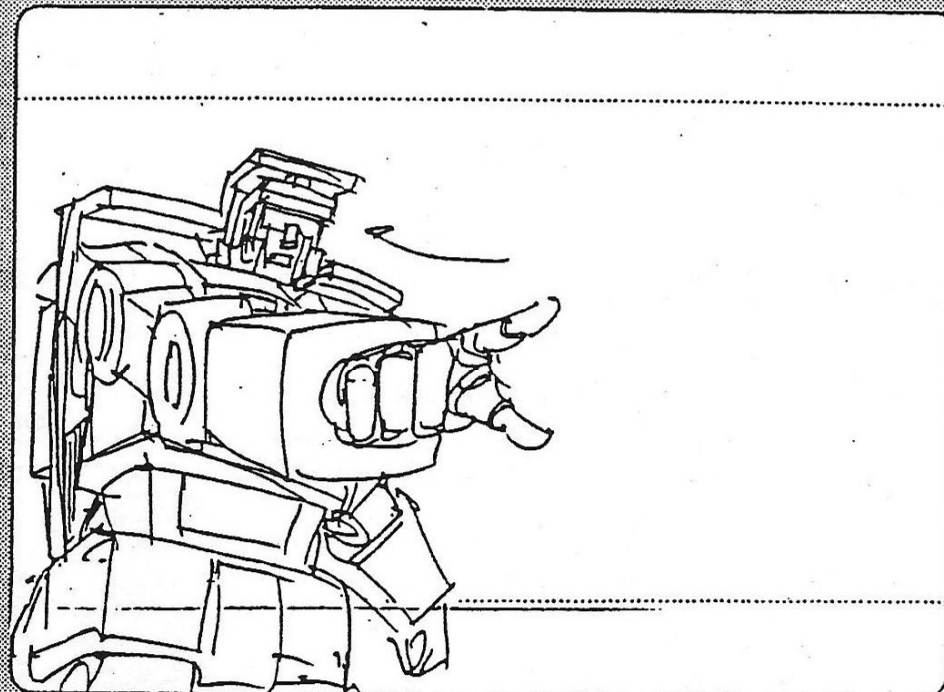
DIAL HOOK Nobody would follow an

MUSIC/SFX

CAMERA  
**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

SC. 11 Page 26



ACTION ...BONECRUSHER AND GESTURES AT SOUNDWAVE (O.S.)

DIAL HOOK (CONT) uncharismatic bore like you.

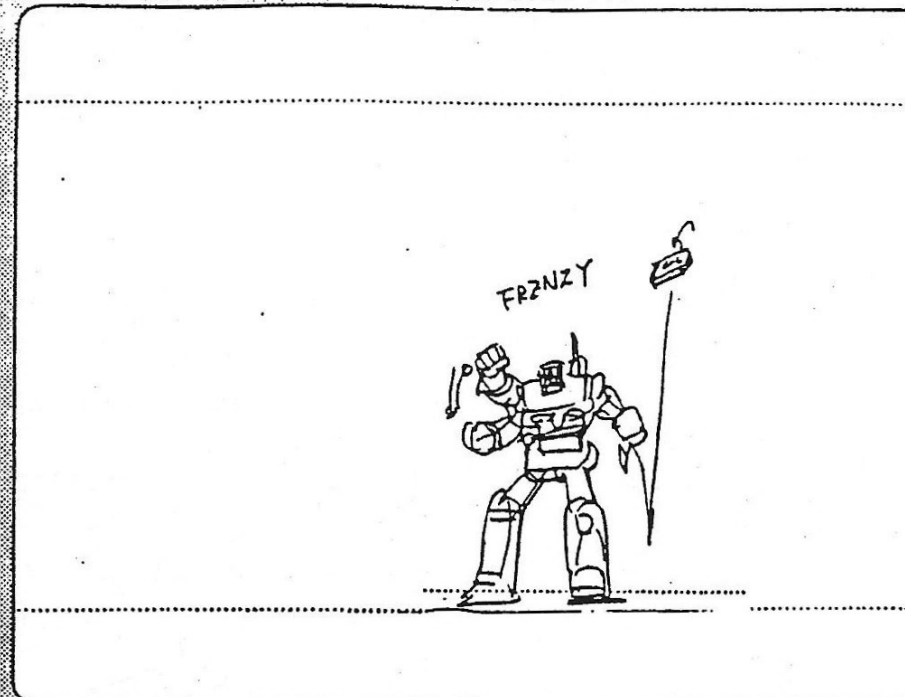
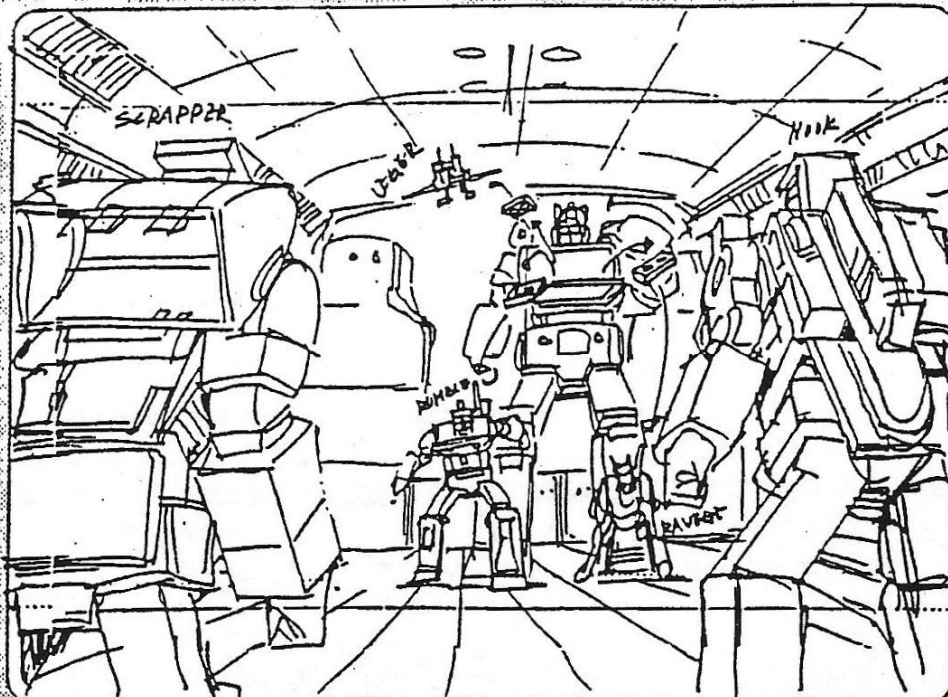
MUSIC/SFX

CAMERA

SC. 11 - 27

SC. CONT

SEQ. 11 Page 7



ACTION L.S. SCRAPPER, SOUNDWAVE, HOOK. SOUNDWAVE'S CHEST OPENS AND OUT POP HIS CASSETTES WHO TRANSFORM INTO RAVAGE, LAZERBEAK, RUMBLE AND...

DIAL RUMBLE Hey, nobody calls Soundwave uncrazmatic.

MUSIC/SFX

CAMERA

ACTION ...FRENZY WHO MOTIONS VIOLENTLY AT THE CONSTRUCTICONS.

DIAL FRENZY Yeah! Let's kick tailgate.

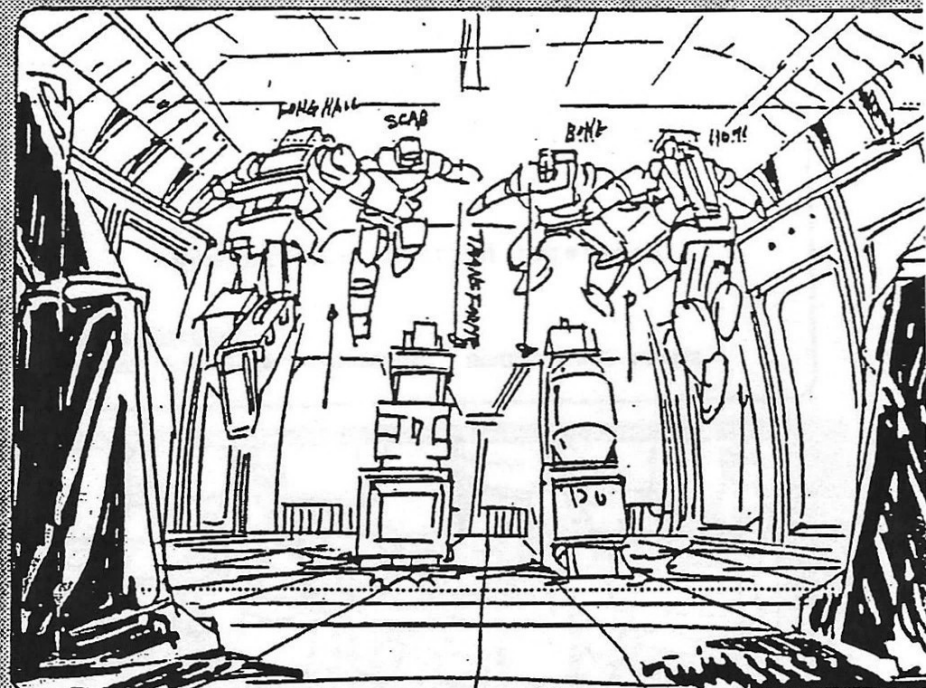
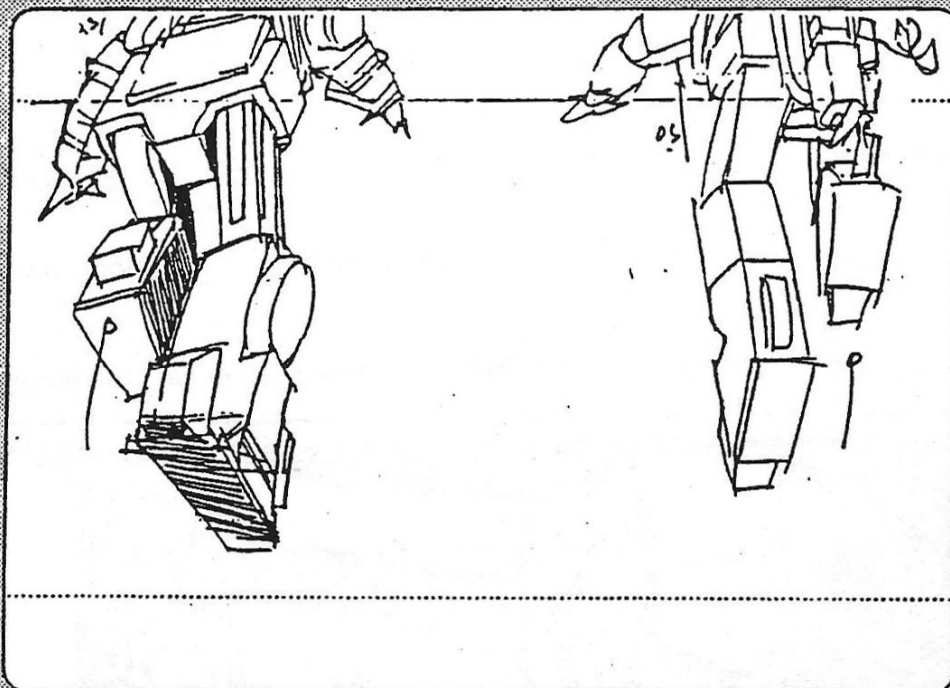
MUSIC/SFX

CAMERA

SC. CONT-11-27

SC. 11-28

SEQ. 11 Page



ACTION ...WHO LEAP UP INTO THE AIR!

DIAL HOOK (V.O.) Constructicons, unite!

MUSIC/SFX

CAMERA

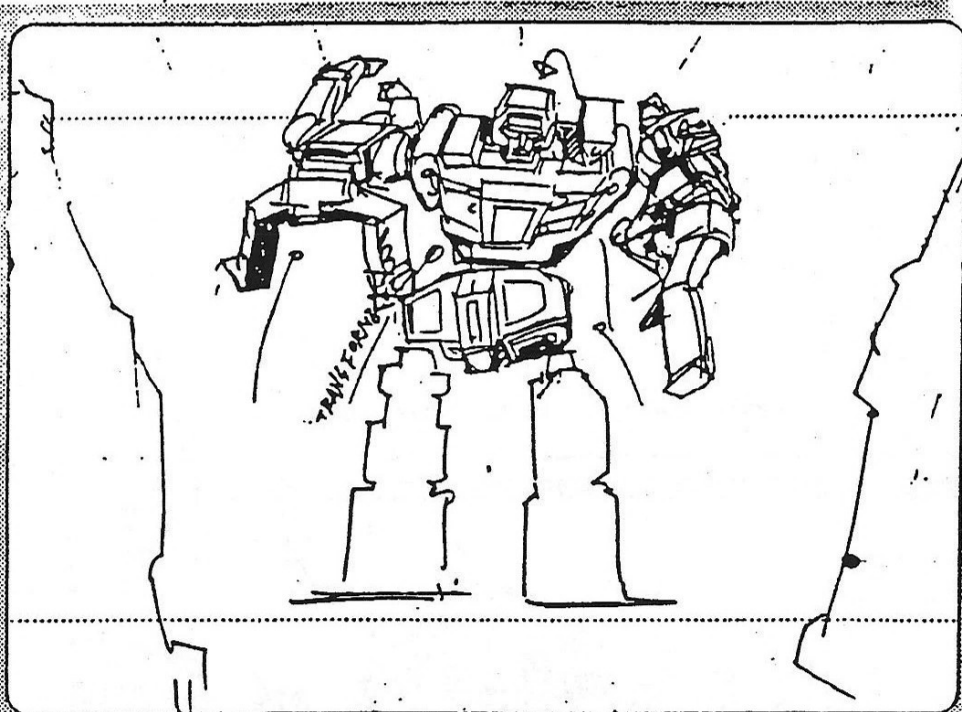
ACTION L.S. THE CONSTRUCTICONS MAKE AN ATTEMPT TO JOIN TOGETHER...

DIAL

MUSIC/SFX

CAMERA

SC. cont 11-28



SC. 11-2

SEQ. 11 Page 28



TION ...TO FORM DEVASTATOR!

AL

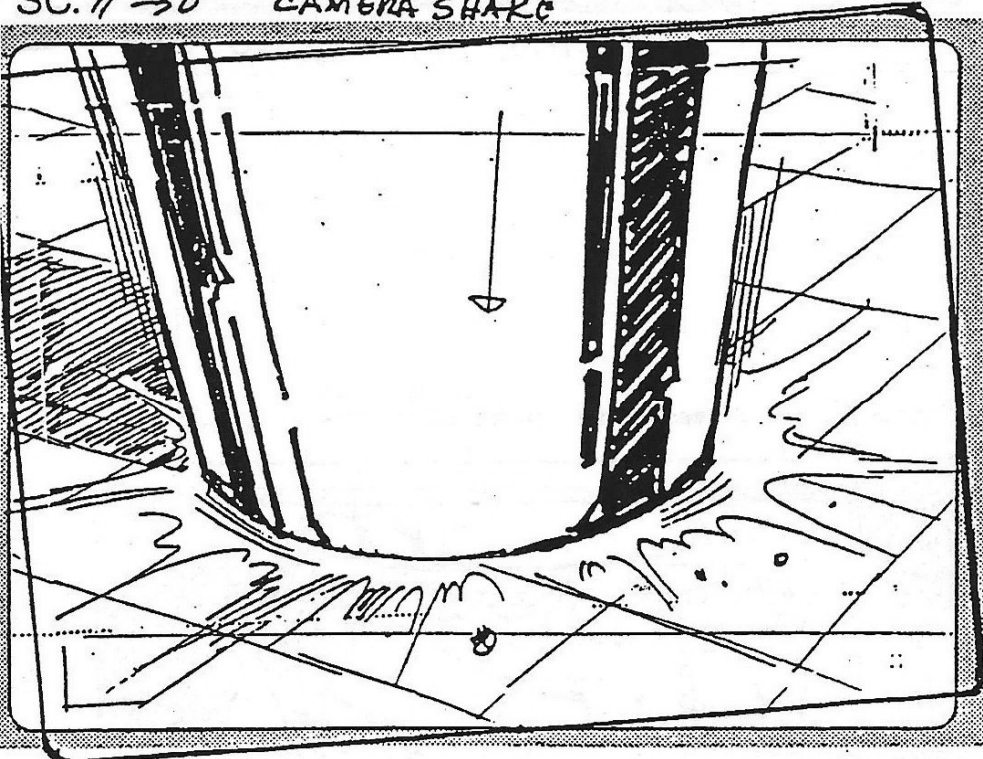
ACTION L.S. RUMBLE, FRENZY AND SOUNDWAVE. RUMBLE AND FRENZY TRANSFORM THEIR ARMS INTO PILEDRIVERS AND START POUNDING AWAY!

DIAL. RUMBLE/FRENZY No way!

MUSIC/SFX



SC. 11-30 CAMERA SHAKE



ACTION X.C.U. ONE OF THE PILEDRIVERS HITS THE FLOOR, SHAKING ASTROTRAIN VIOLENTLY.

AL

MUSIC/SFX



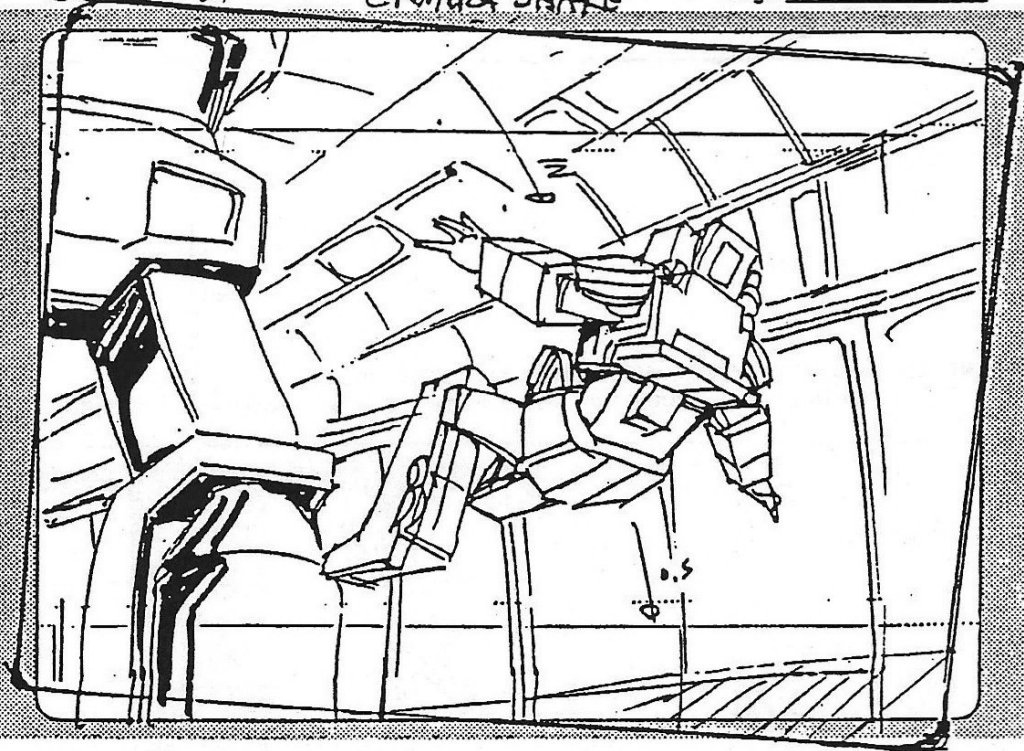
SC. 11-31

CAMERA SHAKE

SEP. 11

Page

30



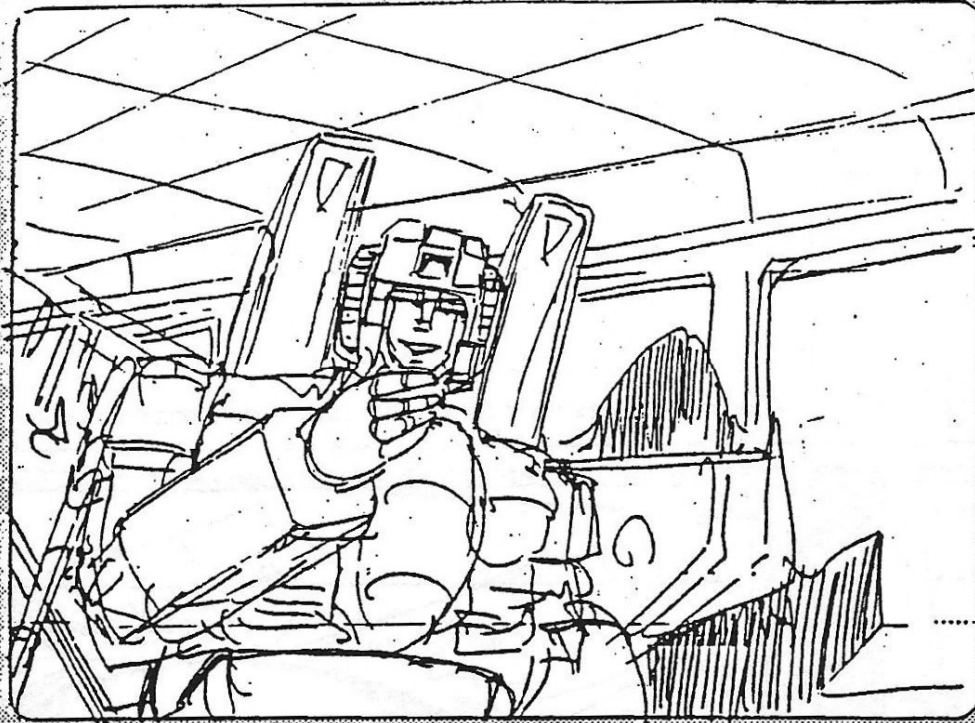
ACTION M.L.S. HOOK AS HE FALLS THROUGH THE SCENE TOWARD THE (O.S.) FLOOR.

DIAL

MUSIC/SFX

CAMERA

SC. 11-31A



ACTION

M.S. STARScream. HE LAUGHS AT THE FIGHTING AMONG THE OTHER DECEPTICONS.

DIAL

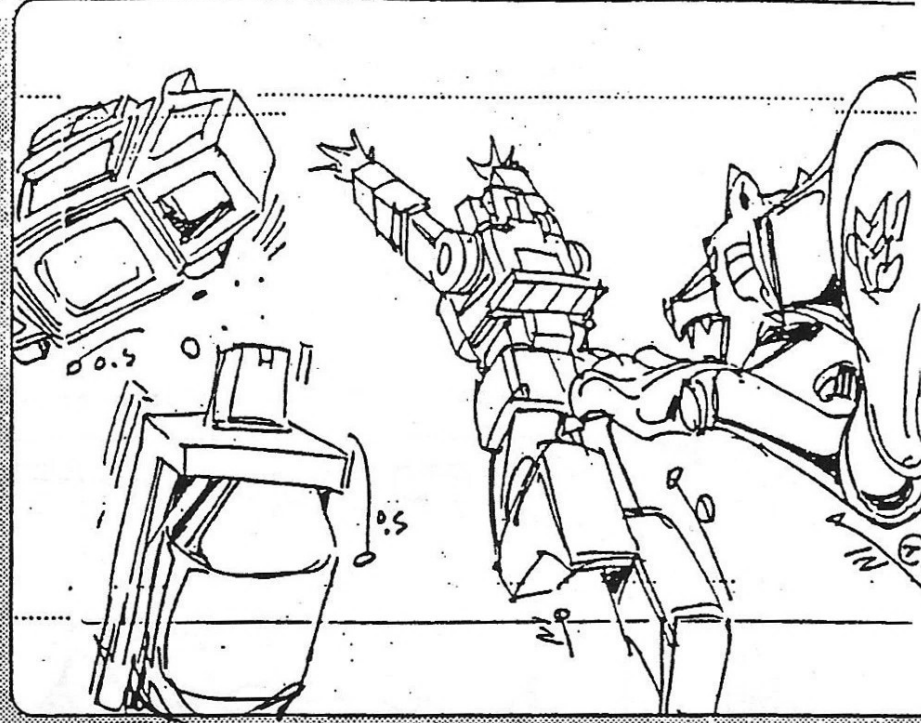
MUSIC/SFX

**T-FRAW**

From Generation 1 to Beast Hunters and Beyond!!!!

SC. 11-31B

SC. 11-31B Page 51



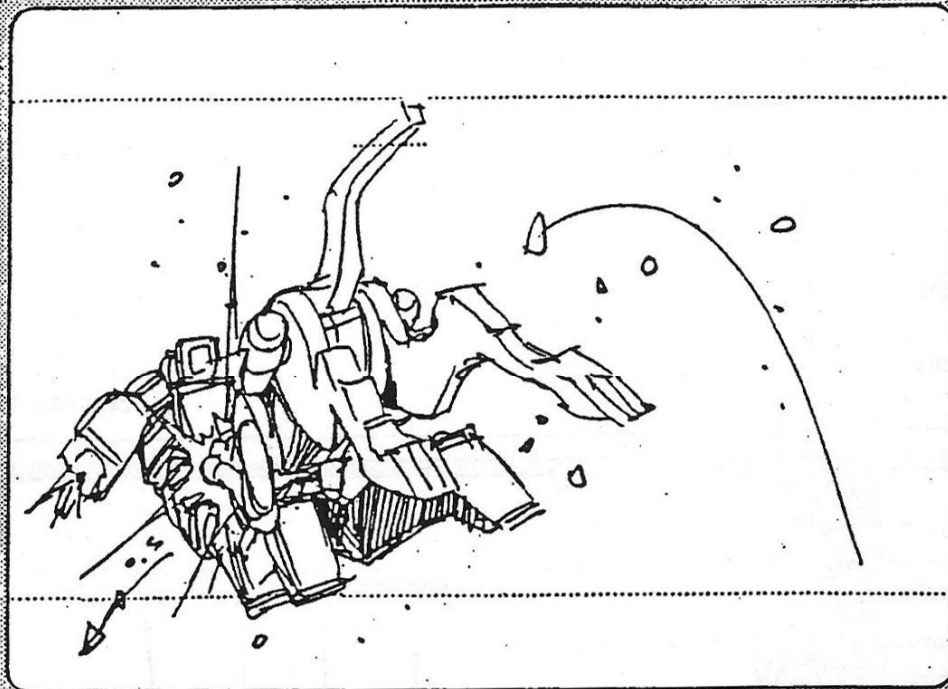
ACTION

M.L.S. MIXMASTER AND HOOK. AS MIXMASTER FALLS TO THE FLOOR, HOOK TRIES TO JUMP BACK BUT RAVAGE SPRINGS IN AND CATCHES

DIAL

MUSIC/SFX

SC. CONT. 11-31B



ACTION IN THE BACK AND KNOCKS HIM FORWARD.

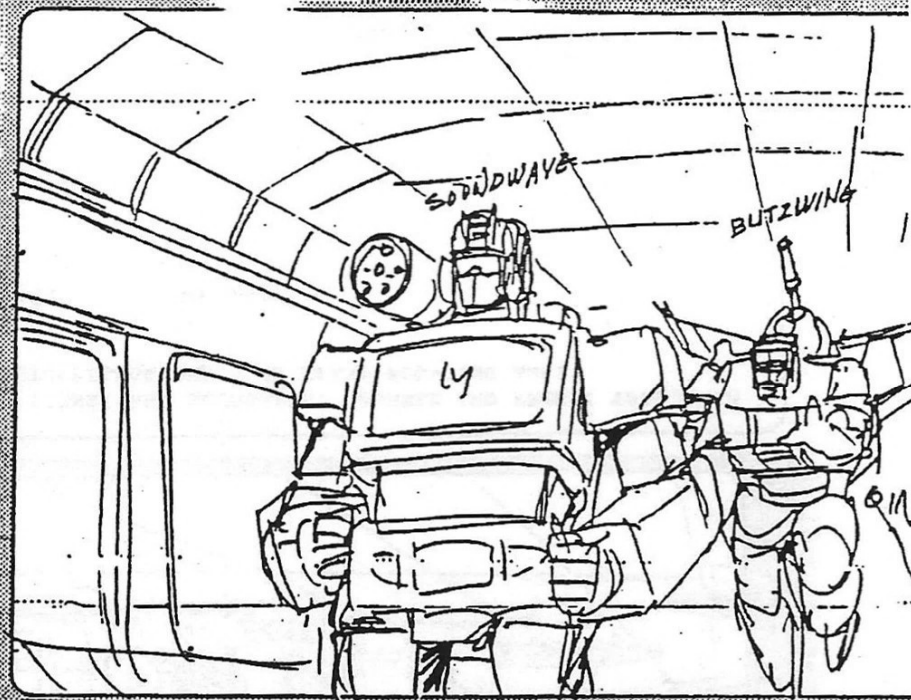
DIAL

MUSIC/SFX

CAMERA

SC. 11-3:

SEQ. 11 Page 32



ACTION M.L.S. SOUNDWAVE AND BLITZWING. SOUNDWAVE LAUGHS IN APPROX AT RAVAGE'S ACTIONS. BLITZWING MOVES IN FROM BEHIND...

DIAL

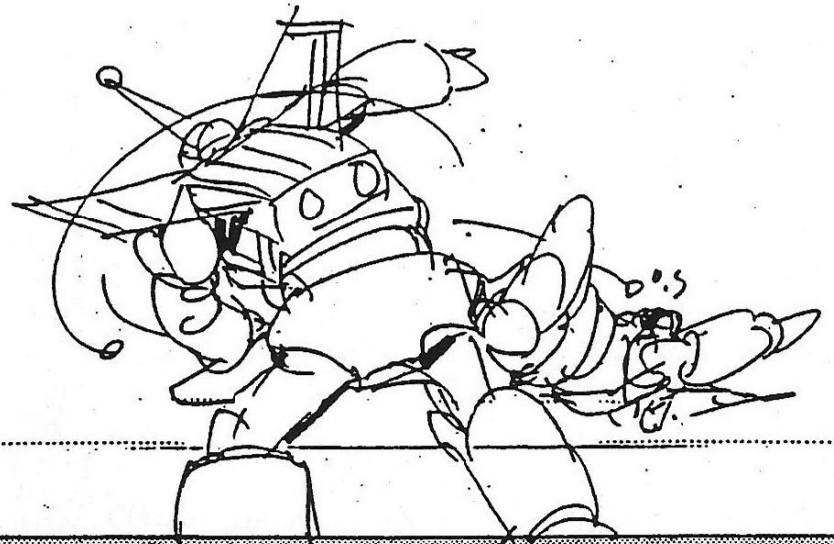
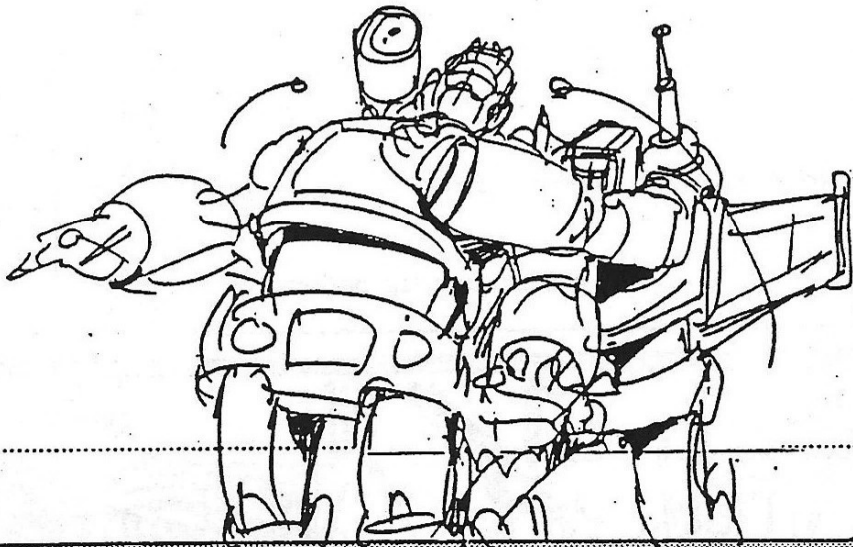
MUSIC/SFX

CAMERA

SC. 1047 11-32

SC. 1047

SEQ. 11 Page 33



TION ...GRABS SOUNDWAVE AROUND THE NECK AND...

ACTION ...FLINGS HIM TO THE FLOOR BEHIND HIM!

DIAL

MUSIC/SFX

CAMERA

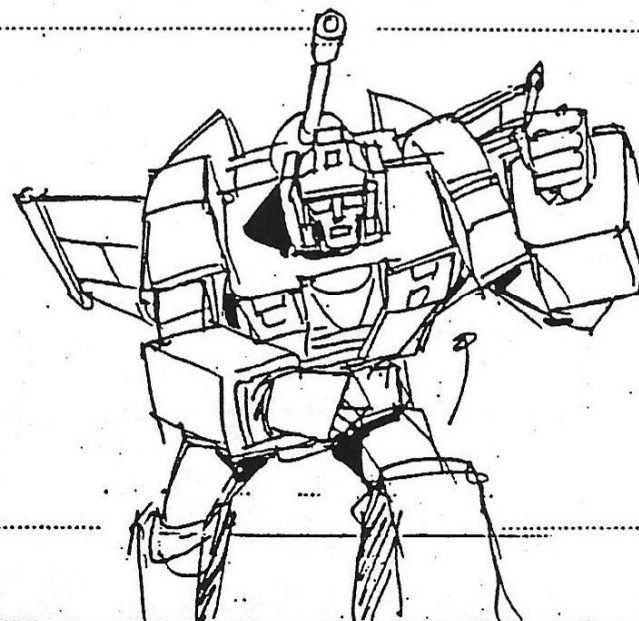
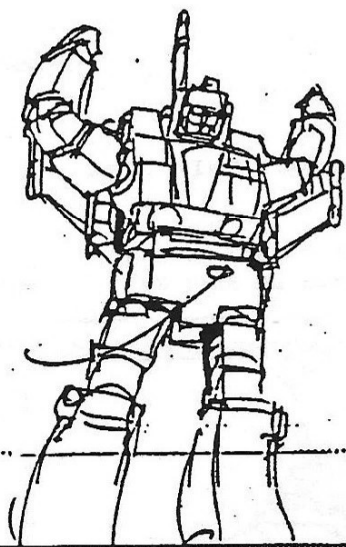


SC. CONT 11-32

SC. CONT

SEC. 11 Page

34



ACTION M.L.S. BLITZWING. HE STRAIGHTENS UP AND ANNOUNCES...

DIAL BLITZWING I am a triple changer.

MUSIC/SFX

CAMERA

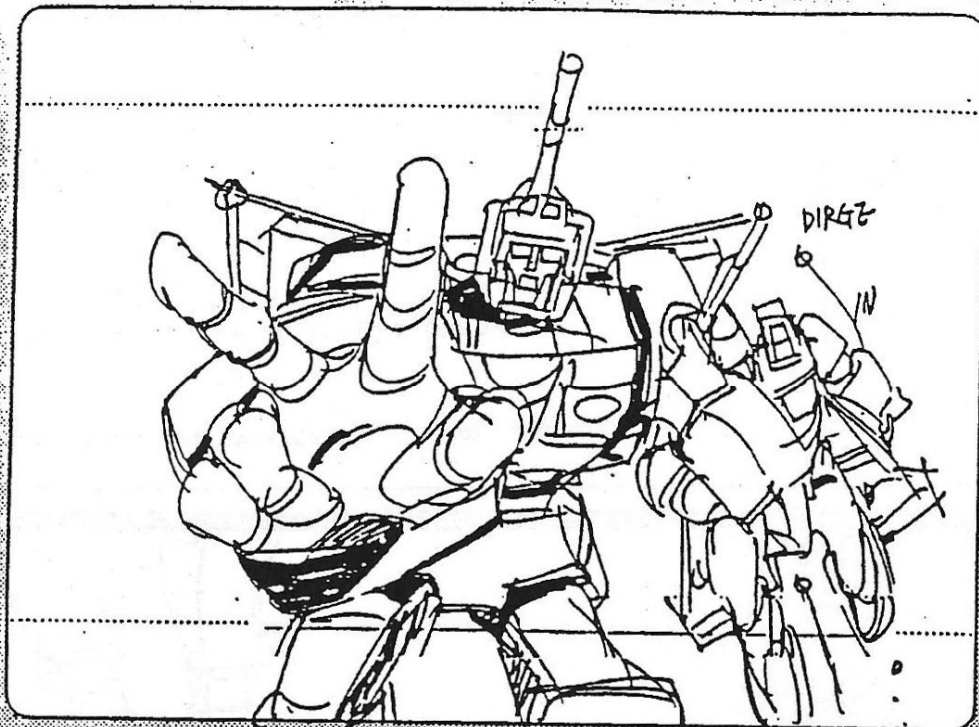
ACTION ...AS HE MOVES FORWARD THAT HE SHOULD LEAD!

DIAL BLITZWING (CONT) I am worth any ...

MUSIC/SFX

CAMERA

SC. CONT 1-32



ACTION ...HE GETS UP TOWARD THE CAMERA WITH HIS HAND. DIRGE RUSHES HIM FROM BEHIND AND...

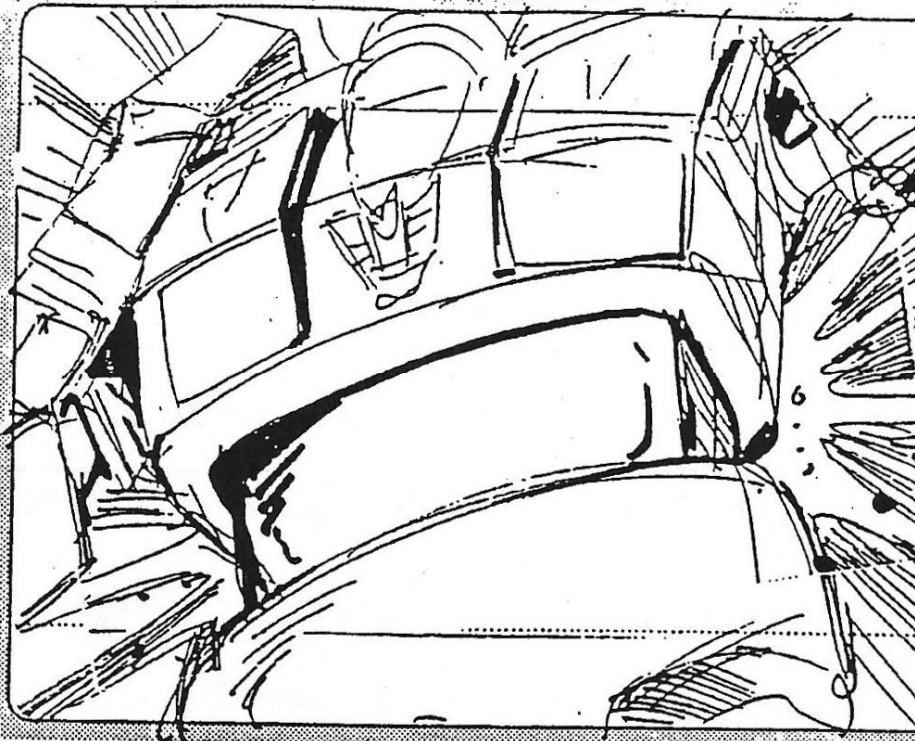
DIAL BLITZWING (CONT) ... two of you.  
I should run things.

MUSIC/SFX

TRAW

From Generation 1 to Beast Wars and Beyond!!!

SC. CONT

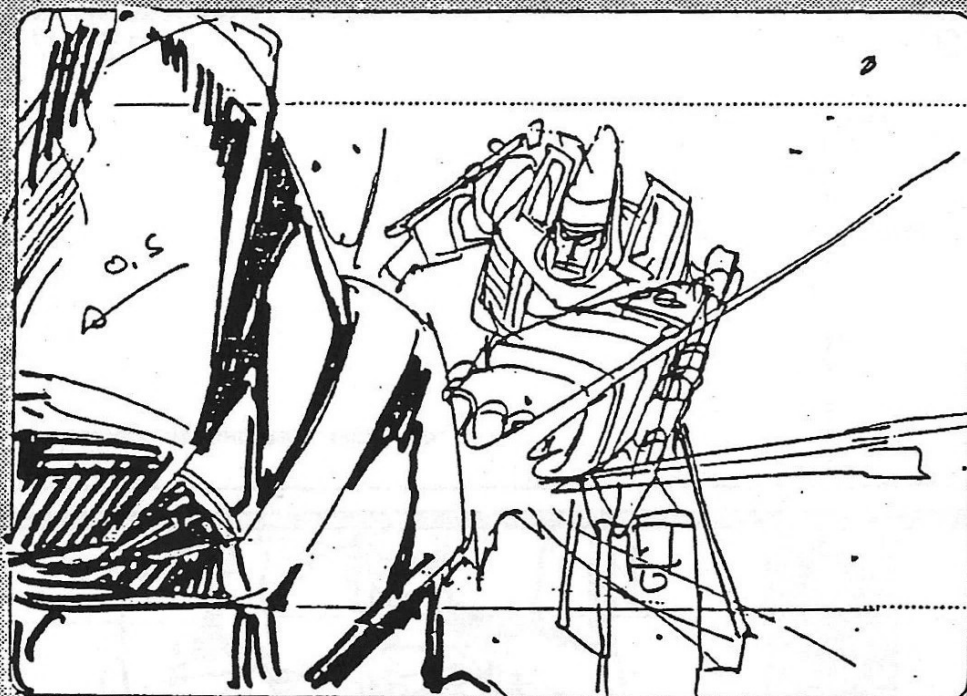


ACTION ...KNOCKS BLITZWING IN THE BACK...

DIAL

MUSIC/SFX

SC. CONT 11-32



ACTION ...SENDING HIM FLYING O.S.I

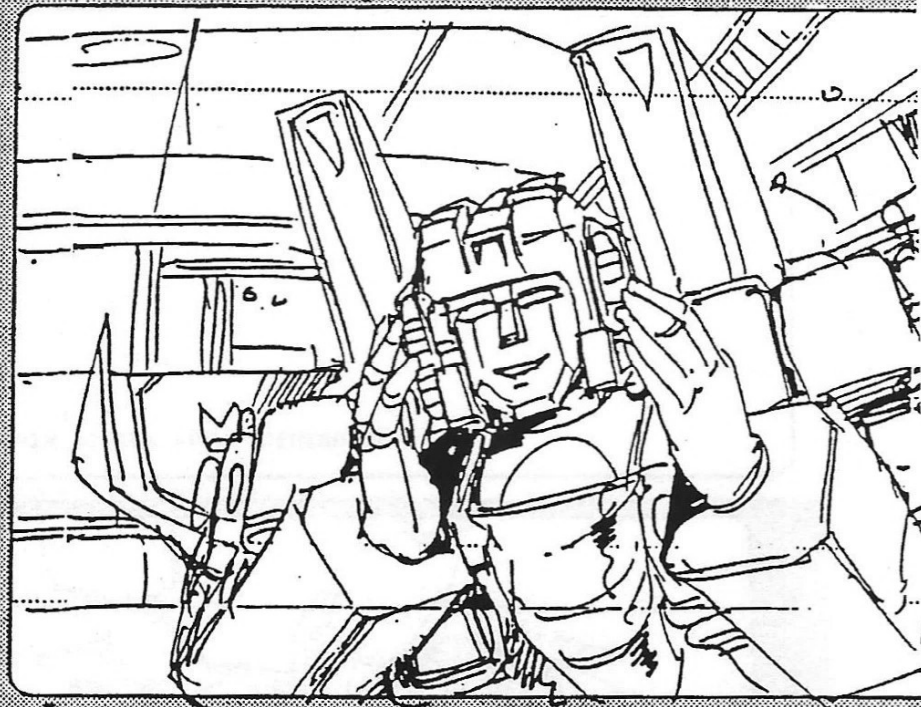
DIAL DIRGE Death comes to anyone who crosses me.

MUSIC/SFX

CAMERA

SC. 11-33

SEQ. 11 Page 36



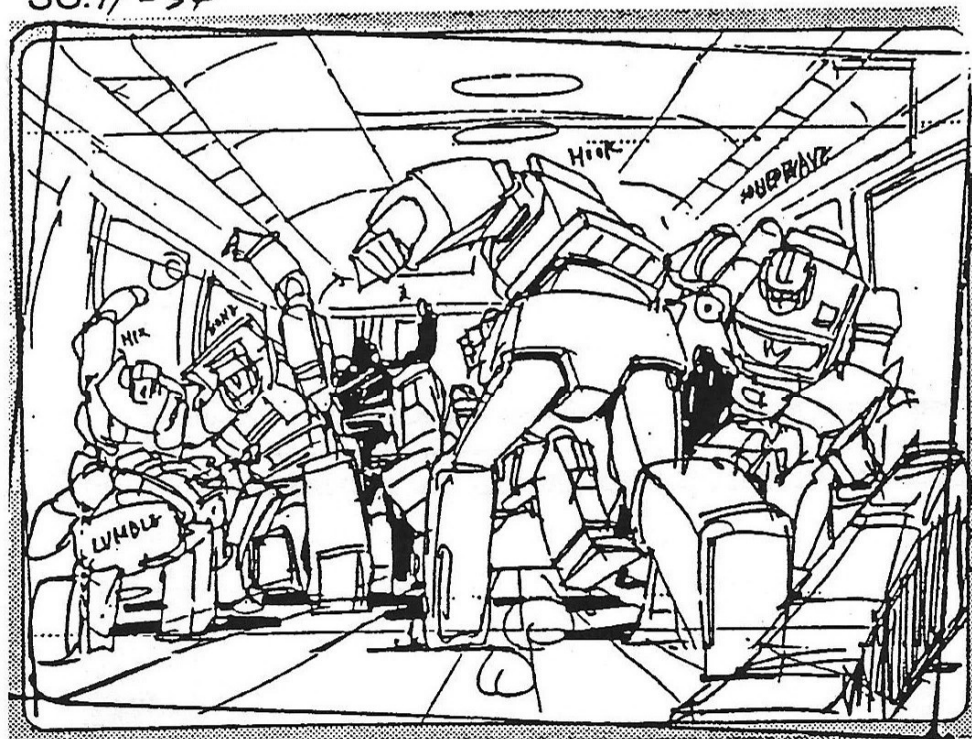
ACTION M.C.U. STARScream. HE IS ENJOYING THE UPROAR!

DIAL

MUSIC/SFX

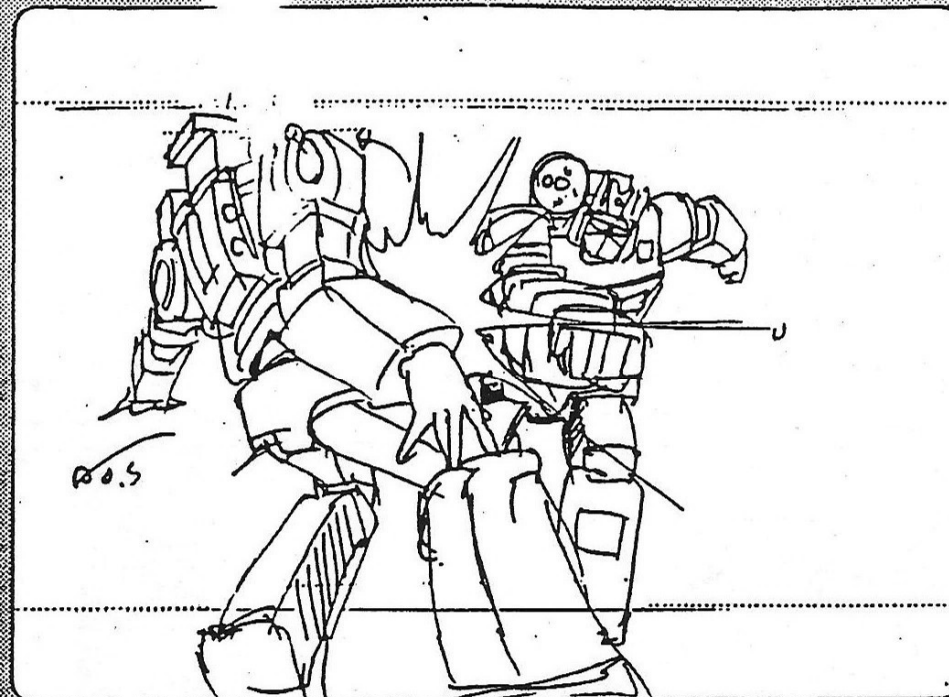
CAMERA

SC. 11 - 34



SC. CONT

SEQ. 11 Page 37



ACTION L.S. ALL THE DECEPTICONS JOIN IN AND START FIGHTING...

AL

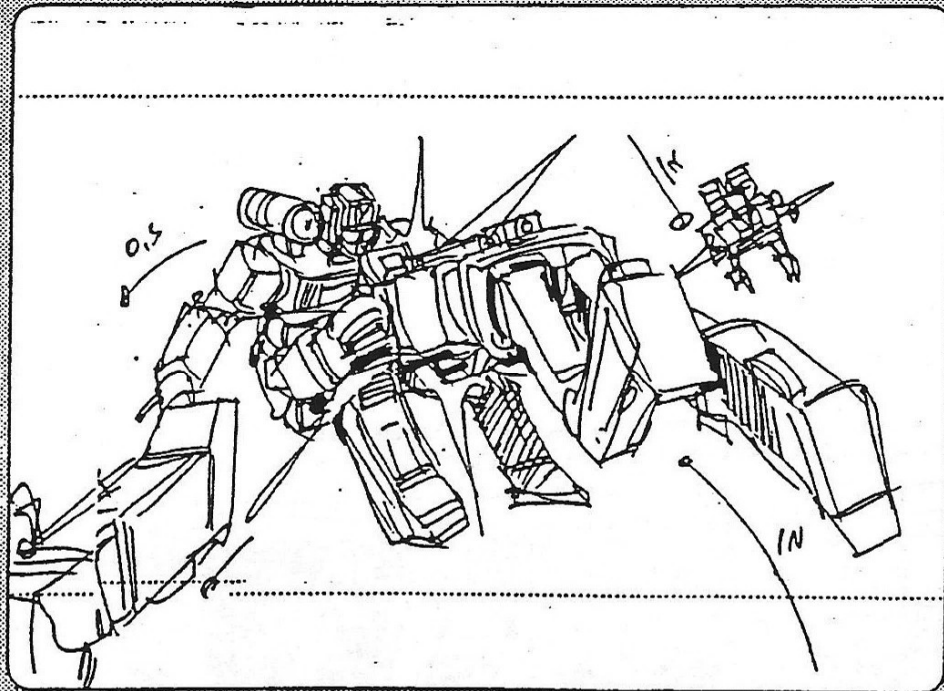
ACTION ...SOUNDWAVE, SOCKS HOOK ON THE CHIN AS...

DIAL

MUSIC/SFX

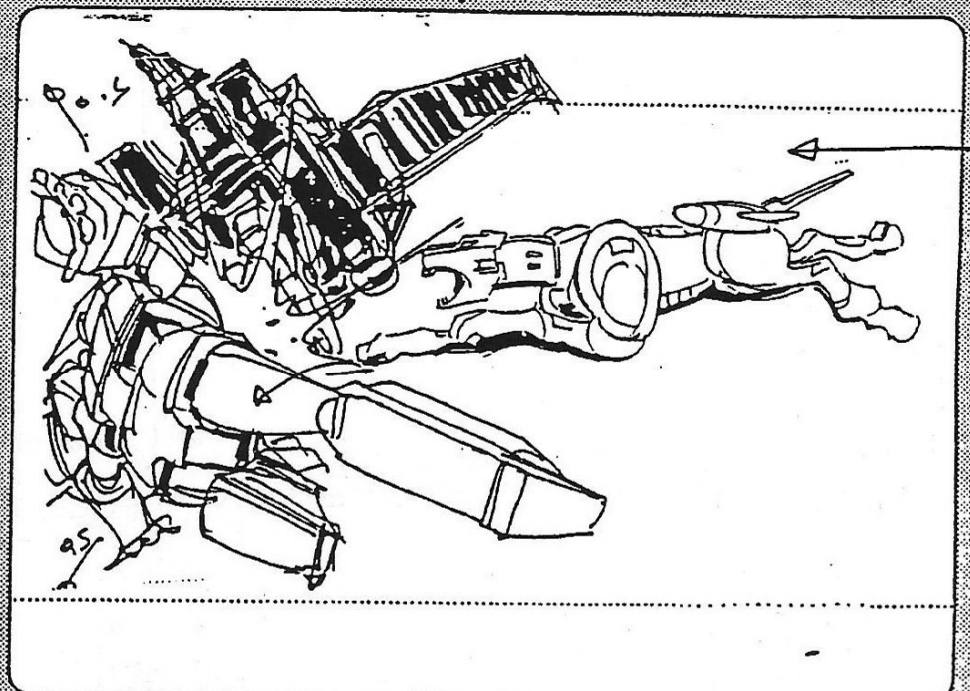


SC. CONT 11-34



SC. CONT 7

SEQ. 11 Page 38



ACTION ...BLITZWING JUMPS IN AND TACKLES SOUNDWAVE, BUT...

AL

MUSIC/SFX

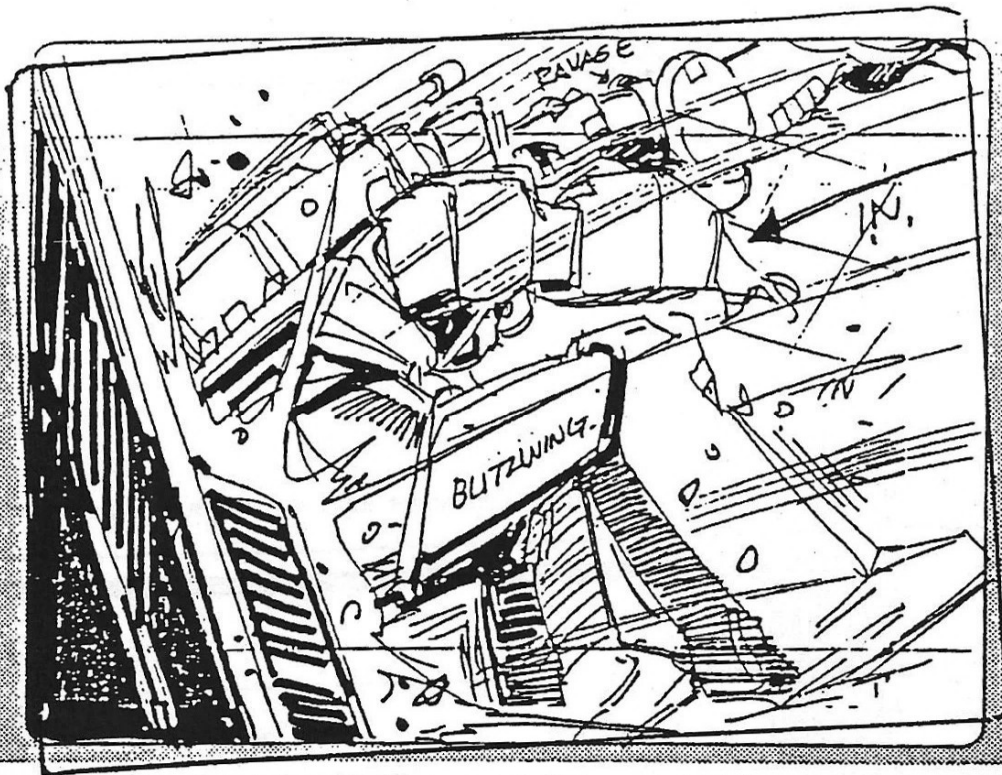


ACTION ...HE IS KNOCKED OUT OF THE WAY BY LAZERBEAK AND RAVAGE.

DIAL

MUSIC/SFX

CAMERA



ACTION M.L.S. BLITZWING. HE COMES FLYING INTO THE SCENE AND SMASHES INTO THE SIDE OF THE SHUTTLE!

DIAL

MUSIC/SFX

CAMERA

ACTION

DIAL

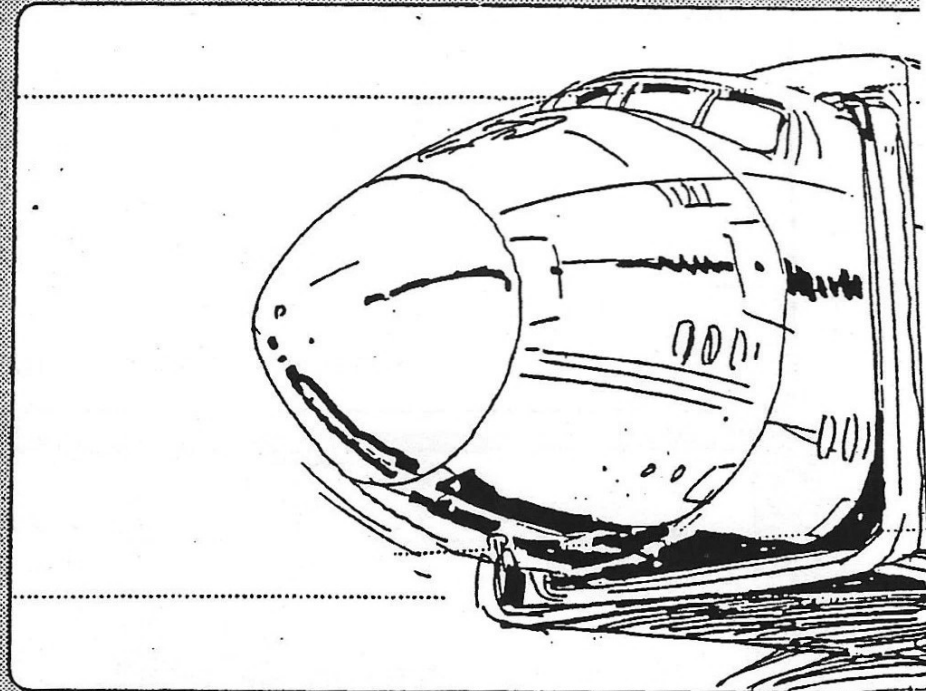
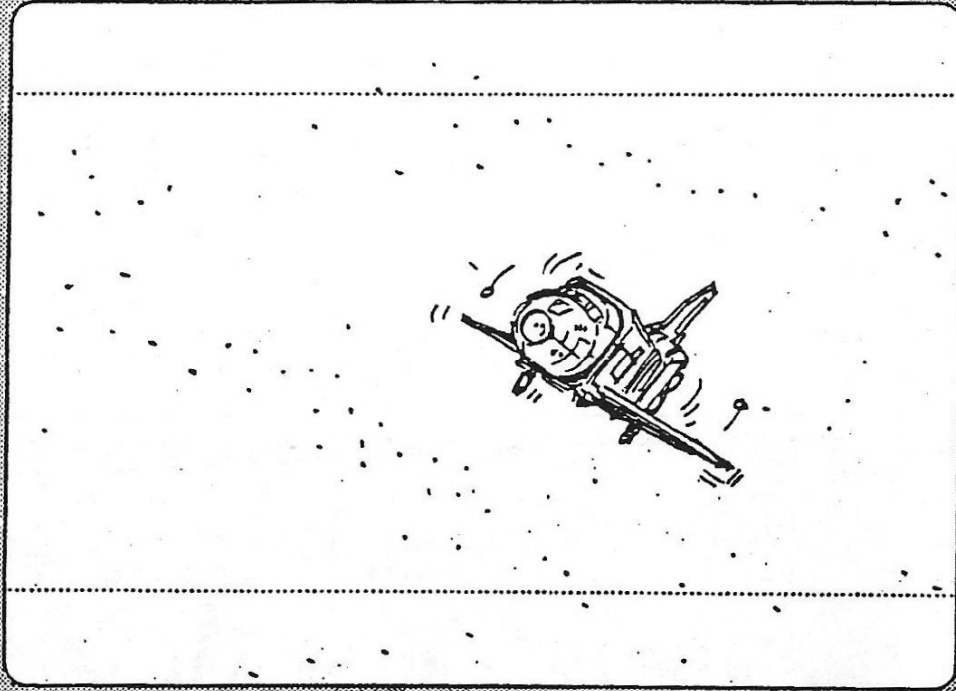
MUSIC/SFX

CAMERA

SC. 11-36

→ Follow PAN → SC. 16NT

SEQ. 17 Page 40



ACTION X.L.S. EXTERIOR ASTROTRAIN. HE FLIES ALONG SHAKING AND WOBBLING,

DIAL

MUSIC/SFX

CAMERA

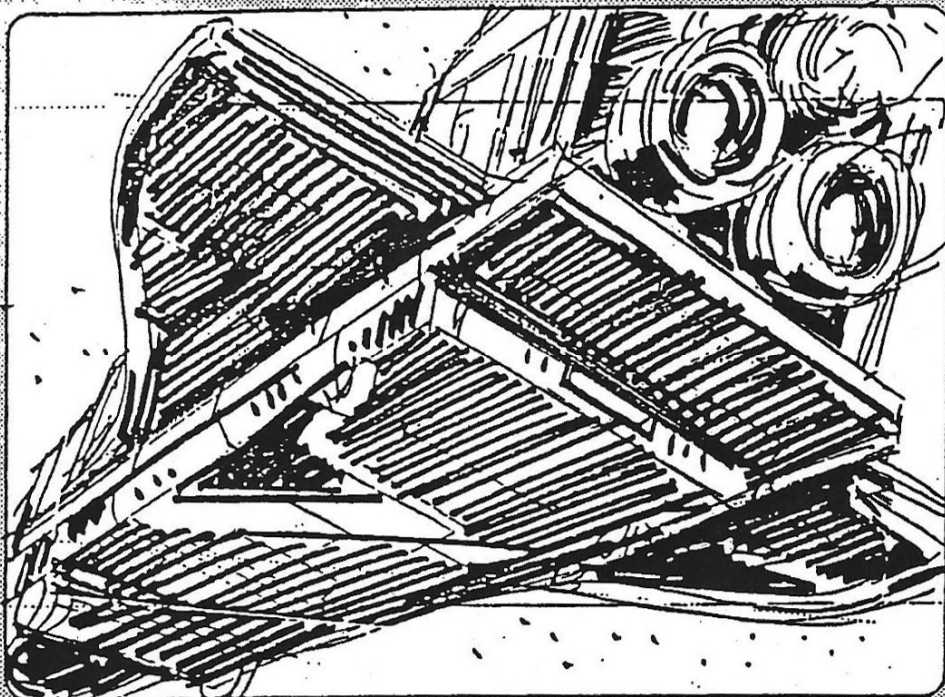
ACTION ...AS HE PASSES THE CAMERA WE PAN...

DIAL

MUSIC/SFX

CAMERA

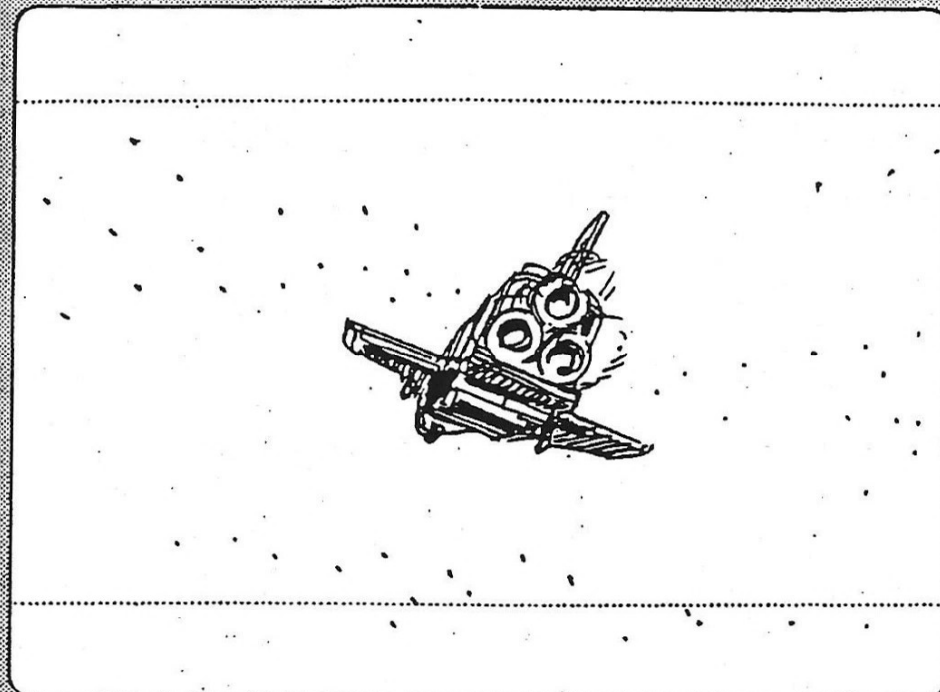
SC. 00711-36



SC. 007

SFN. 11 Page

41



ACTION ...WITH HIM AND SEE HIM...

DIAL

MUSIC/SFX

**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...HEAD AWAY ON A COURSE...

DIAL

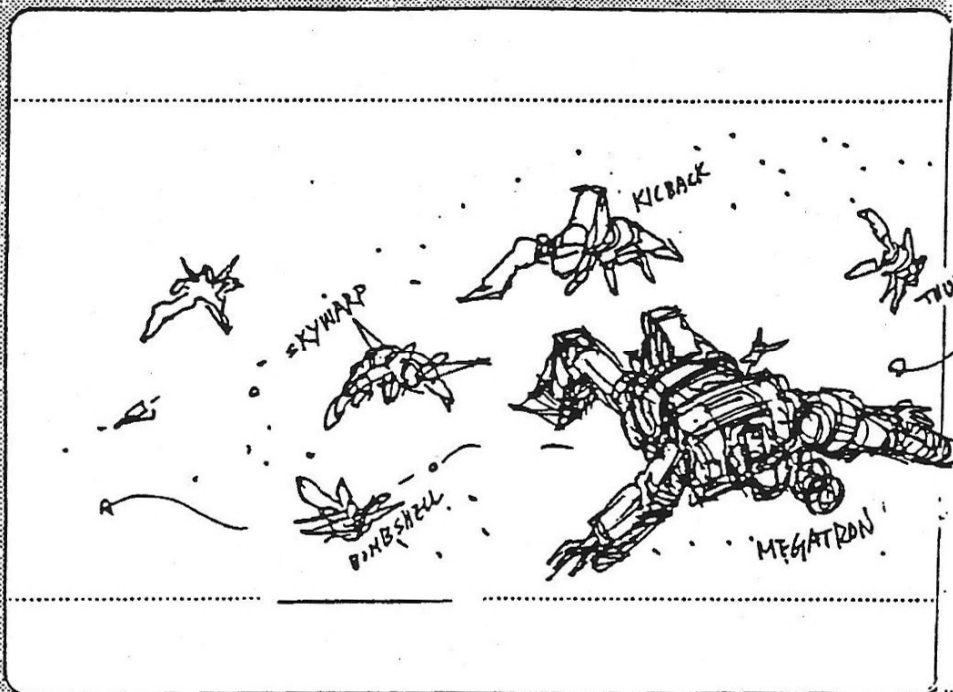
MUSIC/SFX



SC. CONT 11-36

STOP

PAN

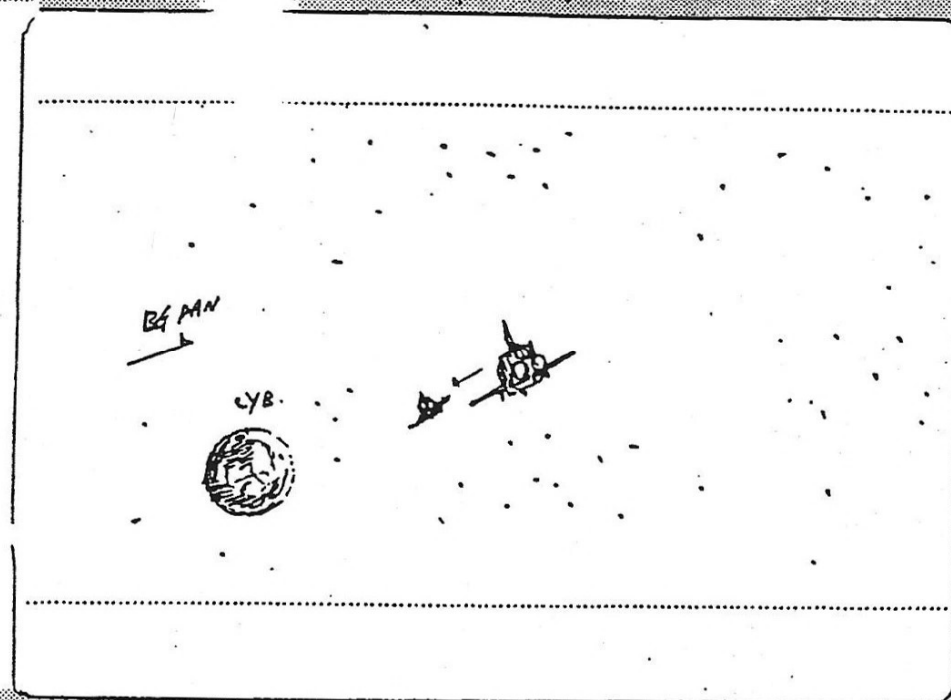


Si

SEQ. 11  
Follow PAN STOP

Page

42



ACTION

...THAT TAKES HIM TOWARD CYBERTRON, WHICH WE CAN SEE IN THE DISTANCE. WE PAN AWAY FROM ASTROTRAIN TO PICK UP MEGATRON AND THE OTHER WOUNDED DECEPTICONS FLOATING IN SPACE.

DIAL

MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

DIAL

MUSIC/SFX

CAMERA

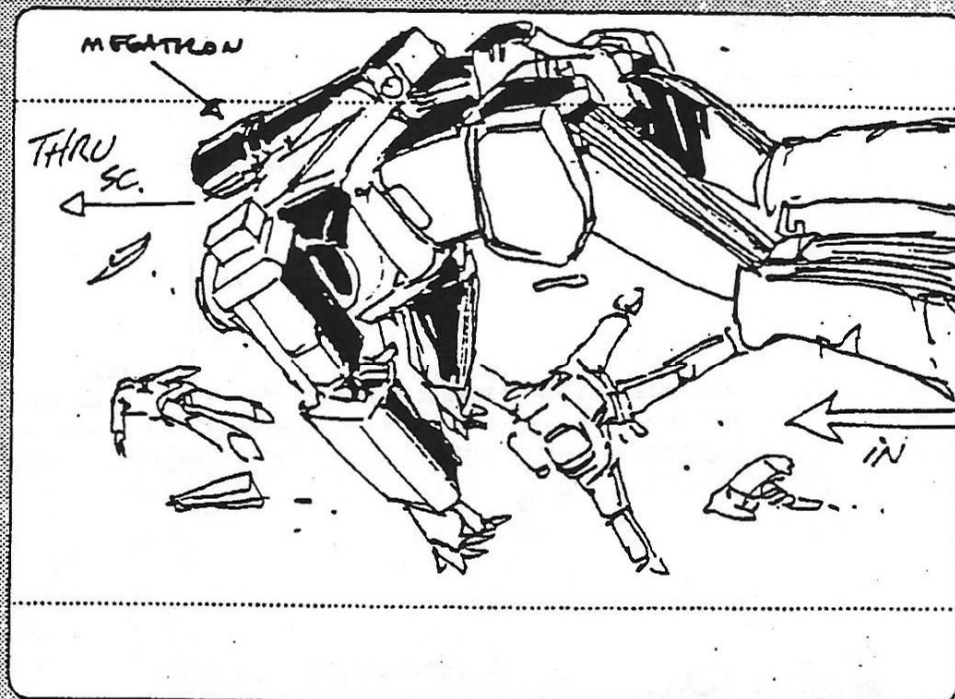
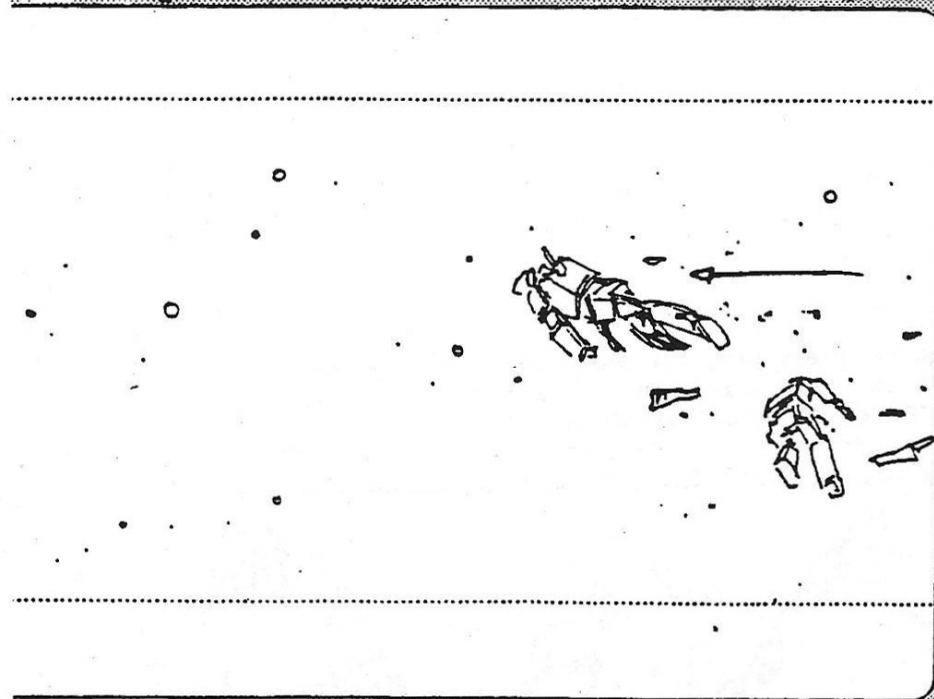
SC. 12-1

SC. CONT

SEQ. 12

Page

1



TO SC. 2

X DISS

X.L.S. THE BODIES OF THE DEAD AND INJURED DECEPTICONS DRIFT THROUGH SPACE...

ACTION ...MEGATRON'S LIMP BODY DRIFTS THROUGH THE SCENE ALONG WITH THE OTHER DECEPTICONS.

DIAL

MUSIC/SFX

CAMERA

SFX

SC. 12-2

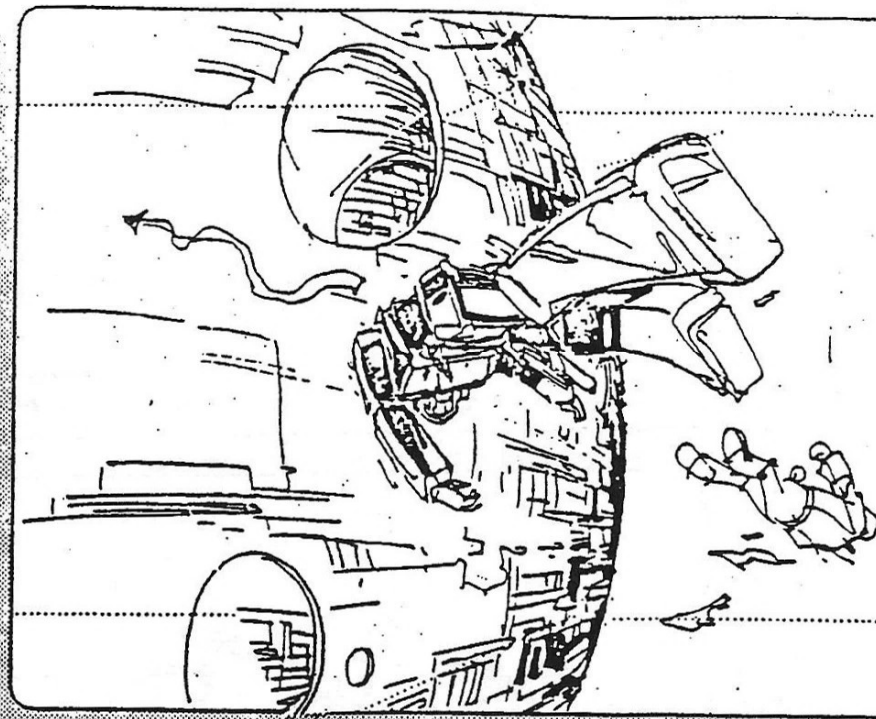
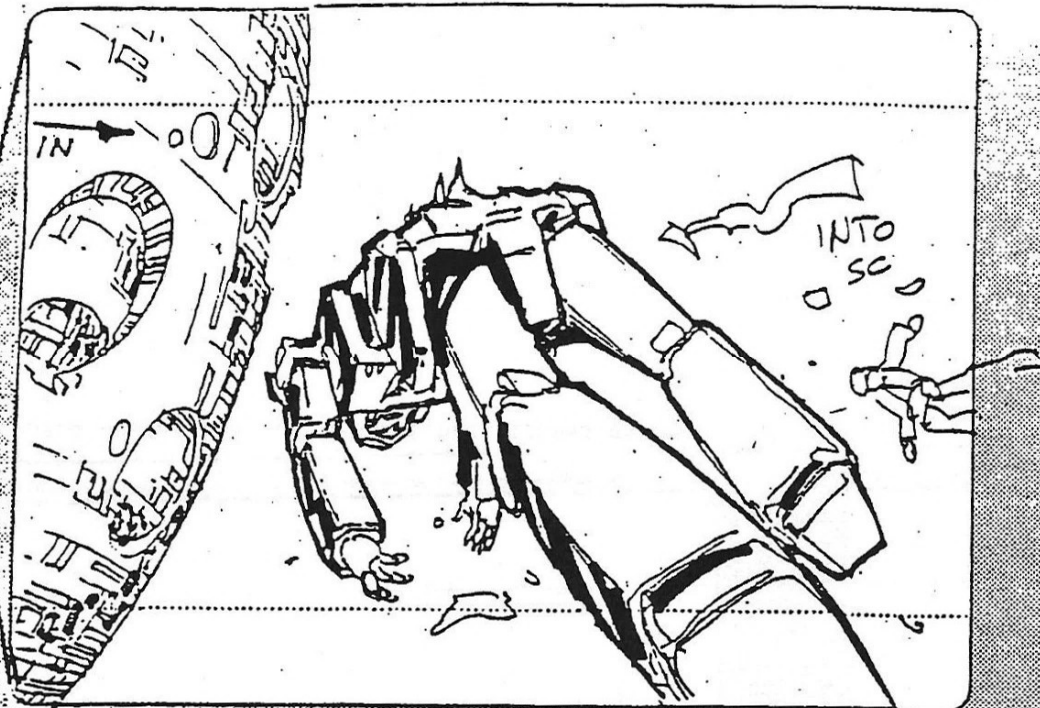
SC. CONT

SEQ. 12

Page 12

FROM SC. 1

X-DISS



ACTION

X.L.S. A FEW DECEPTICONS DRIFTING IN SPACE. MEGATRON DRIFTS IN FROM THE RIGHT, IN THE FOREGROUND. HE SLOWLY TUMBLES, THEN ENTERING THE SCENE FROM THE LEFT COMES UNICRON...

DIAL

MUSIC/SFX

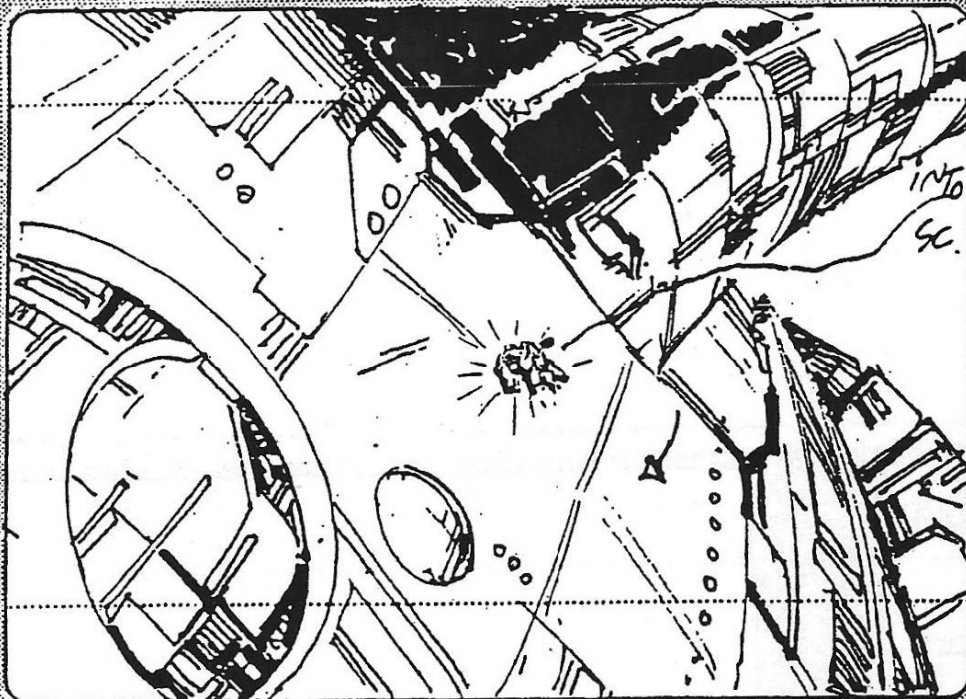
TRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...RELENTLESSLY MOVING FORWARD. MEGATRON DRIFTS TOWARD HIM.

DIAL

MUSIC/SFX

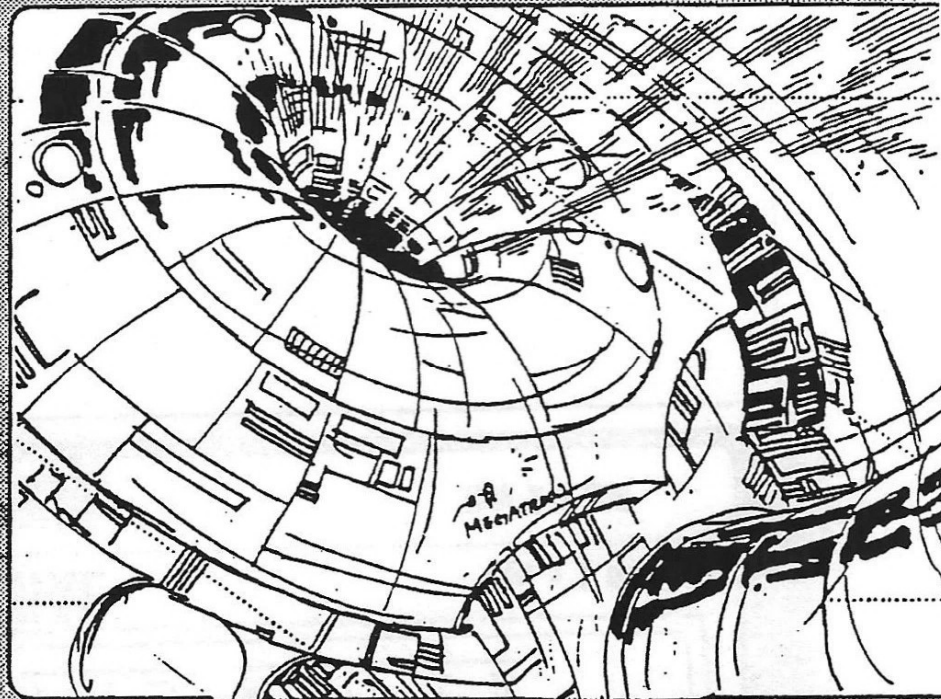
SC. 12-3



SC. 12-4

SEQ. 12  
CAM. SHAKE

Page 3



ACTION C.U. UNICRON MOVING THROUGH SPACE. MEGATRON DRIFTS INTO UNICRON AND FLOPS OVER ON HIS STOMACH.

DIAL

MUSIC/SFX

CAMERA

ACTION M.S. UNICRON AND MEGATRON. MEGATRON LIES ON UNICRON. REALIZING THAT HE HAS LANDED ON SOMETHING, MEGATRON PUSHES HIS WEAK BODY UP TO SEE WHERE HE IS.

DIAL UNICRON

Welcome,

MUSIC/SFX

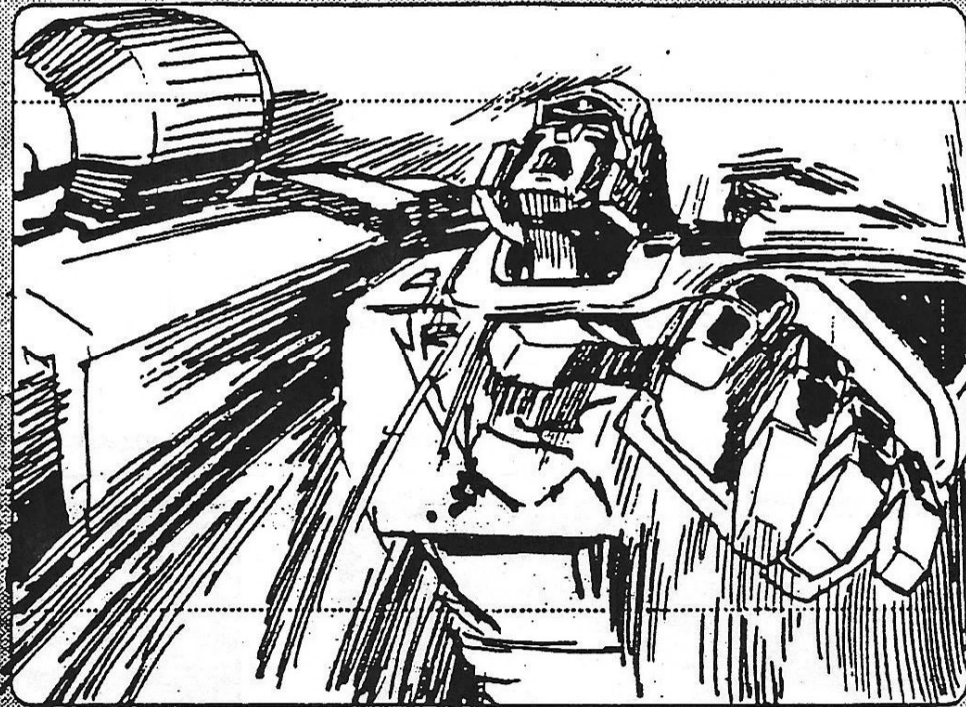
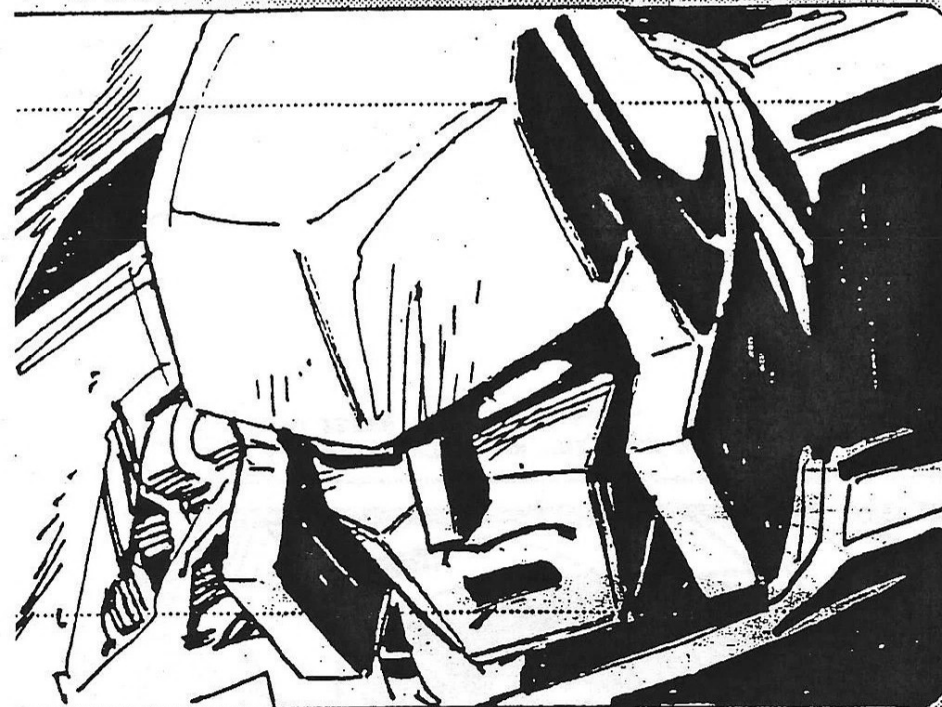
CAMERA



SC. 12-5

SC. CONT

SEQ. 12 Page 4



N X.C.U. MEGATRON'S FACE. UNICRON SPEAKS TO HIM. THE OVERWHELMING  
FORCE OF UNICRON'S VOICE...

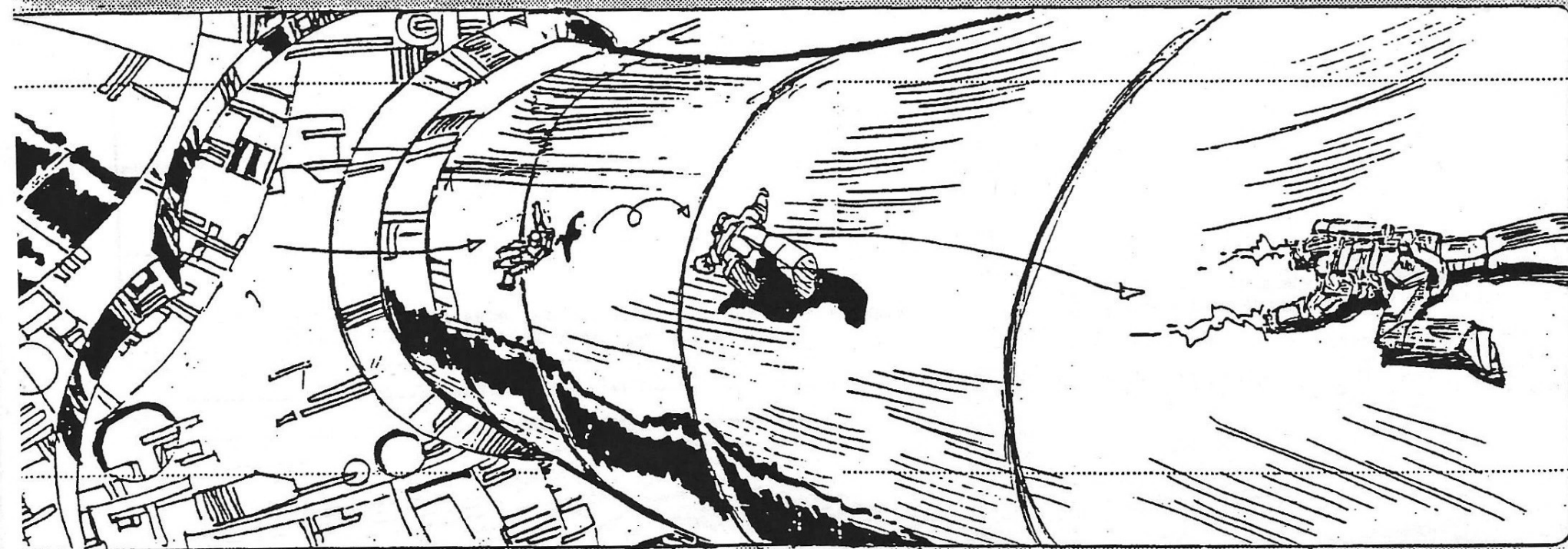
CRON (CONT)  
Megatron.

ACTION ...THROWS MEGATRON BACK.

DIAL

MUSIC/SFX

CAMERA



M.L.S. MEGATRON AND UNICRON. MEGATRON IS VIOLENTLY THROWN BACK. WE FOLLOW HIM AS HE TUMBLES...

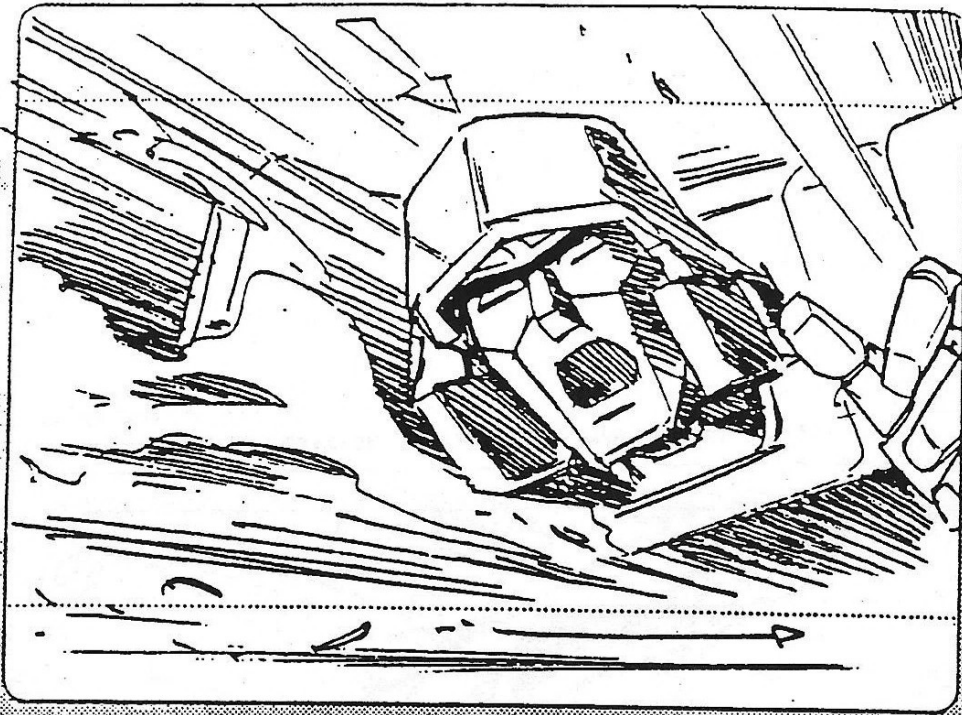
ACTION ...THROUGH SPACE AND OUT TO ONE OF UNICRON'S GIGANTIC HORNS. MEGATRON CLAWS AT THE HORN TO GET A GRIP ON IT. SPARKS FLY FROM HIS FINGERS.

DIAL

MUSIC/SFX

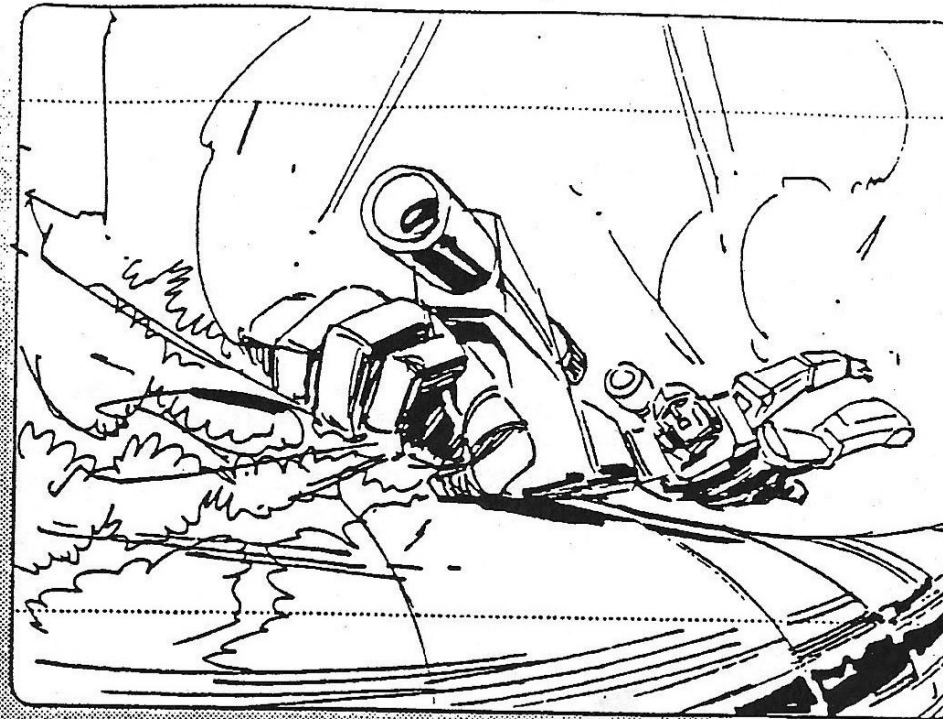
CAMERA

SC. 12-1



SC. CONT.

SEQ. 12 P. 12



ACTION C.U. MEGATRON. HE SLIDES BACK ALONG THE SURFACE OF UNICRON'S HORN. SPARKS JUMP OUT FROM THE FRICTION OF METAL AGAINST METAL...

DIAL

MUSIC/SFX

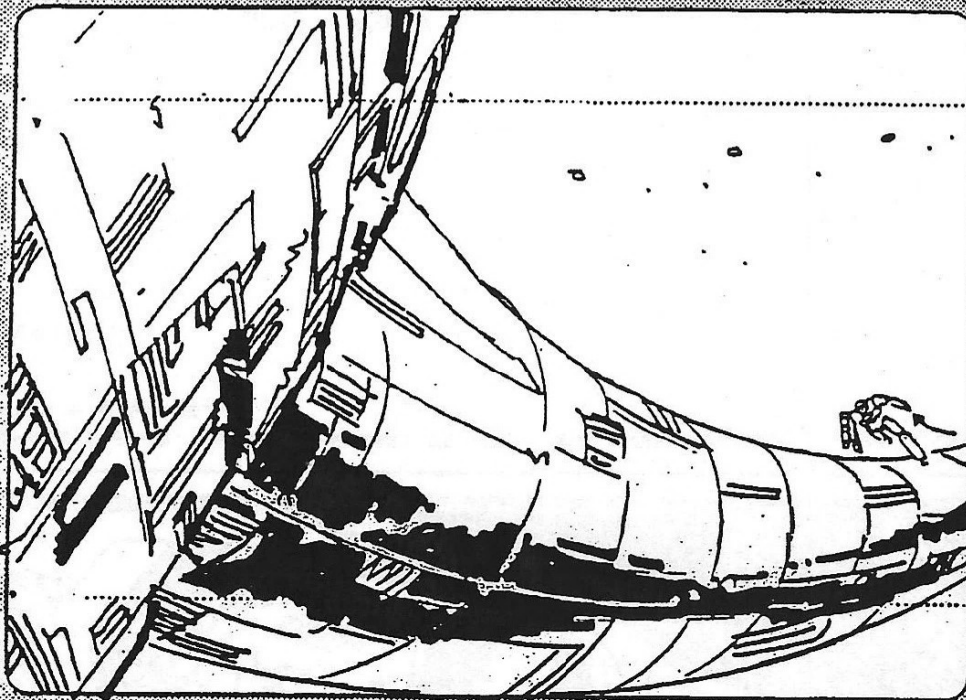
**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...FROM HIS BODY AND HIS FINGERS AS MEGATRON TRIES DESPERATELY TO GAIN A GRIP ON THE HORN. HE FINALLY DOES. UNICRON'S VOICE WIND DIES AWAY.

DIAL

MUSIC/SFX

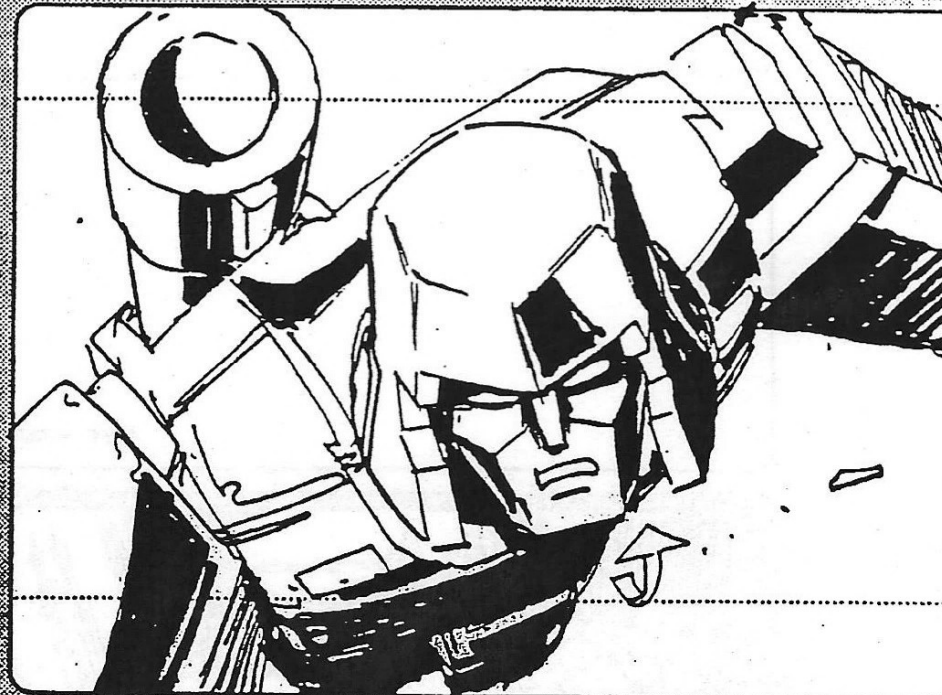
SC. 12-8



SC. 12-9

SEQ. 12 Page

7



ACTION X.L.S. MEGATRON ON THE HORN OF UNICRON. HE REGAINS SOME STRENGTH AND FLIES OFF OF THE HORN.

DIAL

MUSIC/SFX

CAMERA

ACTION M.C.U. MEGATRON. HE FLIES IN TOWARD CAMERA.

DIAL MEGATRON

(LOOKING AROUND)

Who said that?

MUSIC/SFX

CAMERA

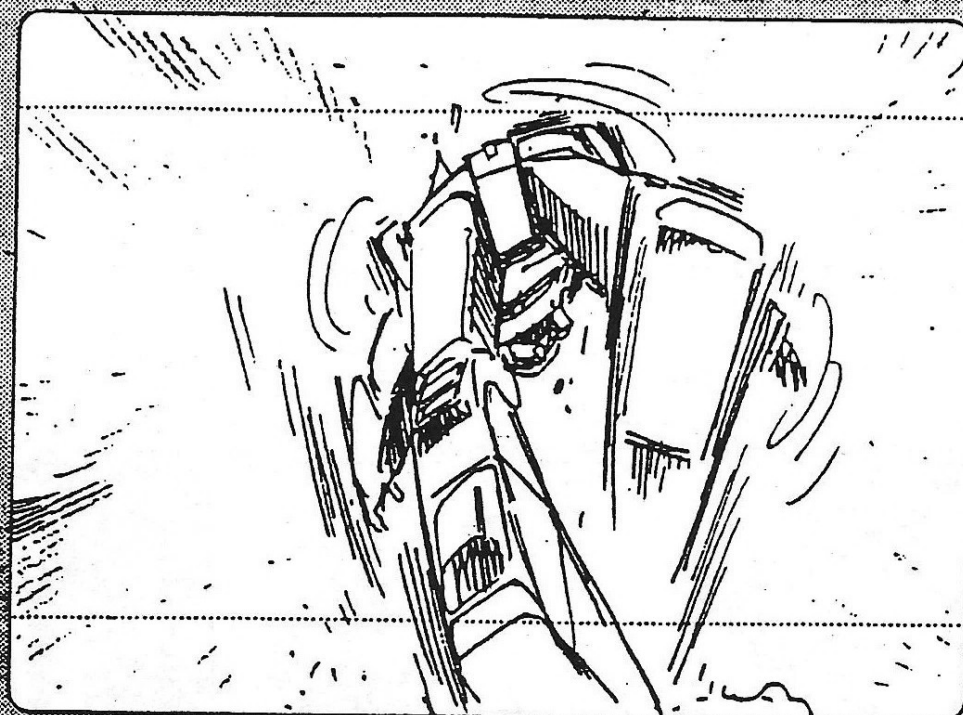
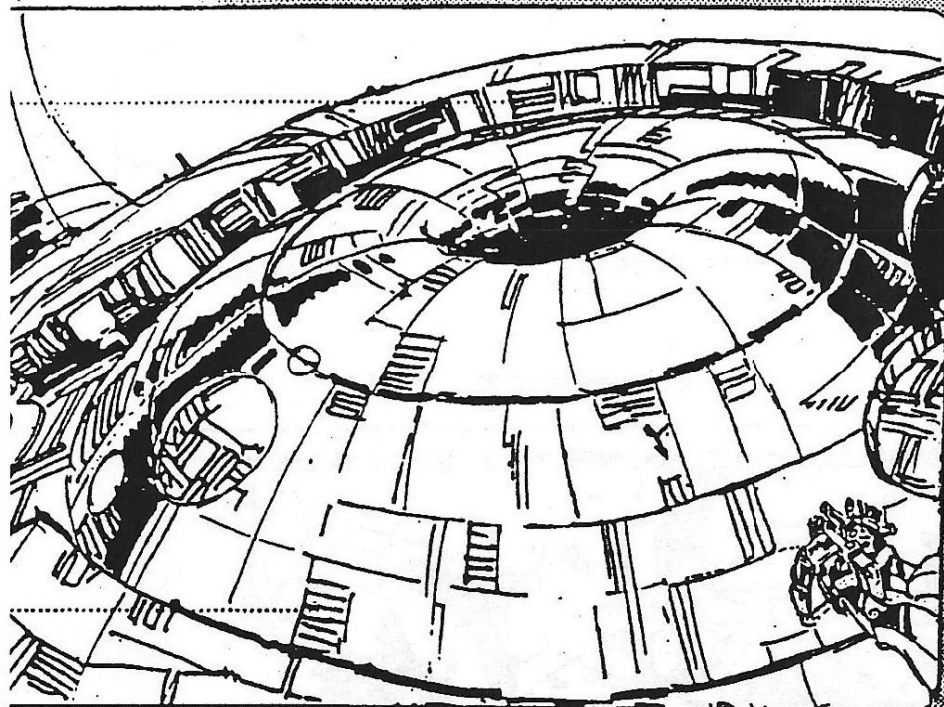
TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!



SC. 12-10

SC. CONT.

SEQ. 12 Page 8



N M.S. UNICRON'S MOUTH. MEGATRON FLIES IN TO THE SCENE AND LANDS ON THE HORN CLOSER INTO THE PLANET.

ACTION ...UNICRON SPEAKS AGAIN. HIS VOICE BLAST KNOCKS MEGATRON OFF OF THE HORN AND SENDS HIM TUMBLING TOWARD US.

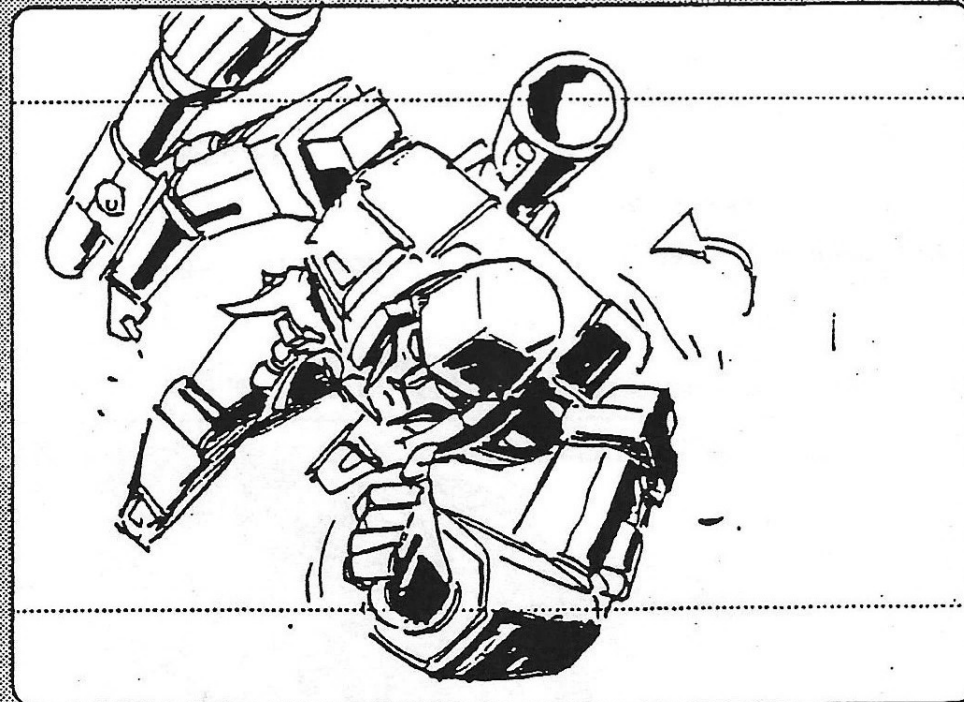
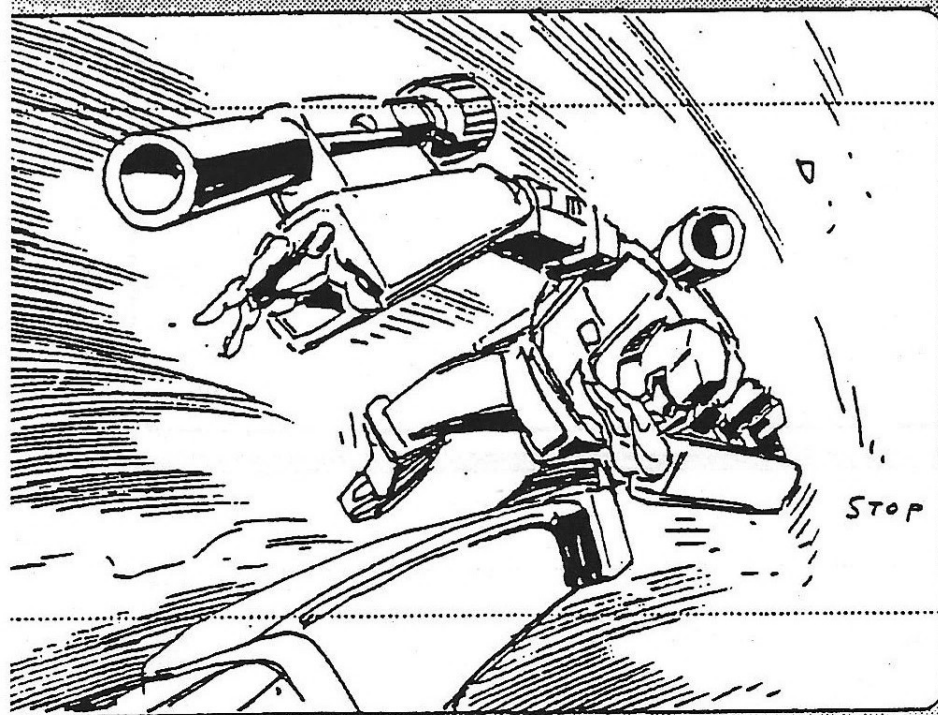
DIAL UNICRON I am Unicron.

MUSIC/SFX

C. 12-11

SC. CONT.

SEQ. / 2 Page 9



N M.S. MEGATRON. HE FLIES AWAY FROM US, CARRIED AWAY BY THE FORCE OF UNICRON'S VOICE WIND. BUT WHEN THE WIND DIES AWAY...

.SFX

ACTION ...MEGATRON TURNS BACK TO FACE UNICRON.

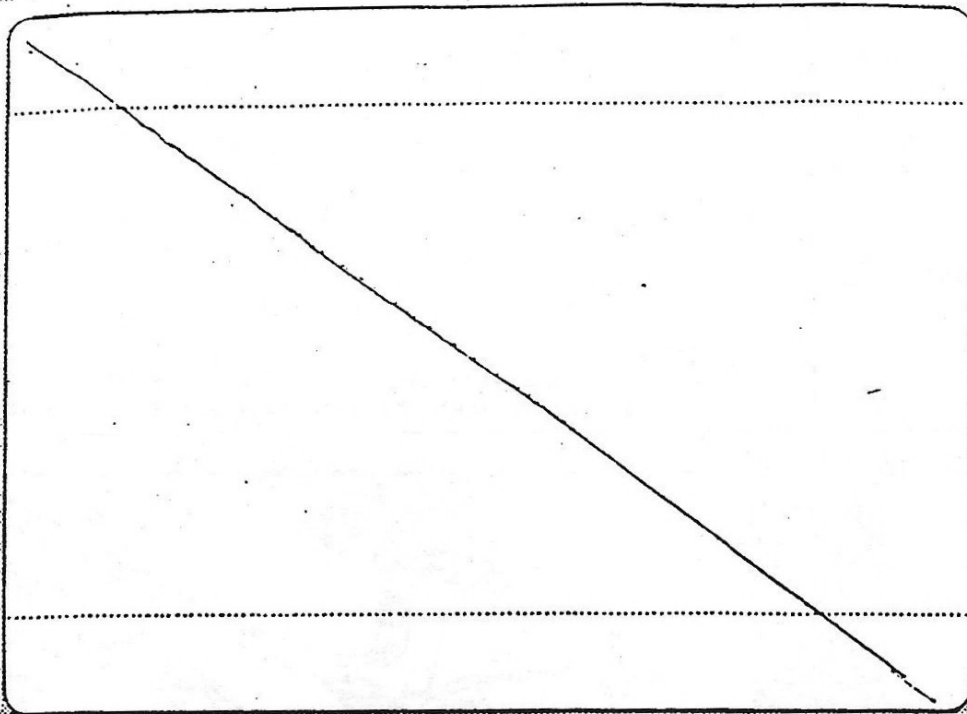
DIAL MEGATRON Show yourself.

MUSIC/SFX

CAMERA

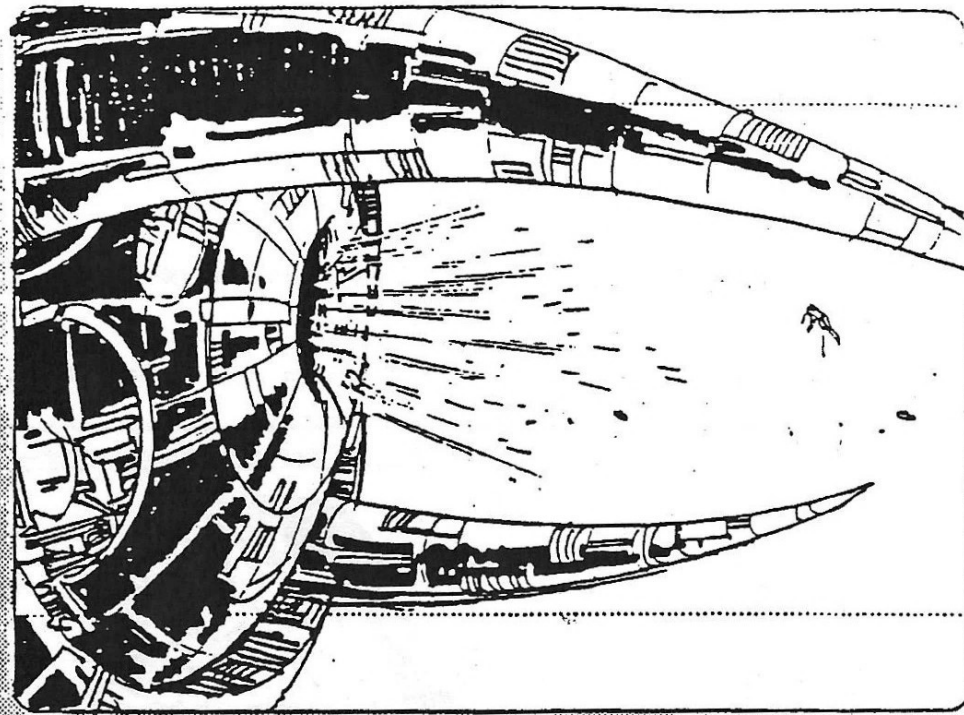
SC.

NC SC. 12-12



SC. 12-13

SEQ. 12-13



ACTION

DIAL

MUSIC/SFX

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION X.L.S. MEGATRON HOVERING IN FRONT OF UNICRON, BETWEEN UNICRON'S TWO HORNS.

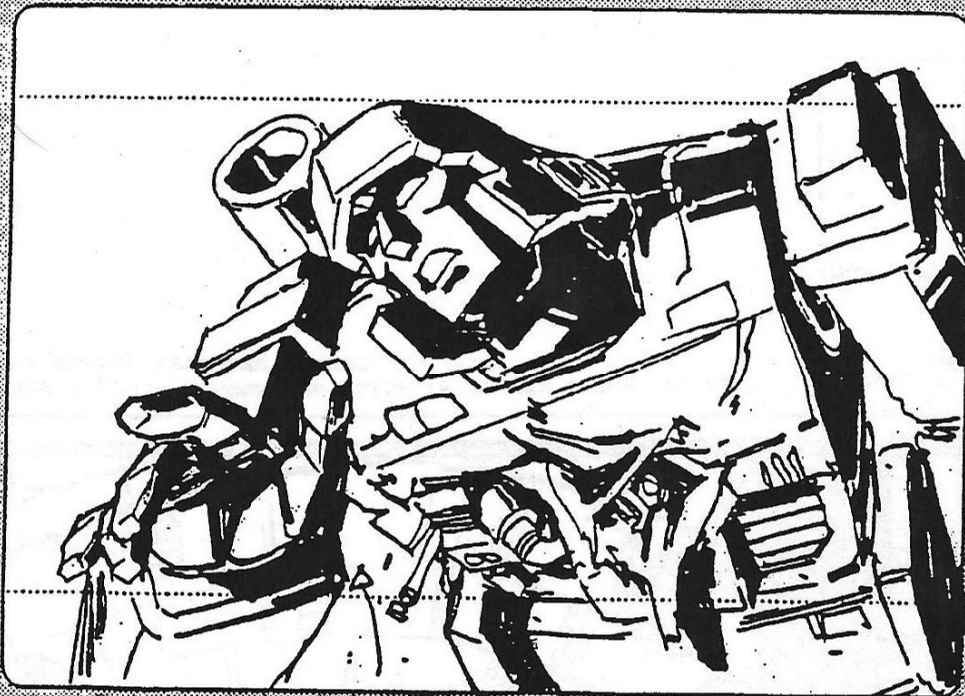
DIAL UNICRON

I have summoned you here for a purpose.

MUSIC/SFX

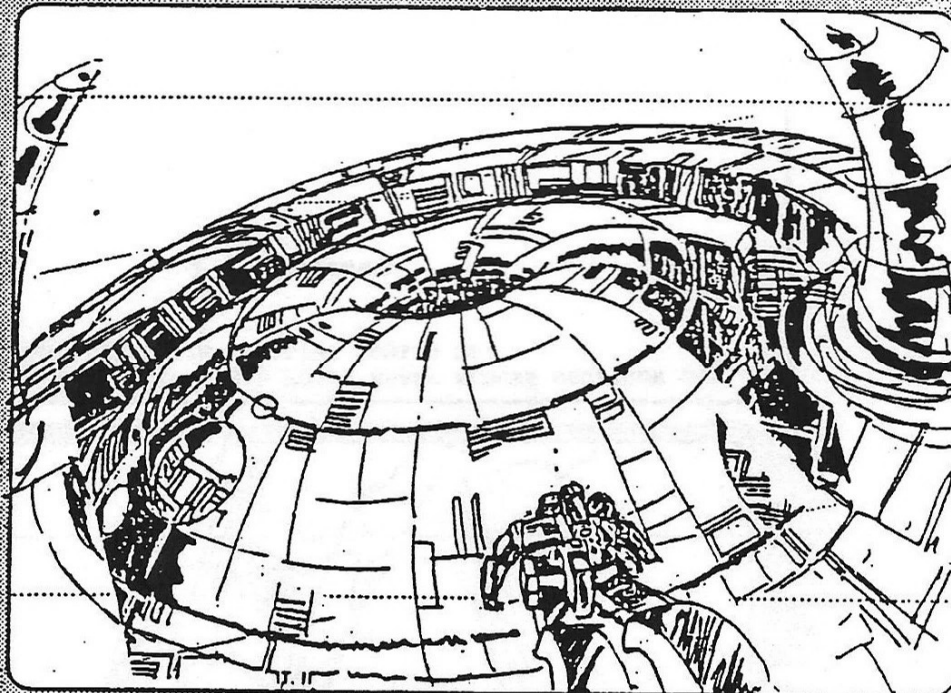


SC. 12-14



SC. 12-15

SEQ. 1/2 Page 11



ACTION M.S. MEGATRON. HE ADDRESSES UNICRON.

DIAL MEGATRON Nobody summons Megatron!

MUSIC/SFX

CAMERA

ACTION M.S. MEGATRON IN FRONT OF UNICRON'S "MOUTH".

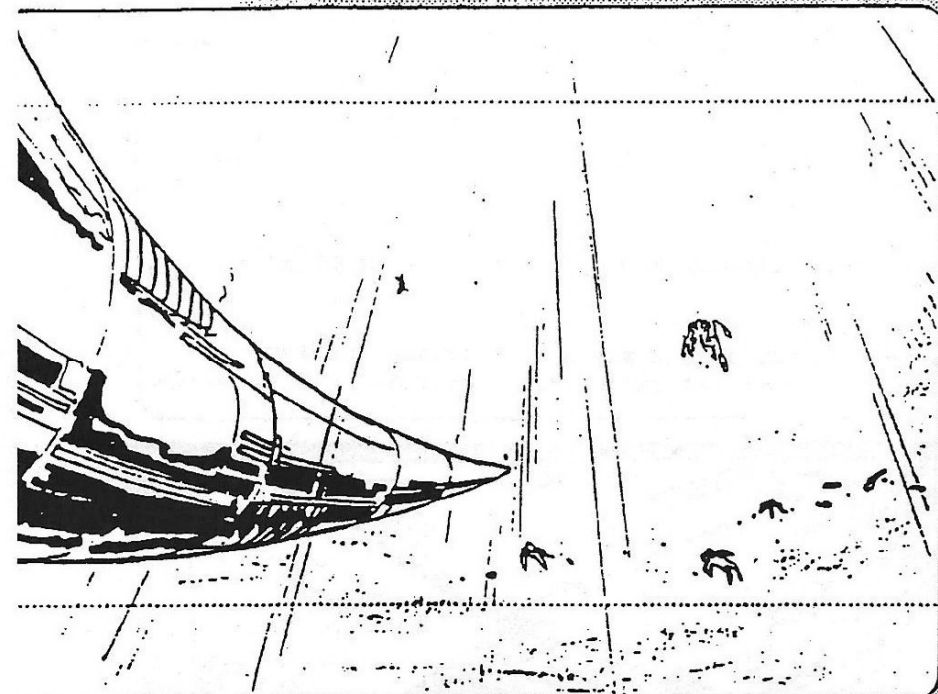
DIAL UNICRON Then it pleases me to be the first

MUSIC/SFX

CAMERA



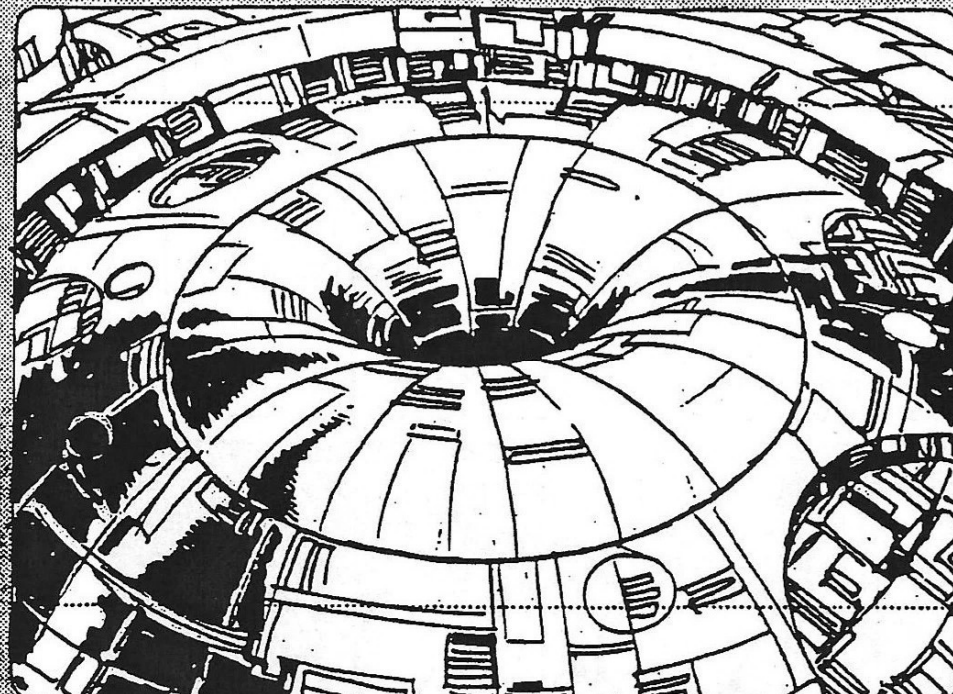
SC. 12-16



SC. 12-17

SEQ. 12 Page

12



NO PAGE 13

N X.L.S. MEGATRON FLOATING NEAR ONE OF UNICRON'S HORNS.  
IN FAR DISTANCE OTHER DECEPTICONS SCATTERED IN SPACE.

MEGATRON

State your business.

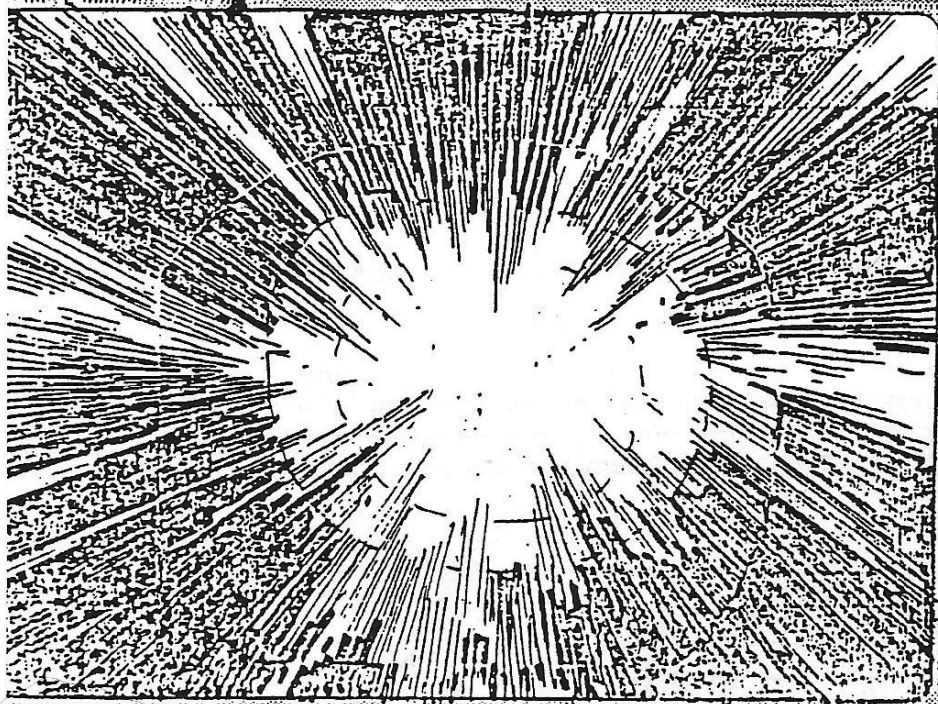
ACTION M.S. UNICRON'S "MOUTH".

DIAL

MUSIC/SFX

CAMERA

SC. CONT. 12-17

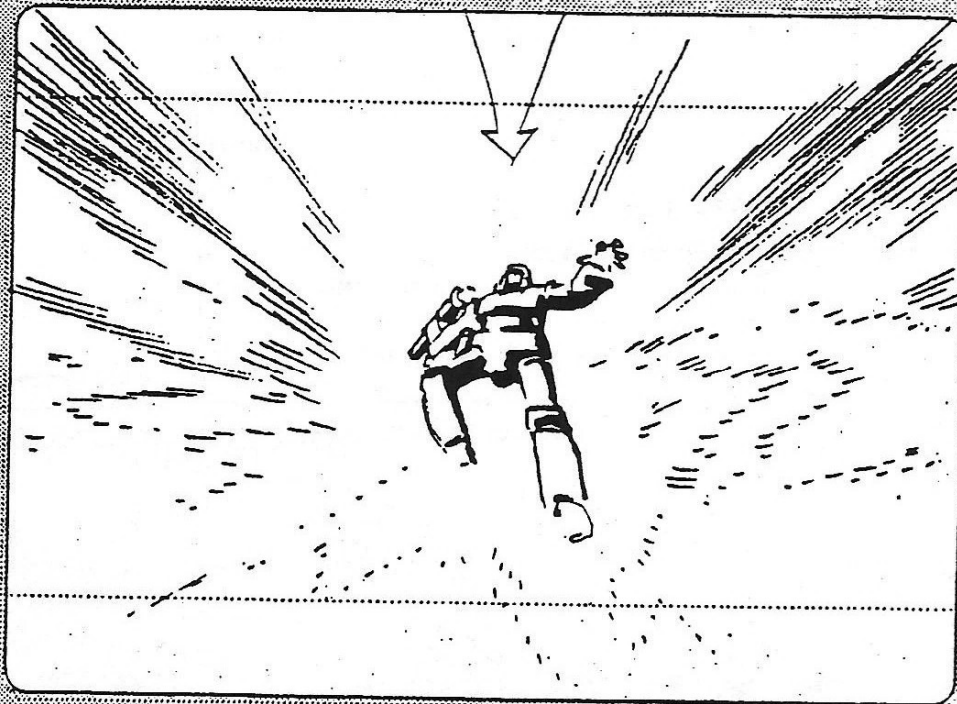


SC. 12-18

SEQ. 12

Page

14



No SC. 12-19

UNICRON SPEAKS, SENDING OUT A BLAST OF HIS VOICE WIND.

UNICRON

This is my command! Destroy  
the Autobot Matrix of leadership.  
It is the one thing, the only  
thing...

ACTION

L.S. MEGATRON IS PROPELLED INTO SCENE BY THE BLAST FROM  
UNICRON.

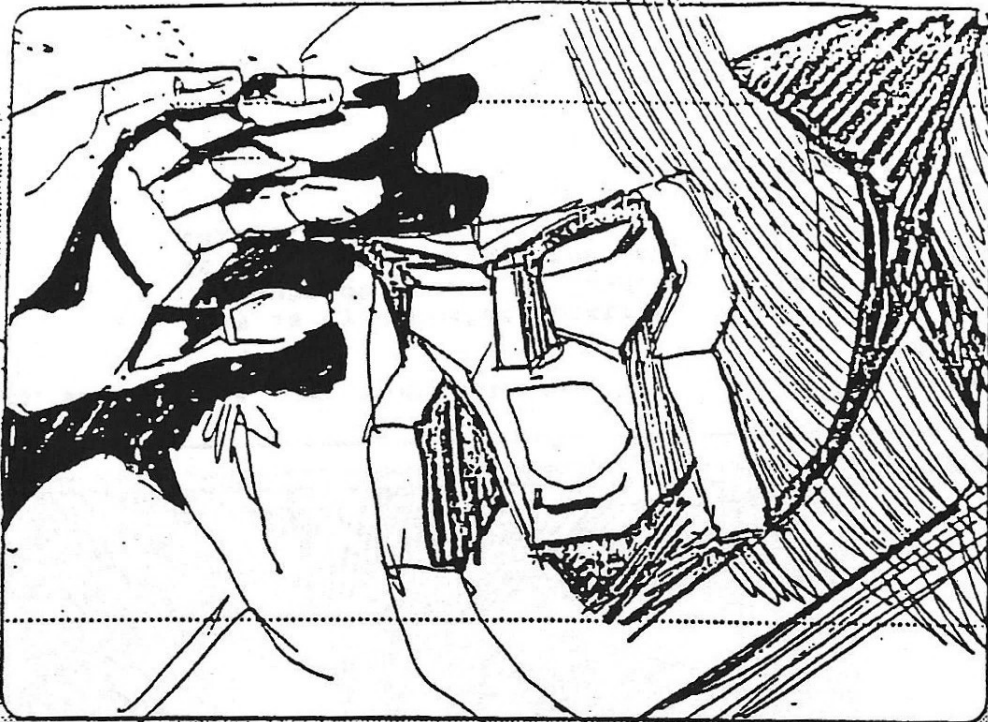
DIAL

UNICRON (CONT) that can stand in my way.

MUSIC/SFX

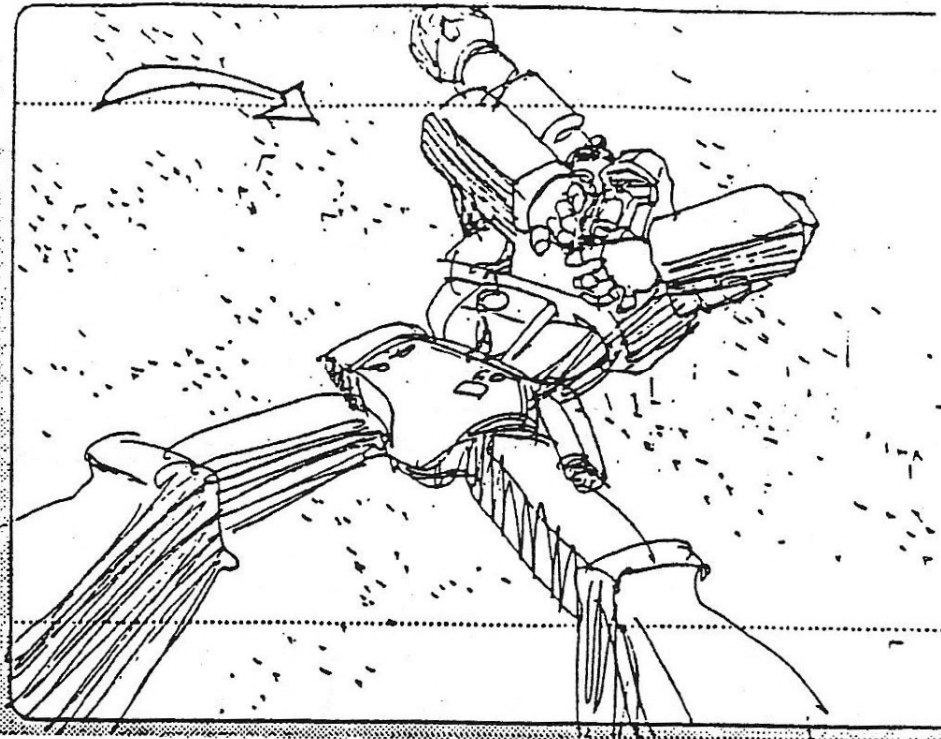
CAMERA

SC. 12-20



SC. CONT

SEQ. / Page 15



ACTION C.U. MEGATRON FACING INTO UNICRON'S INTENSE LIGHT. ADDRESSES HIM.

DIAL MEGATRON You have nothing to fear.

MUSIC/SFX

IFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!  
CAMERA

ACTION ...HE MOVES BACK AWAY FROM US.

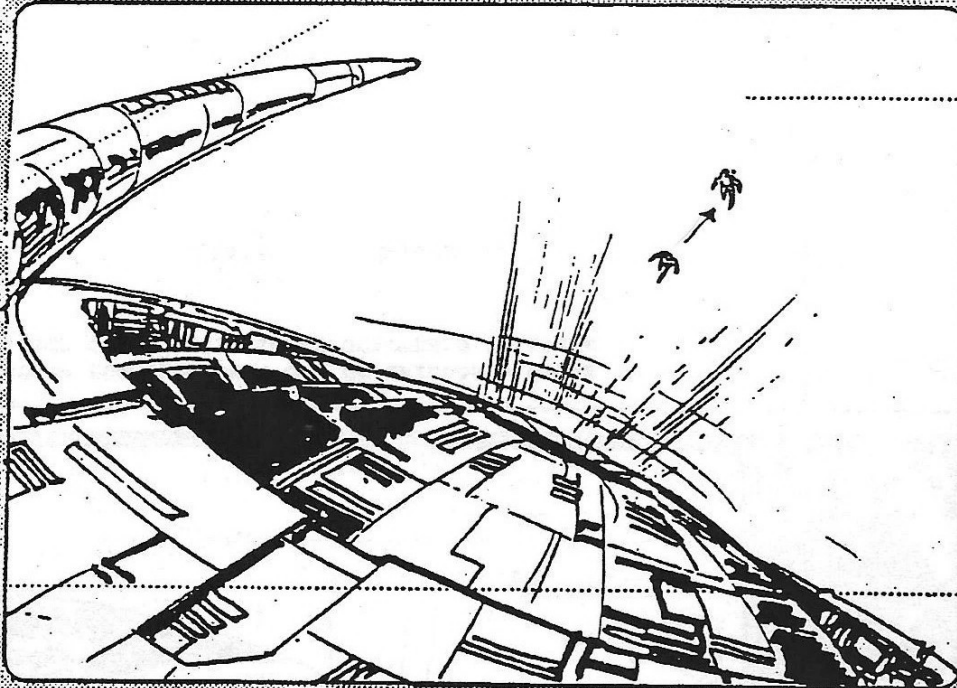
MEGATRON (CONT)

DIAL I have already crushed Optimus Prime with my bare hands.

MUSIC/SFX



SC. 12-21



ACTION X.L.S. MEGATRON. HE HOVERS IN FRONT OF UNICRON'S "MOUTH"  
UNICRON SPEAKS, THE FORCE PUSHES MEGATRON BACK.

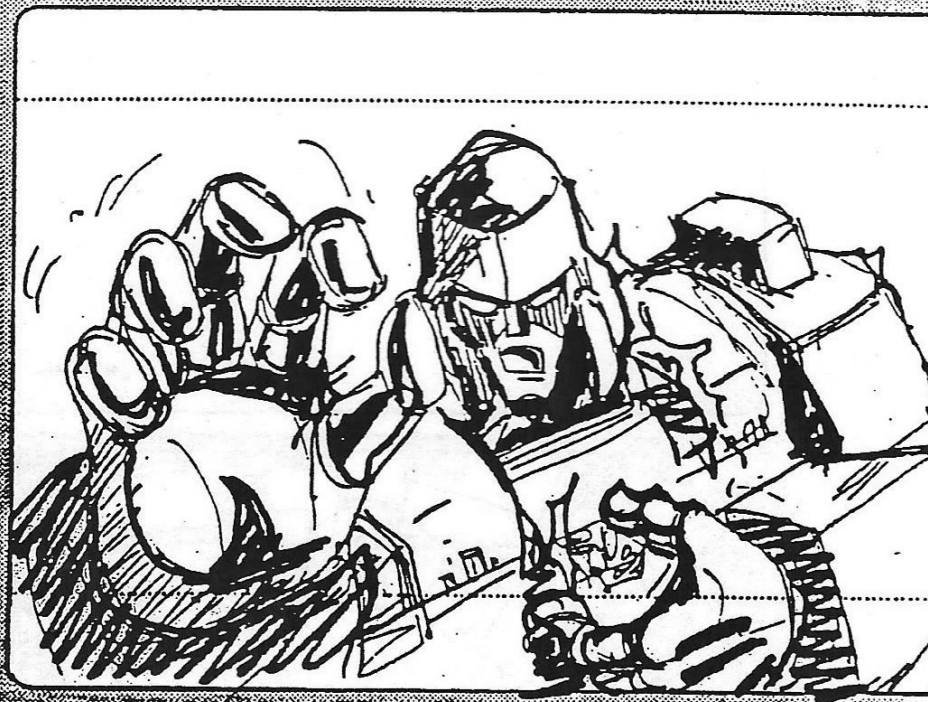
DIAL UNICRON You exaggerate.

MUSIC/SFX

CAMERA

SC. 12-22

SEQ. 12 Page - 16



ACTION M.C.U. MEGATRON. HE GESTURES, AND REPLIES TO UNICRON.

DIAL MEGATRON The point is, he's dead

MUSIC/SFX

CAMERA

CAMERA

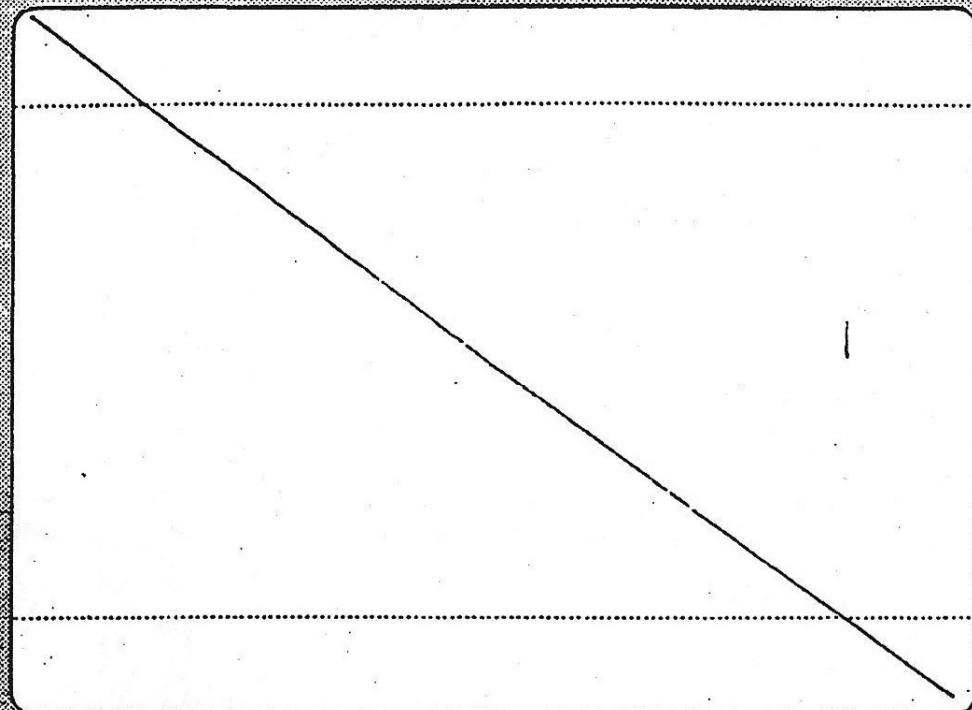
TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!



SC. CONT. 12-22 TRUCK-IN

SC.

SEQ. 12 Page 17



ON WE TRUCK IN TO A C.U. OF HIS FACE.

MEGATRON (CONT)  
and the Matrix died with him.

SFX



ACTION

DIAL

MUSIC/SFX

CAMERA

SC. 12-23

START

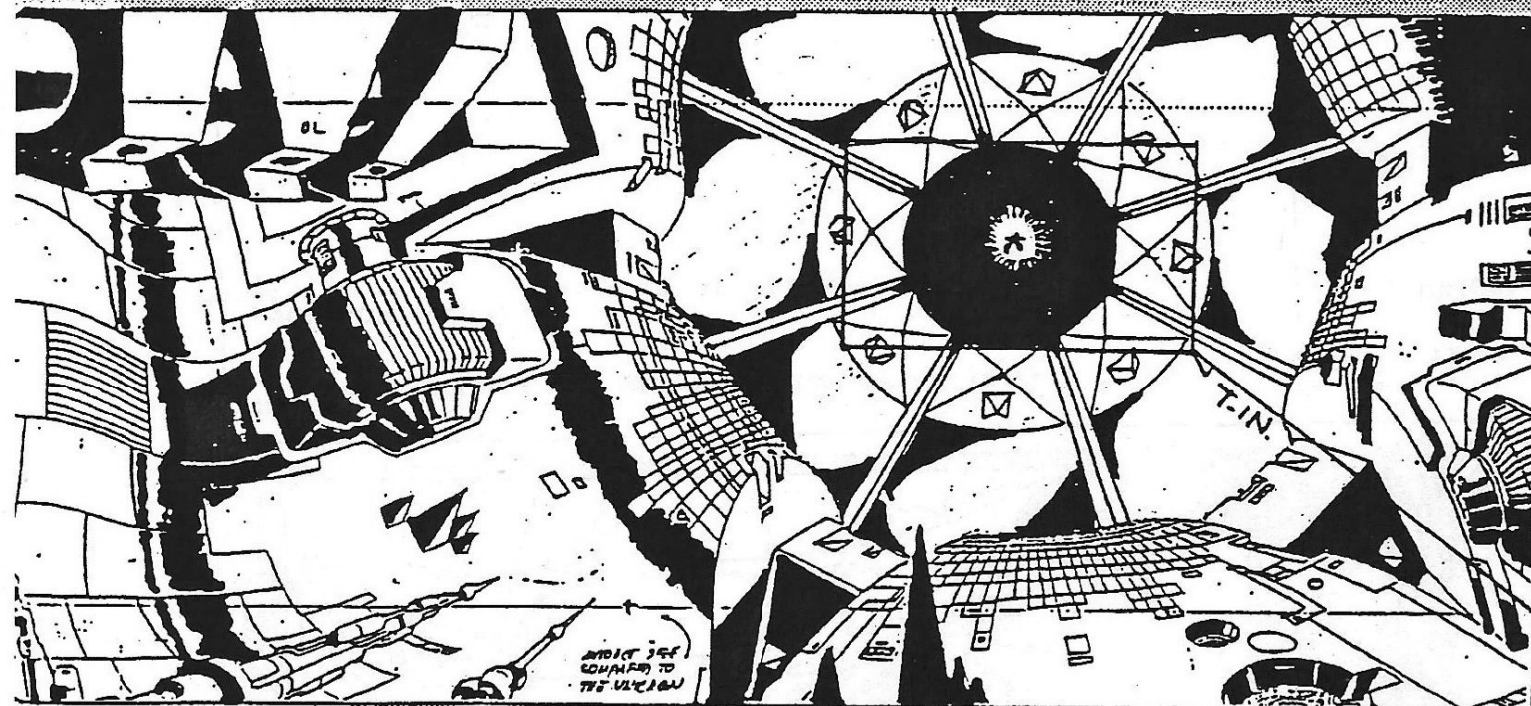
PAN.

STOP TRUCK  
IN.

SEQ. 12

Page

18



ON C.U. UNICRON'S "MOUTH". UNICRON SPEAKS, WE PAN OVER AND TRUCK IN ON MEGATRON.

UNICRON

No, the point is you are a fool. The Matrix has been passed to their new leader, Ultra Magnus.

C.S.F.

ACTION

DIAL UNICRON (CONT) Destroy it for me.

MEGATRON Why should I?

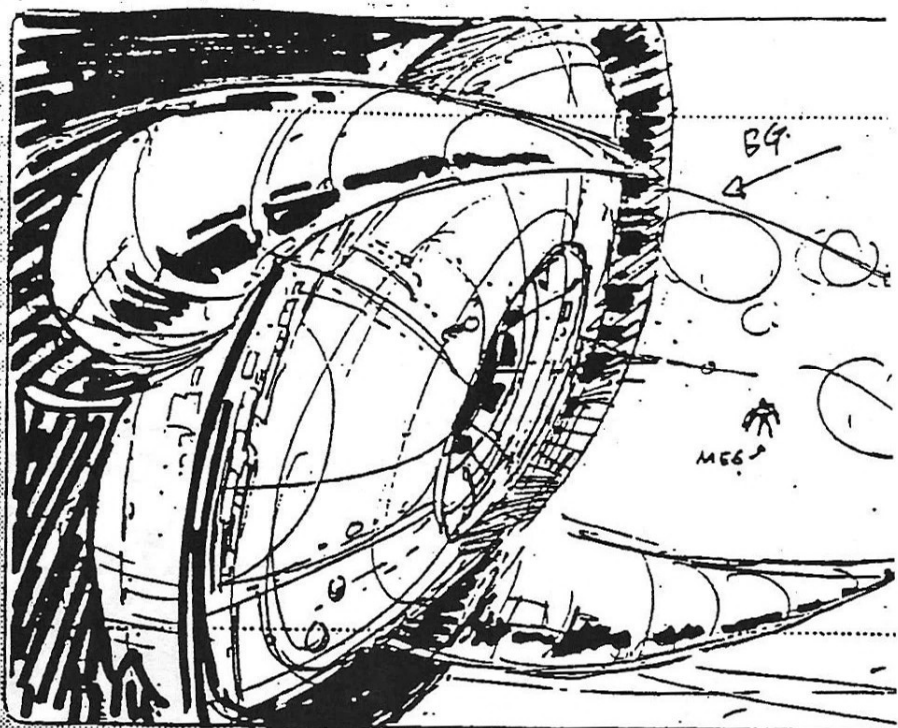
MUSIC/SFX

CAMERA

SC. 12-11



SC. 12-12



ACTION C.U. MEGATRON. HE QUESTIONS UNICRON'S AUTHORITY.

MEGATRON (CONT)  
DIAL What's in it for me?

MUSIC/SFX

ACTION X.L.S. MEGATRON. HE LANDS ON ONE OF THE HORNS OF UNICRON FRONT OF HIS HUGE "MOUTH".

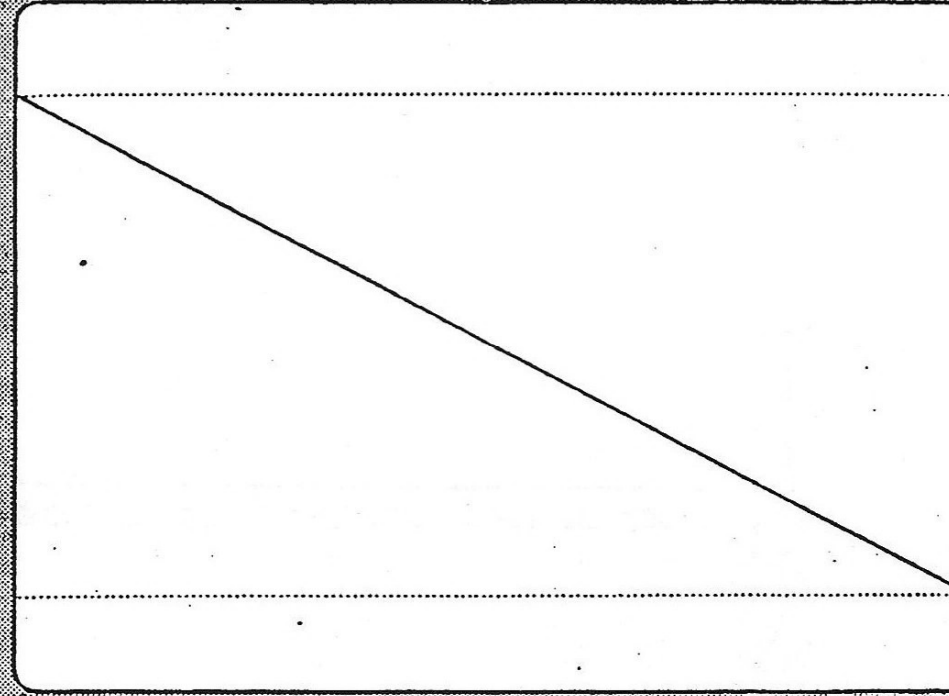
DIAL UNICRON  
Your bargaining posture is highly dubious, but very well, I will provide you with a new body, and new troops to command.

MUSIC/SFX

SC. 12-25A

SC.

SEQ. 12 Page 194



ACTION M.S. GALVATRON. HE FLOATS IN SPACE IN FRONT OF UNICRON.

DIAL MEGATRON And...

MUSIC/SFX

CAMERA

ACTION

DIAL

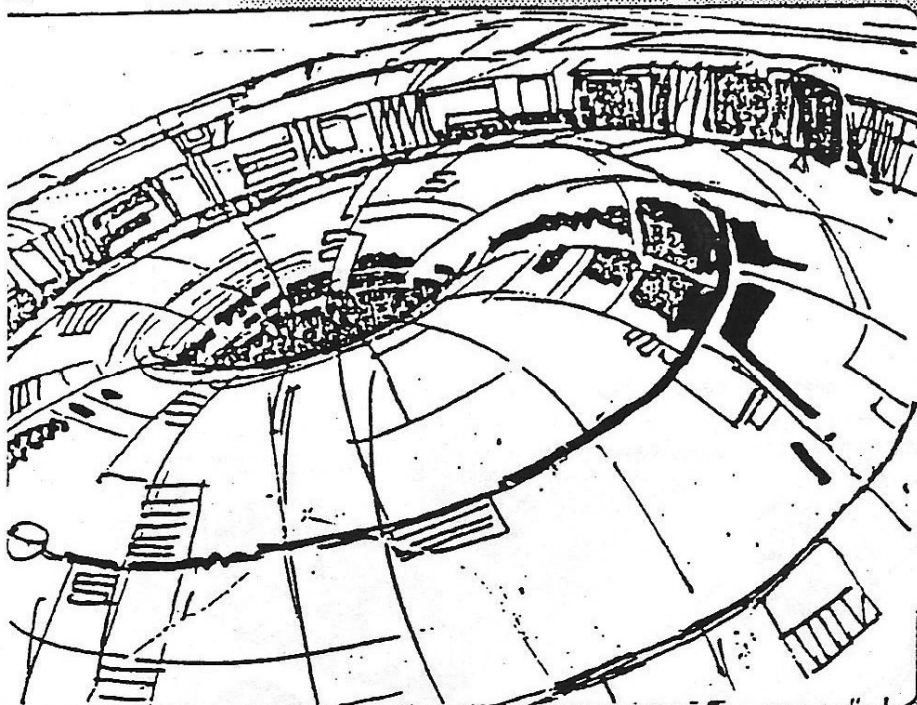
MUSIC/SFX

CAMERA

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

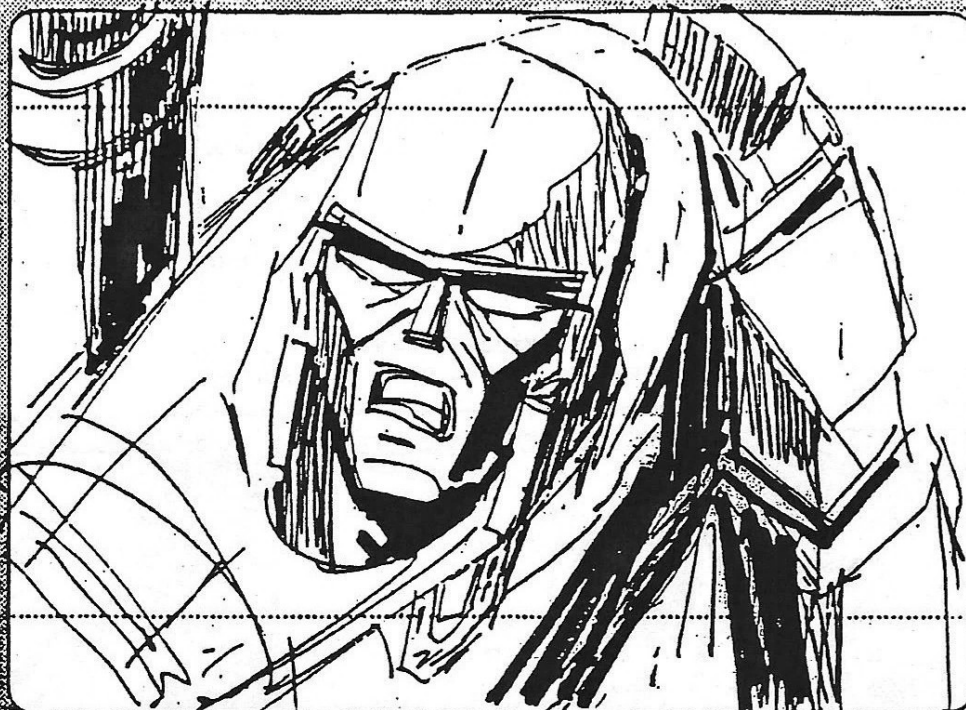


3. 12-26



SC. 12-27

SEQ. 12 Page 20



UP SHOT. MEGATRON LOOKING UP AT UNICRON'S "MOUTH" AREA.

UNICRON

And nothing.  
You belong to me now!

ACTION C.U. DOWN SHOT MEGATRON LOOKING UP AT UNICRON O.S.

DIAL MEGATRON

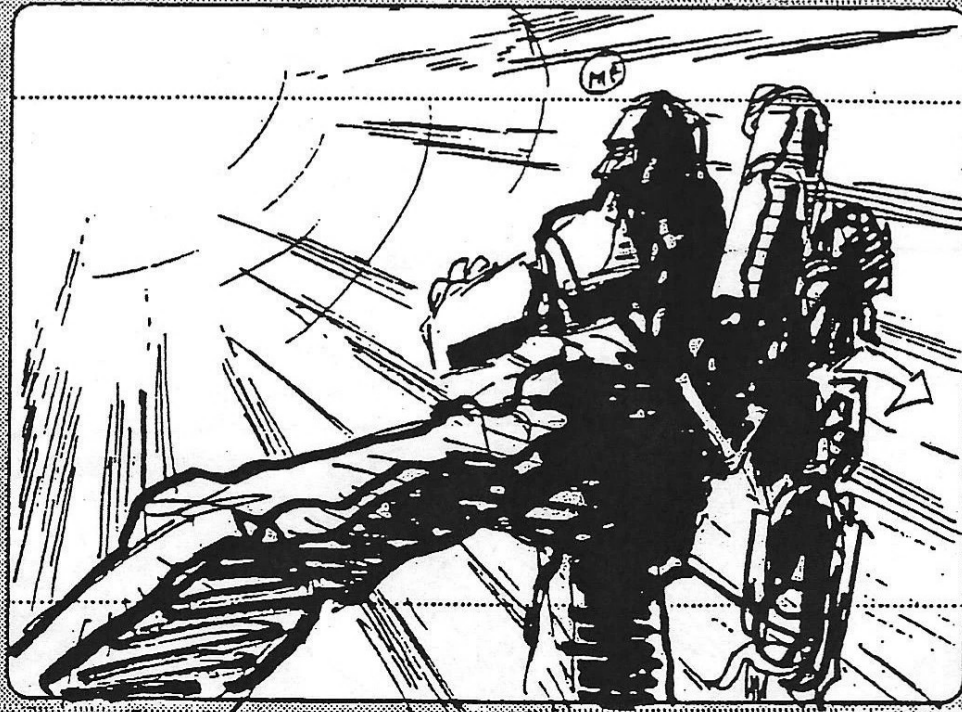
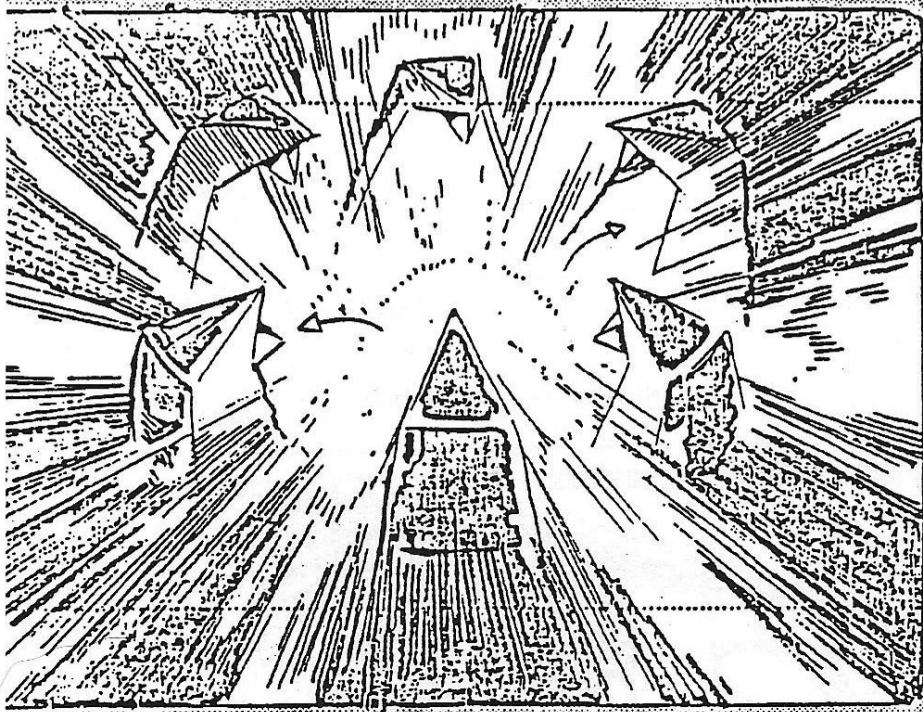
I belong to nobody.

MUSIC/SFX

C. 12-28

SC. 12-29

SEQ. 12 Page 21



C.U. UNICRON'S "MOUTH". THE BEAKS OF UNICRON'S "MOUTH" OPEN.  
A BLAZE OF ENERGY MIST SPILLS OUT.

UNICRON

Perhaps I misjudged you.  
Proceed on your way to oblivion.

Fx

ACTION

M.S. MEGATRON. HE MOVES BACK AS THE MIST FLOODS OUT TOWARD HIM.

DIAL

MUSIC/SFX

CAMERA

SC. 12-90



SC. CONT. TRUCK-UP SEQ. 12-90



ACTION C.U. MEGATRON. HE SCREAMS.

DIAL MEGATRON (PLEADING) No,

MUSIC/SFX  
TIFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!  
CAMERA

ACTION M.S. MEGATRON ENGULFED IN THE MIST WHICH STARTS TO DISSOLVE HIM.

DIAL MEGATRON (CONT) no

MUSIC/SFX



SC. CONT 12-30



ACTION ...HE GROWS WEAK AND STARTS TO COLLAPSE.

DIAL MEGATRON (CONT) No.....

MUSIC/SFX

CAMERA

SC. 12-31

SEQ. 12 Page 23



ACTION C.U. MEGATRON. HE COLLAPSES DOWN. SEEING THE END, HE ACCEPTS UNICRON'S OFFER.

DIAL MEGATRON (CONT) I accept your terms.

MUSIC/SFX

CAMERA

CAMERA

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!



SC. CONT. 12-31



SC. CONT.

Page 24



N ...SUDDENLY A REVERSAL STARTS TO TAKE PLACE. THE MIST CHANGES  
AND SO DOES MEGATRON.

MEGATRON (CONT) I accept!!

ACTION HE GROWS STRONGER AND STARTS TO CHANGE FORM.

DIAL

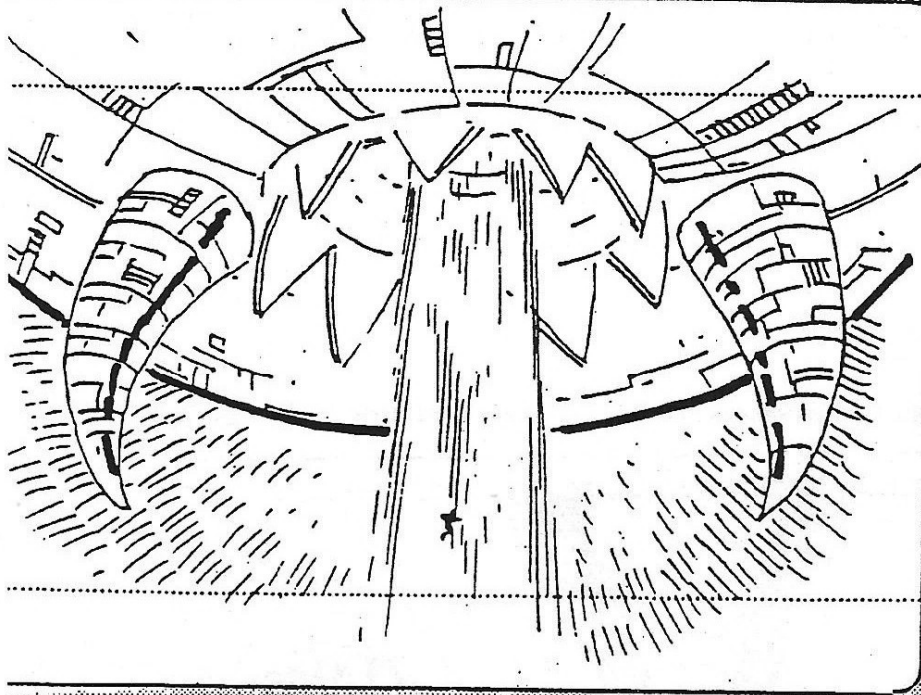
MUSIC/SFX

SFX

TFRAW

From Generation 1 to Beast Hunters and Beyond!!!!

C. 12-32

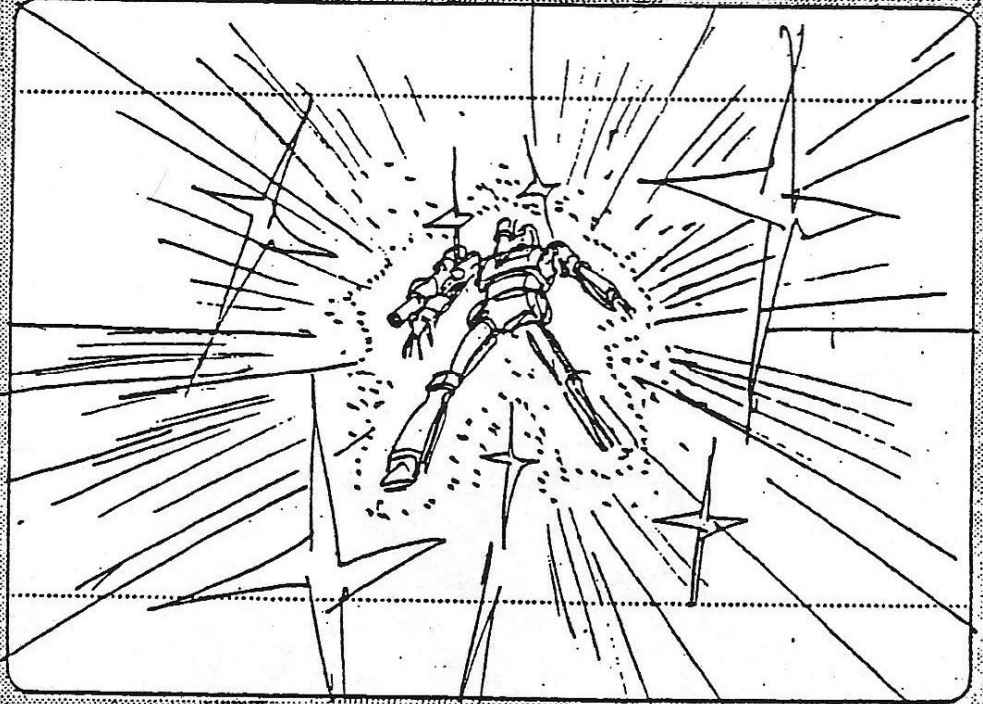


X.L.S. MEGATRON BATHED IN UNICRON'S TRANSFORMATION BEAM.

Fx

SC. 12-33

SEQ. 12 Page 25



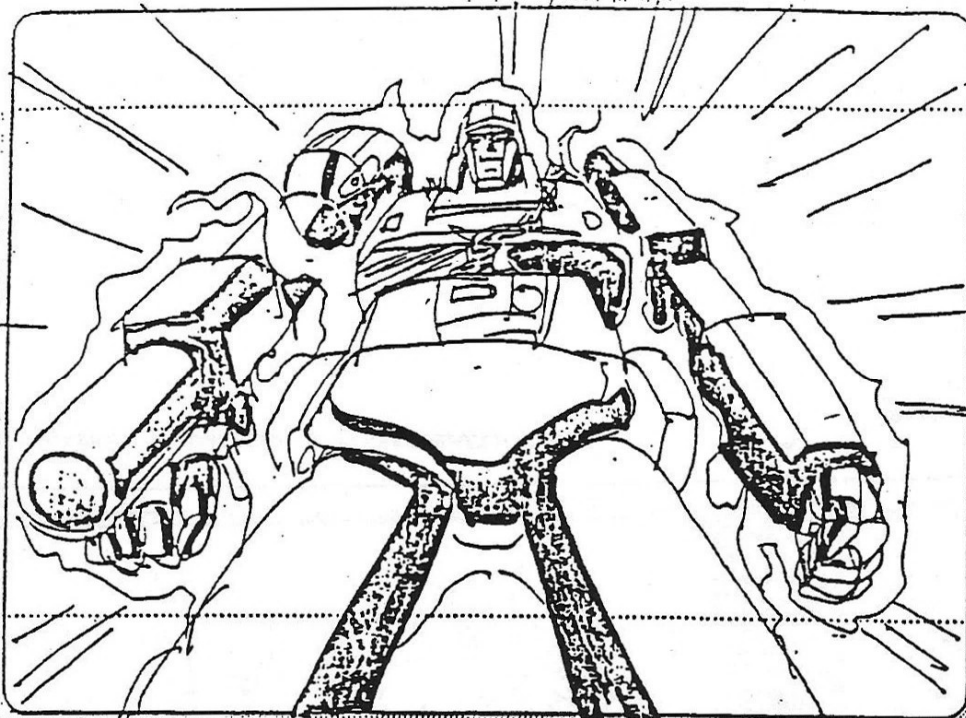
ACTION L.S. MEGATRON RECHARGED AND ALTERED IN UNICRON'S TRANSFORMATION BEAM.

DIAL

MUSIC/SFX

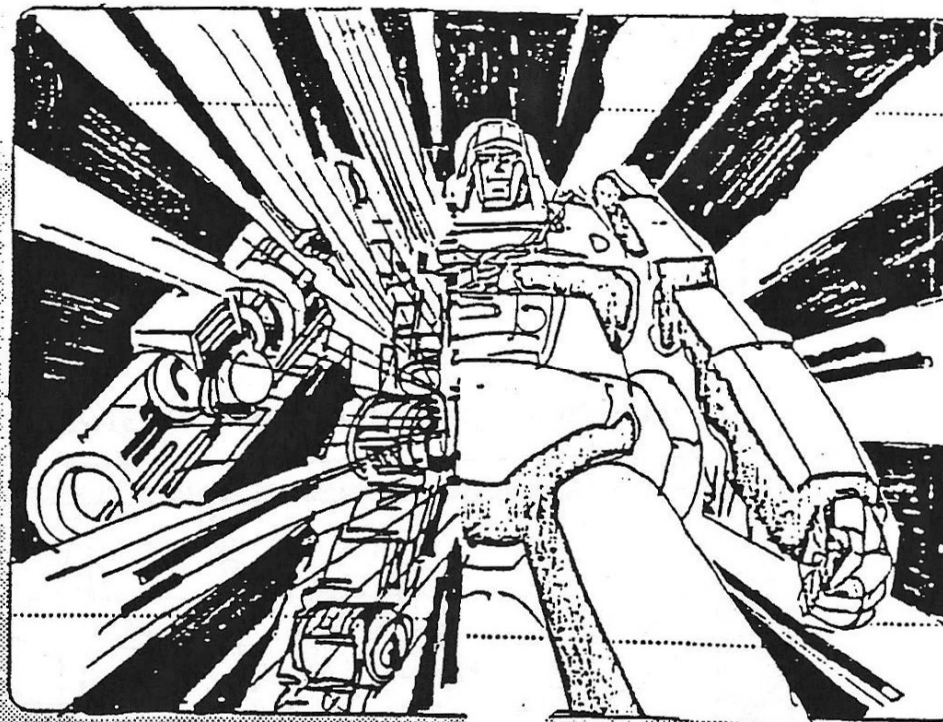
CAMERA

SC. 12-27



SC. CONT.

SEQ. Page 13



ACTION M.S. MEGATRON IN UNCORN'S TRANSFORMATION BEAM...

DIAL

MUSIC/SFX

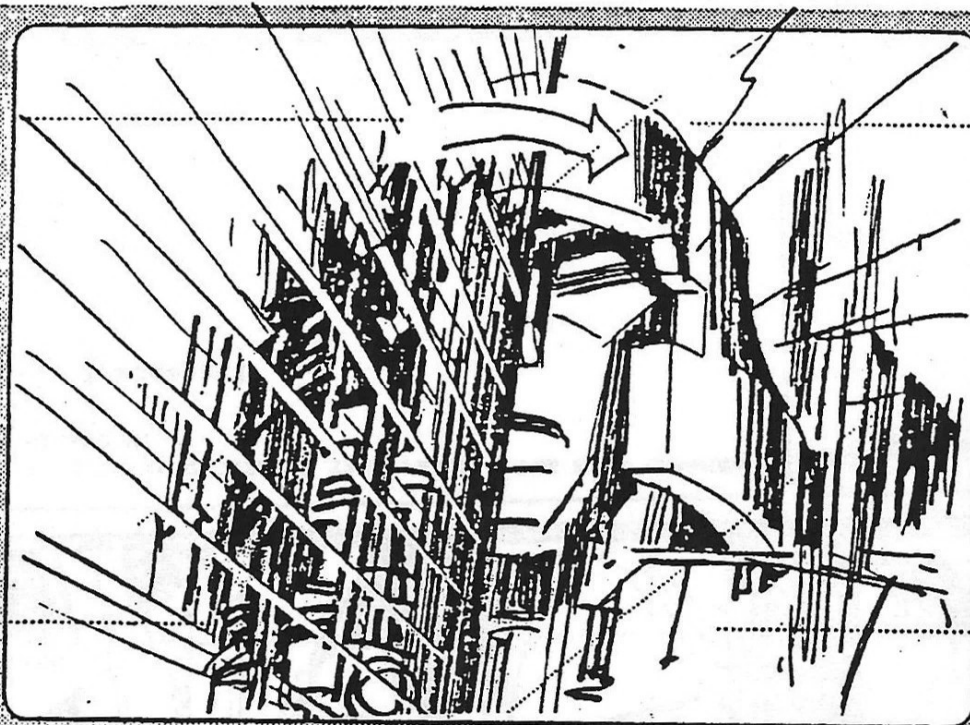
ACTION ...LIKE AN X-RAY WE CAN SEE THE TRANSFORMATION TAKING PLACE INSIDE OF MEGATRON. IT MOVES OVER HIS BODY.

DIAL

MUSIC/SFX



SC. 12-35



SC. CONT.

SEQ. / Page 27



ACTION C.U. MEGATRON. THE TRANSFORMATION MOVES ACROSS HIS FACE...

DIAL

MUSIC/SFX

CAMERA

ACTION

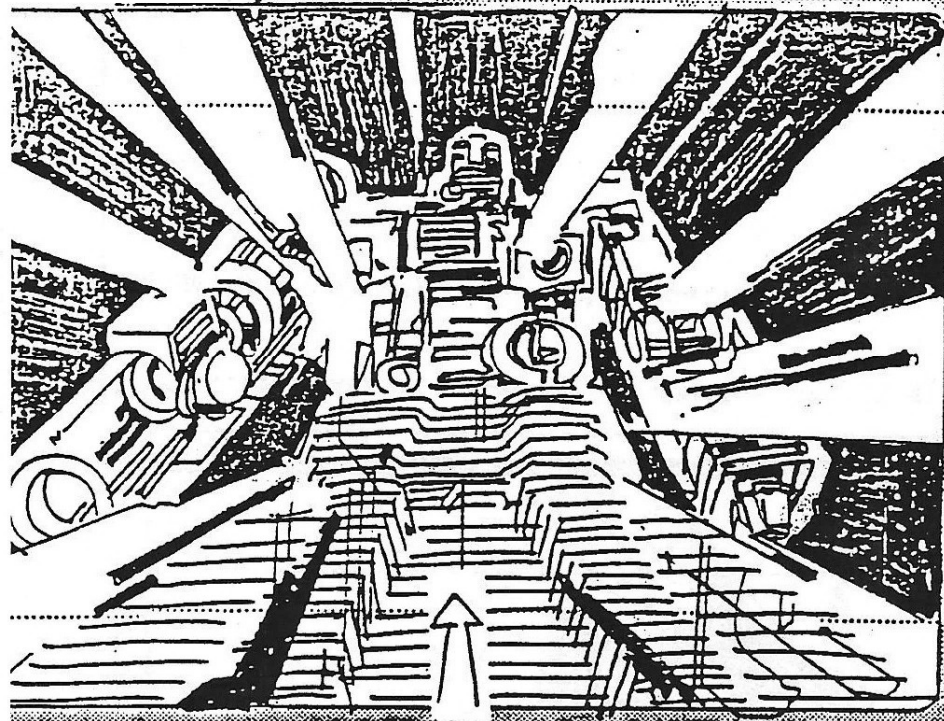
DIAL

MUSIC/SFX

CAMERA

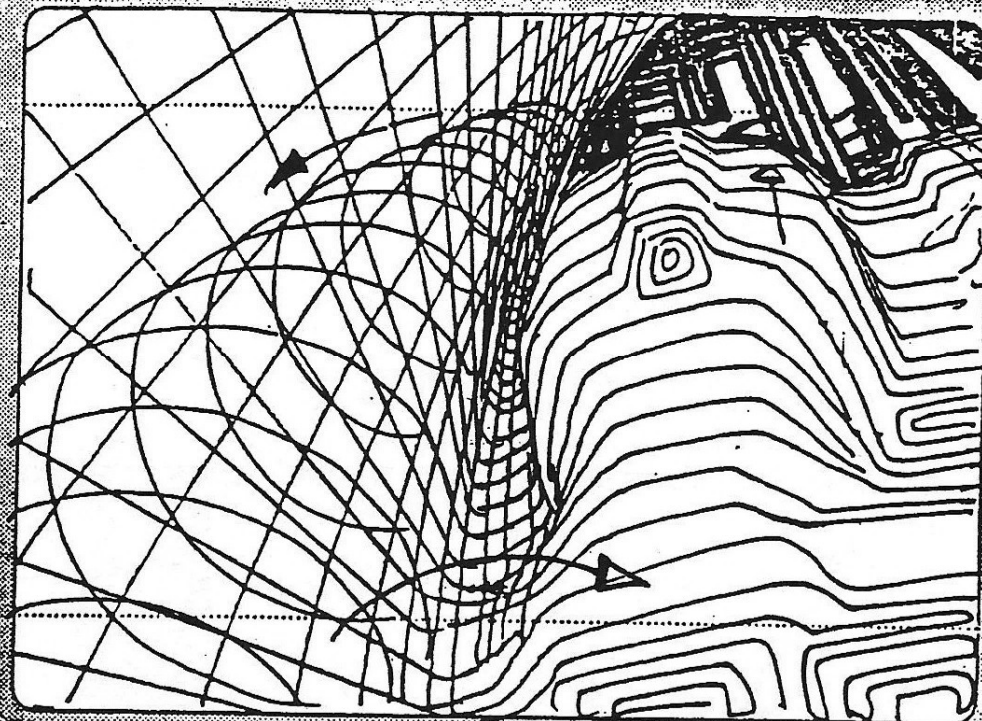


SC. 12-36



SC. 12-37

SEQ. 12 Page 28



M.S. MEGATRON. STRANGE PIERCING SEARCHLIGHT BEAMS WORK ACROSS MEGATRON'S BODY, AS A GRID-LIKE WAVE ENVELOPES HIM.

ACTION C.U. MEGATRON THE GRID COVERS HIM, REMOLDING HIS FORM.

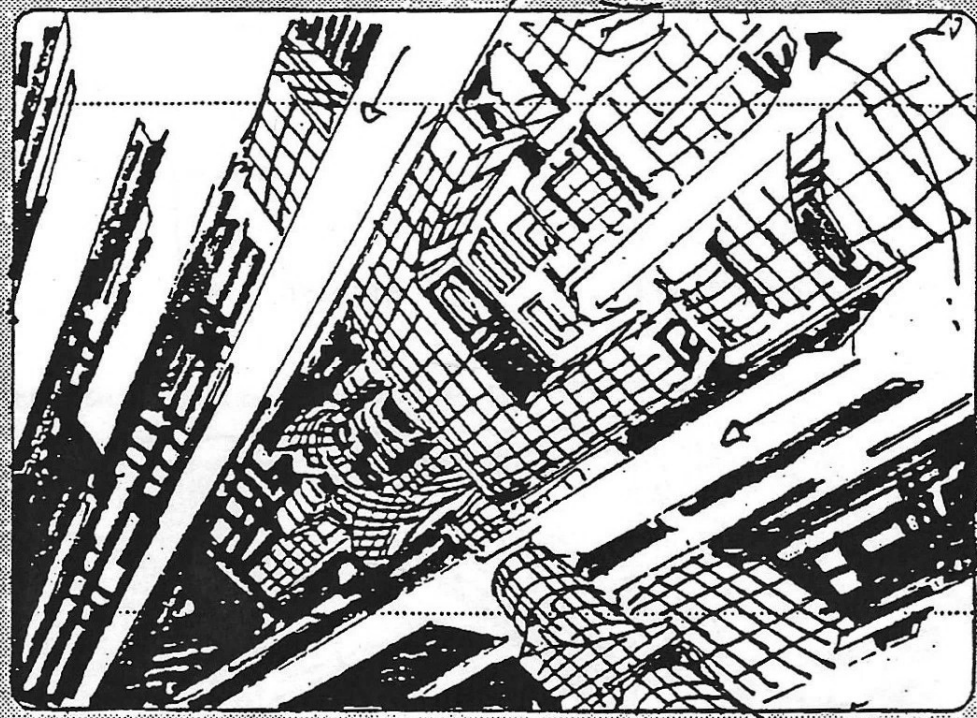
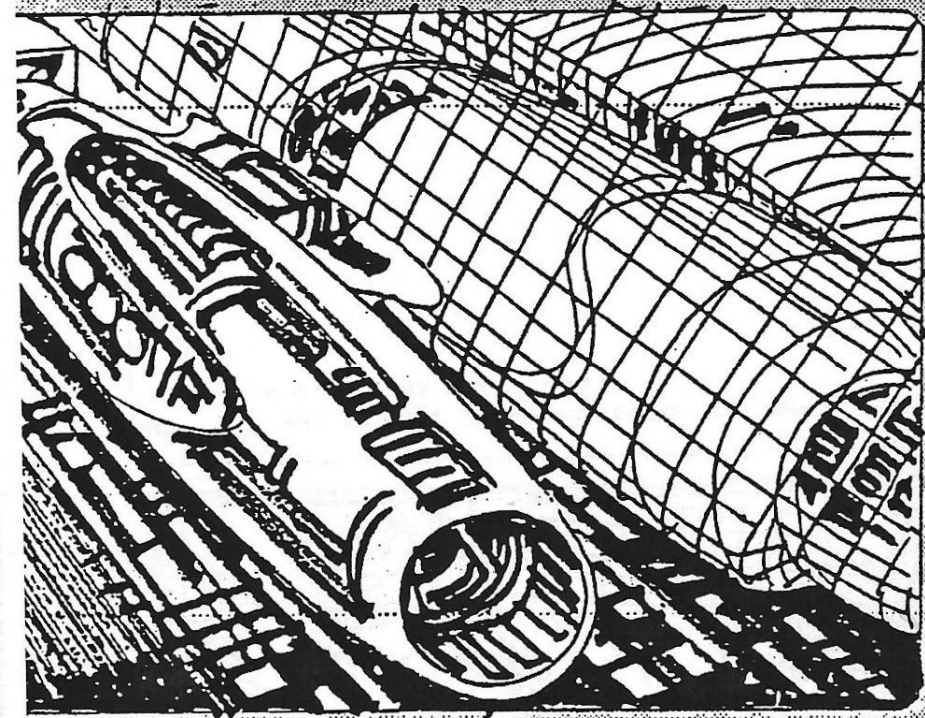
DIAL

MUSIC/SFX

CONT 12-37

SC. CONT.

SEQ. 12 Page 29



...SEARCHING OUT EVERY PART OF HIM, SHAPING, SCULPTING...

ACTION

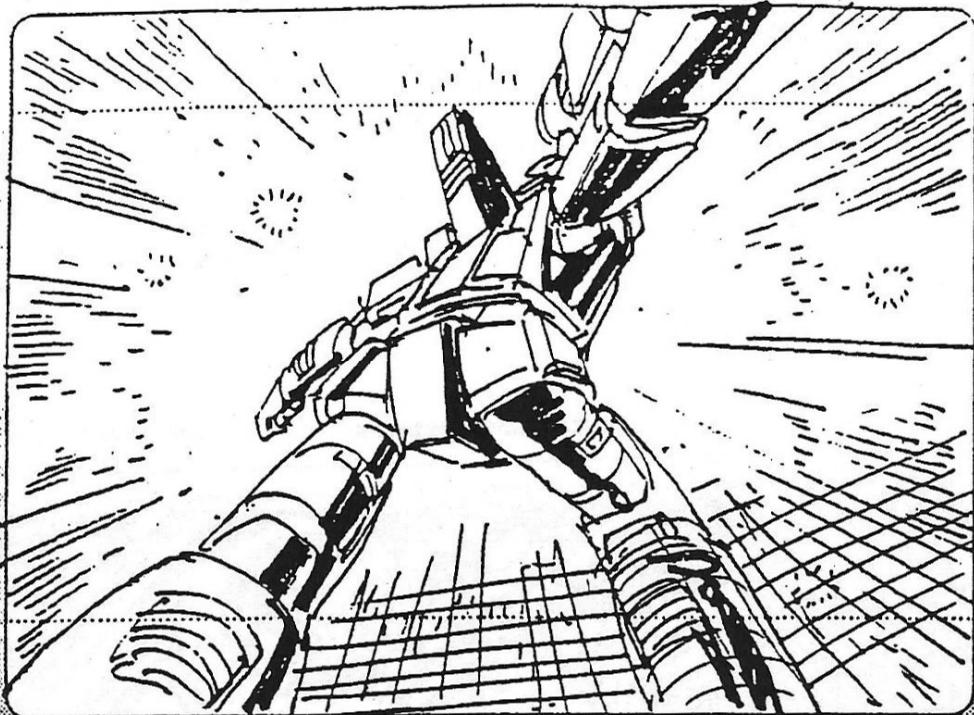
...CREATING A NEW BEING...

DIAL

MUSIC/SFX

CAMERA

SC. CONT. 2-37



ACTION ...WHO IS FULL OF MIGHTY ENERGY AND POWER. HE IS COMPLETE NOW.  
THE GRID BEAM MOVES AWAY.

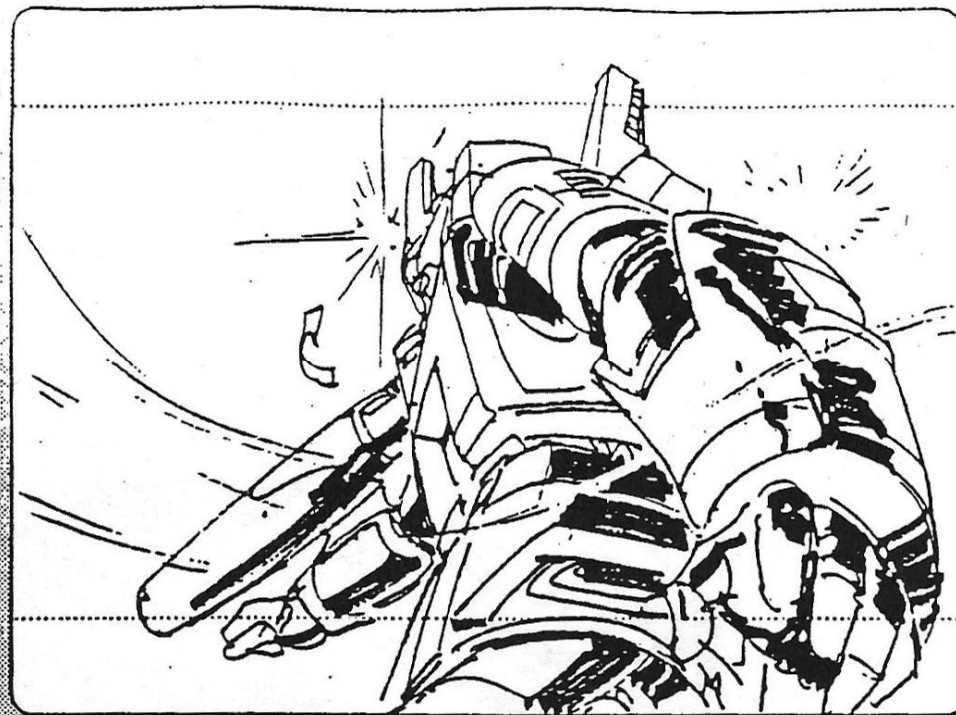
DIAL

MUSIC/SFX

**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT.

SEQ. 1 SC. 30



ACTION ...THE NEW CREATURE TURNS TOWARD US, WE TRUCK IN TO SEE...

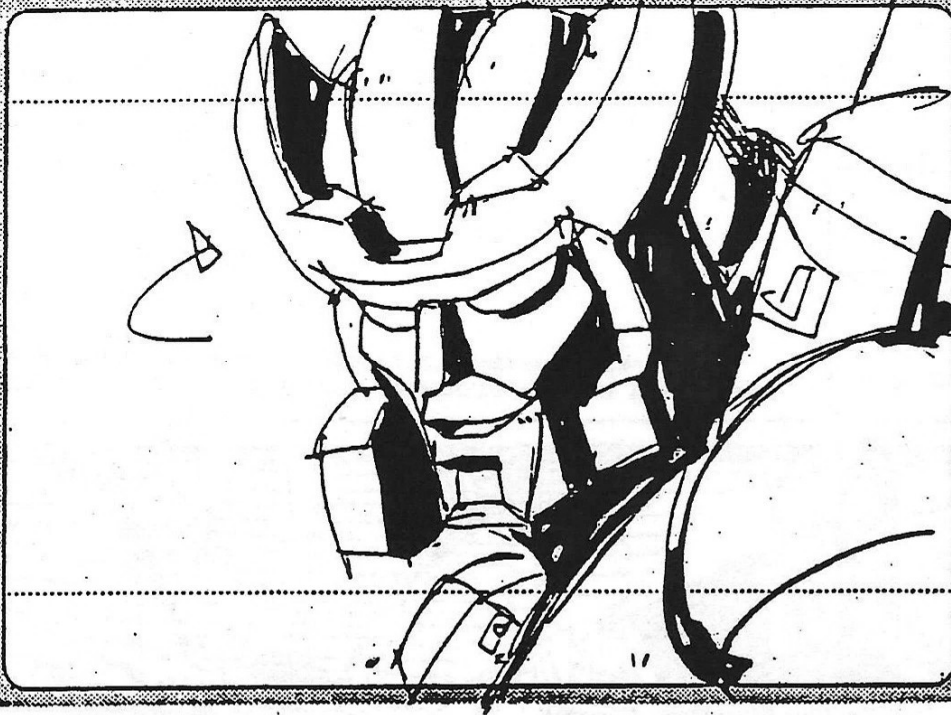
DIAL UNICRON

Excellent!

MUSIC/SFX



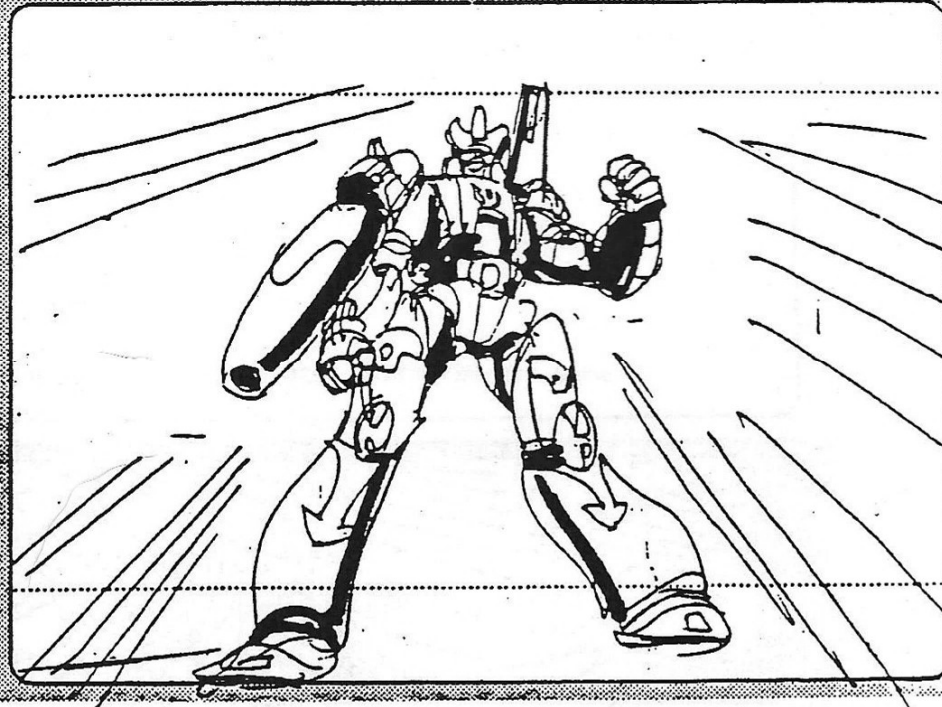
SC. CONT. 12-37



SC. CONT.

SEQ. 12 Page

31



ACTION ...THE FACE OF UNICRON'S NEW CREATION, GALVATRON!

DIAL UNICRON (CONT) Behold... Galvatron!

MUSIC/SFX

CAMERA

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION WE TRUCK BACK TO SEE THE LOOK OF HIS ENTIRE BODY BATHED IN UNICRON'S BRIGHT TRANSFORMATION BEAM.

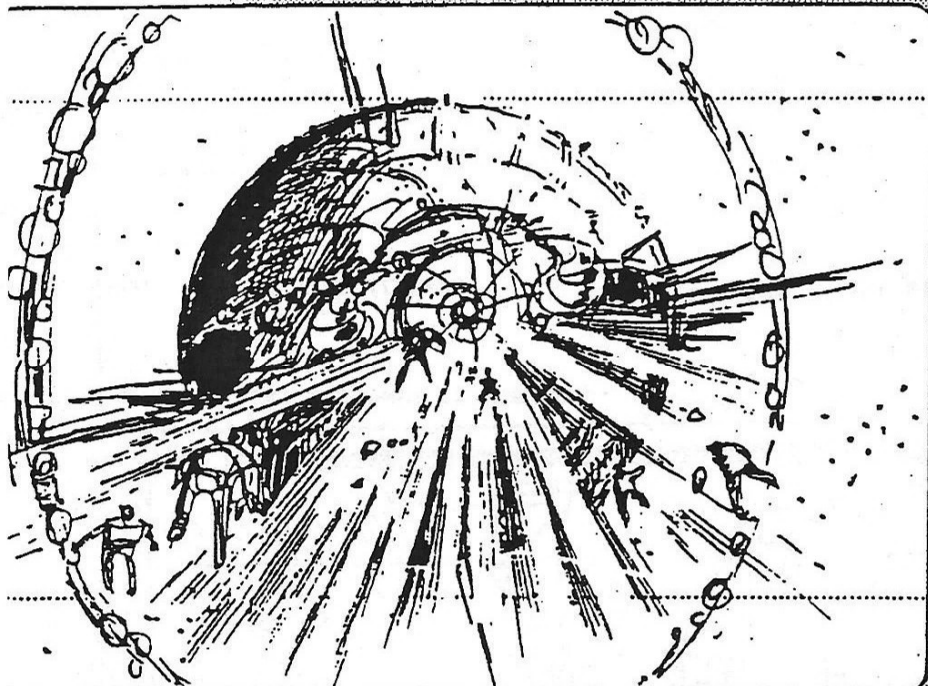
DIAL GALVATRON Long live Galvatron!

MUSIC/SFX

CAMERA

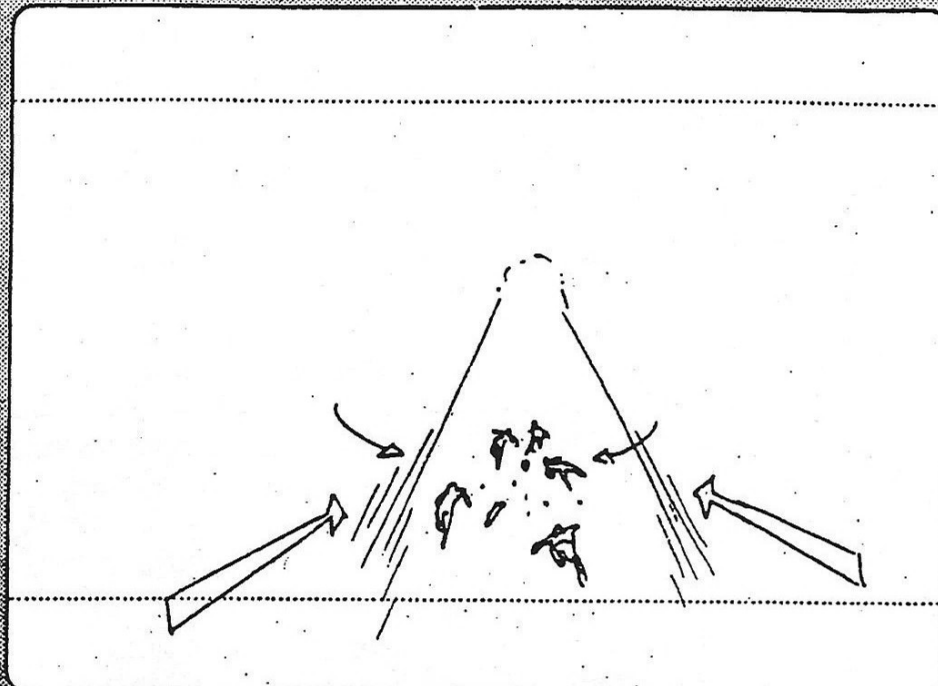


SC 12-38



SC. CONT

SEQ. 12 Page 32



IN L.S. UNICRON. HE DRAWS IN THE BODIES OF THE OTHER DECEPTICONS.

UNICRON

And these shall be your minions...

ACTION THEY ARE GATHERED INTO HIS BLINDING TRANSFORMATION BEAM.  
AS THE BEAM NARROWS IN, THEY ARE DRAWN IN CLOSER TOGETHER.

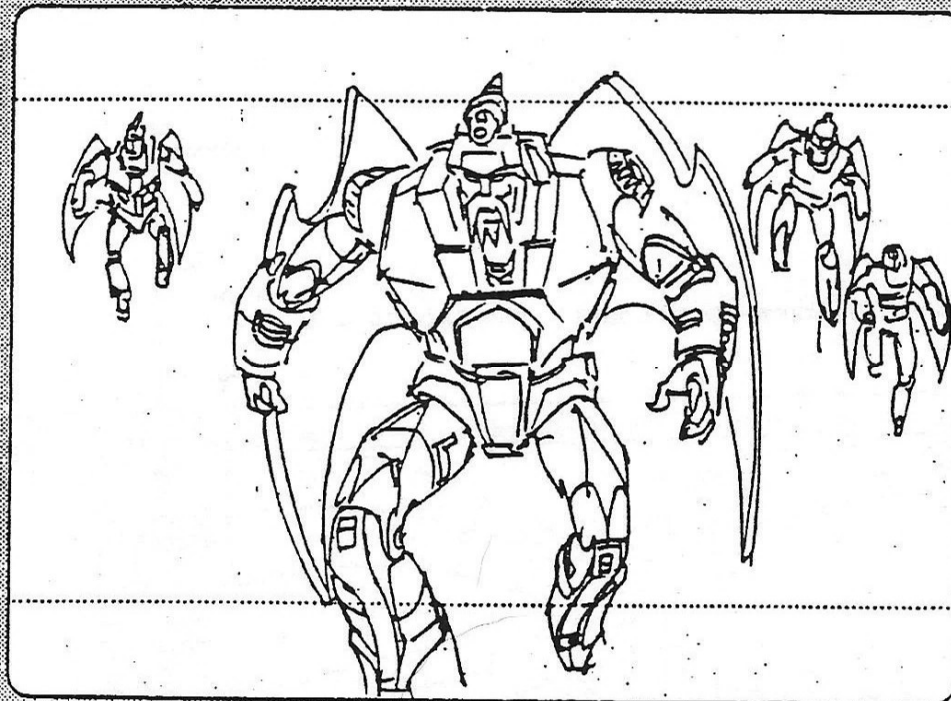
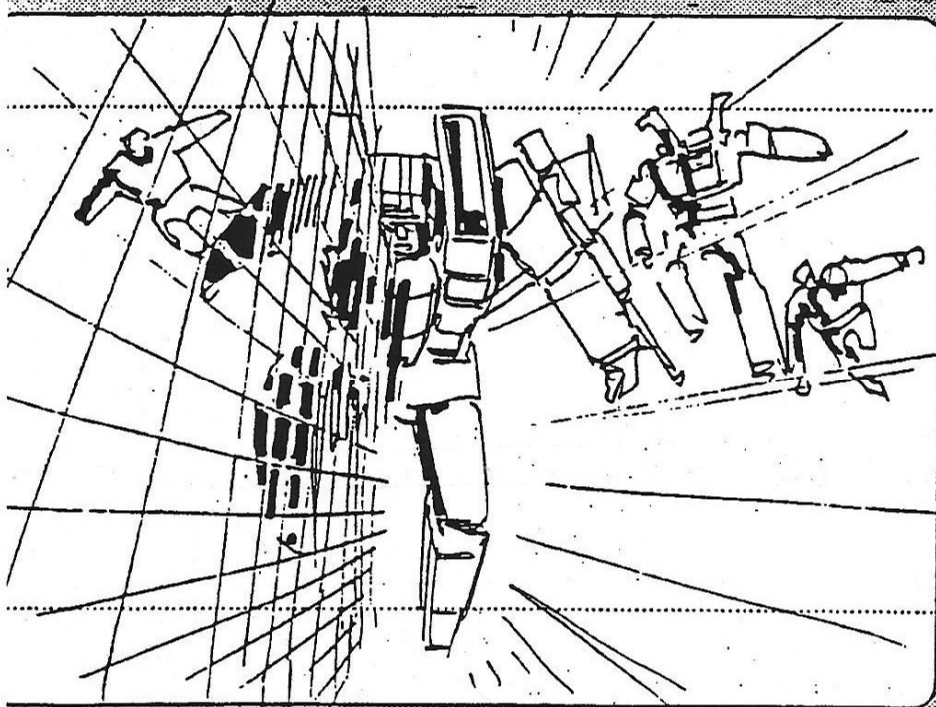
DIAL

MUSIC/SFX

SC. 12-39

SC. CONT.

SEQ./2 Page 33



ON M.S. A DEAD DECEPTICON. OUT OF THIS DECEPTICON, UNICRON CREATES...

ACTION ...THE VISCIOUS SCOURGE!

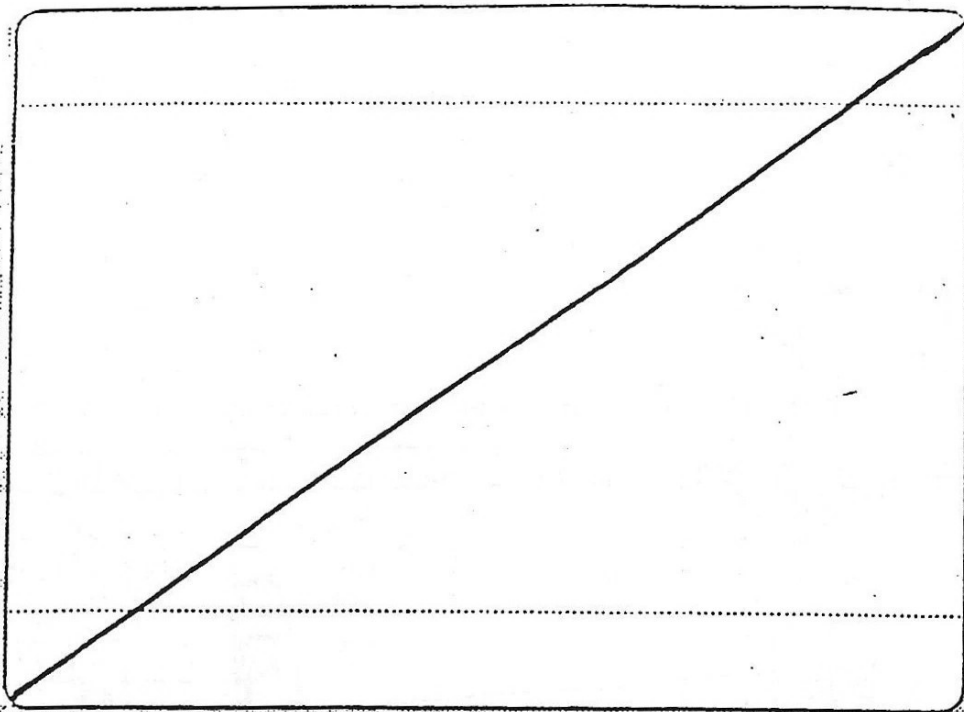
DIAL UNICRON (CONT) Scourge, the tracker...and his  
huntsmen...the Sweepers.....

MUSIC/SFX

CAMERA

SFX

SC.



ACTION

DIAL

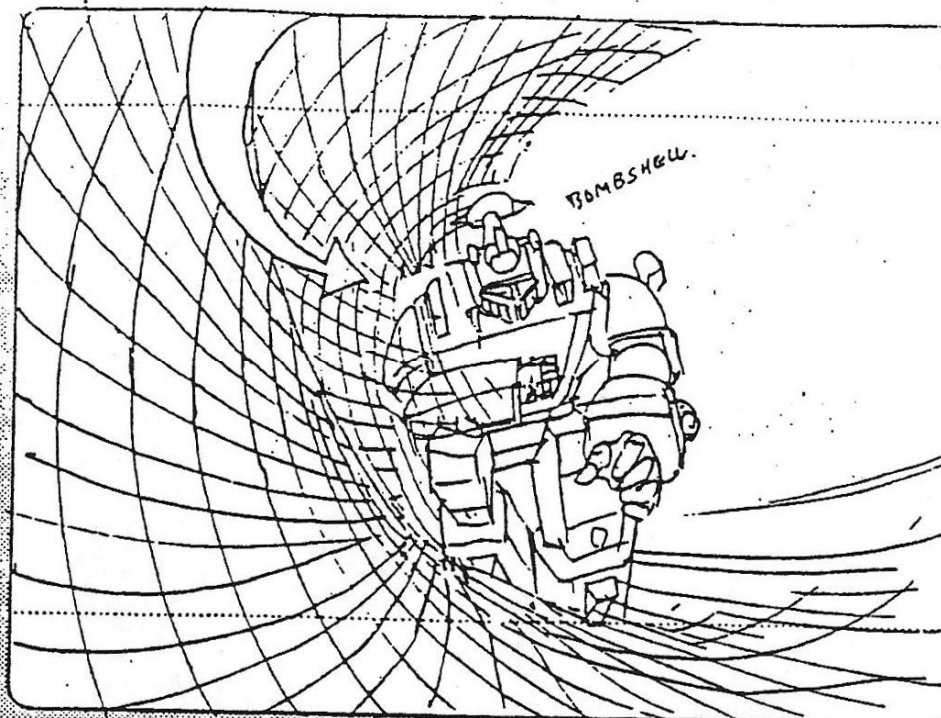
MUSIC/SFX

IFRAW

From Generation 1 to Beast Hunters and Beyond!!!!

SC. 12-11

SE 2-10 3-



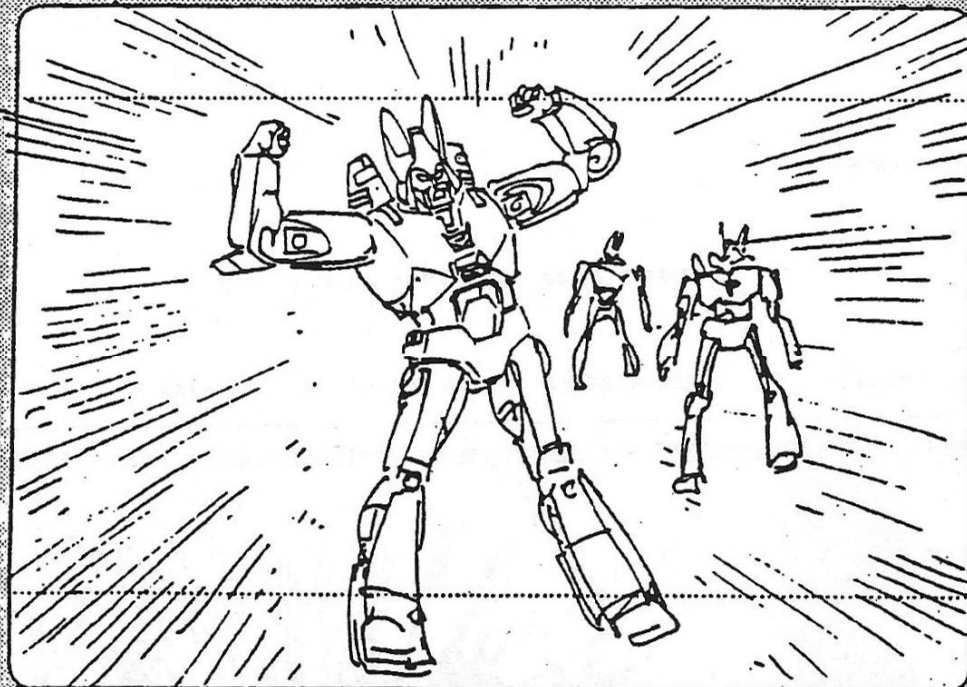
ACTION

L.S. OTHER DECEPTICONS. THEY ARE RE-FASHIONED IN THE TRANSFORMATIC BEAM.

DIAL

MUSIC/SFX

SC. CONT 12-40

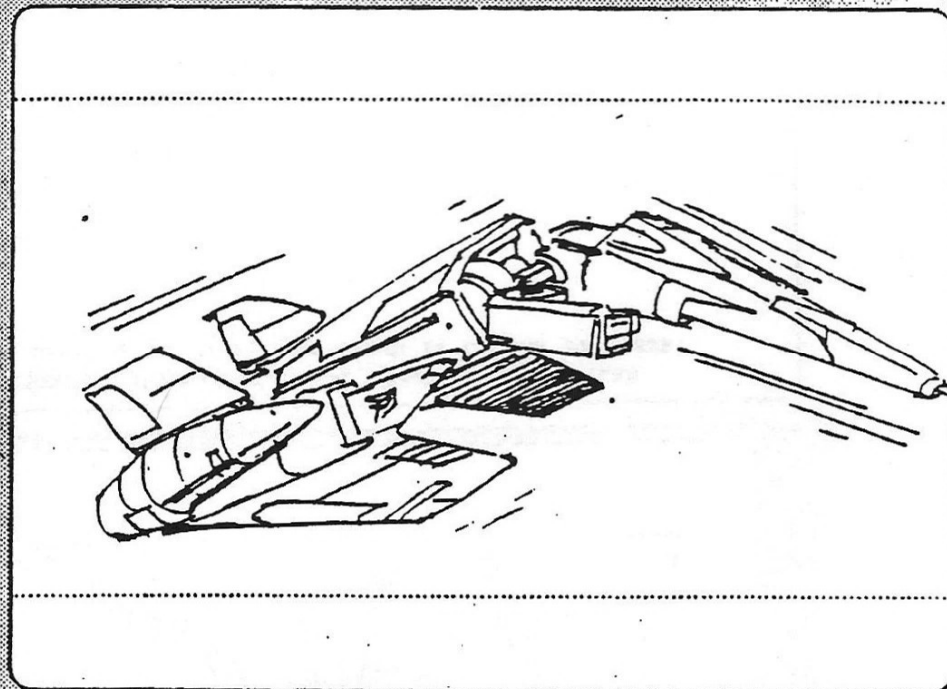


SC. CONT

SEQ: 12

Page

35



ACTION L.S. CYCLONUS IS FORMED...

DIAL UNICRON (CONT)

Cyclonus, the warrior...

MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...HE TRANSFORMS INTO JET MODE...

DIAL

MUSIC/SFX

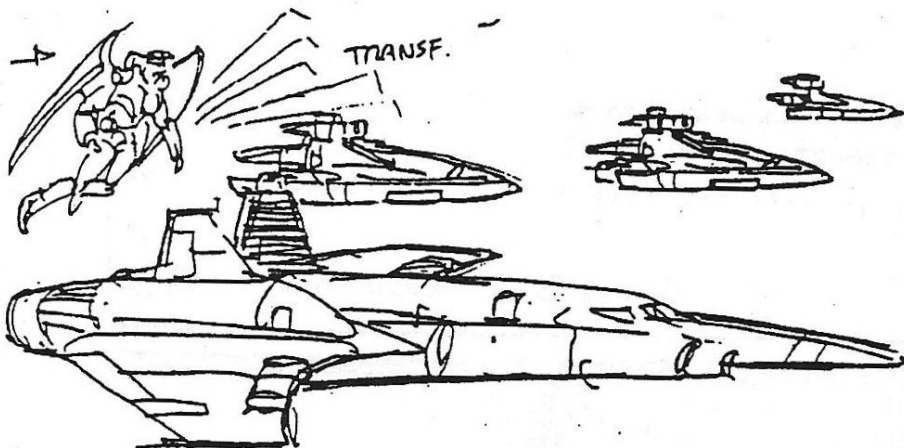
CAMERA



C. CONT 12-40

SC.

SEQ. 12 Page 36



...AND FLIES ALONG WITH THE SWEEPS AND SCOURGE.

UNICRON (CONT)

and this

ACTION

DIAL

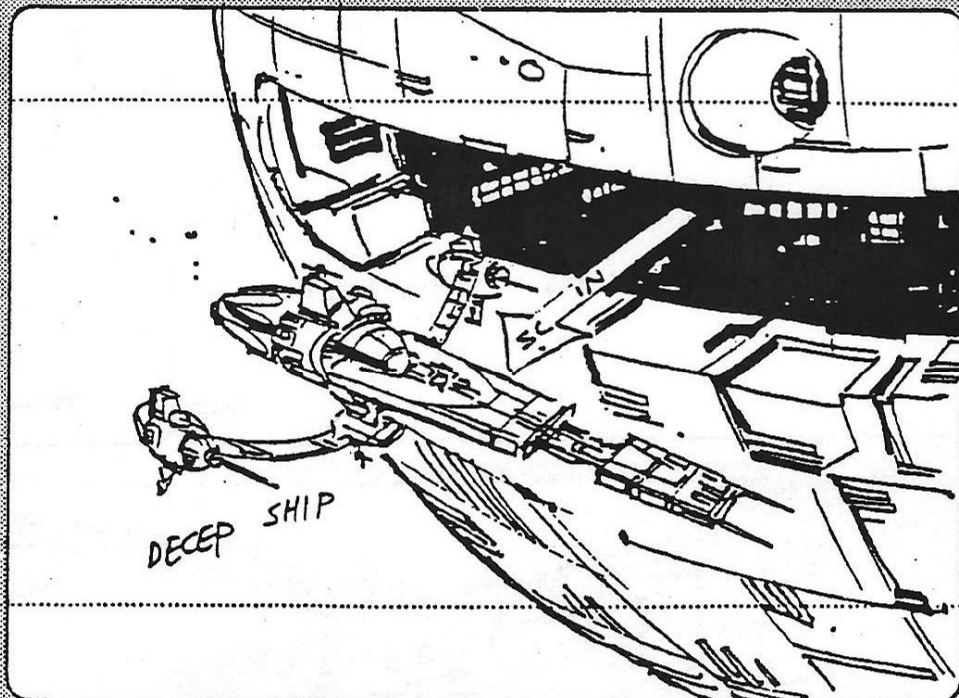
MUSIC/SFX

CAMERA

C. 12-41

SC. 12-42

SEQ. 12 Page 37



M.S. GALVATRON. HE TURNS TO LOOK...

UNICRON (CONT) will be your ship.

FX

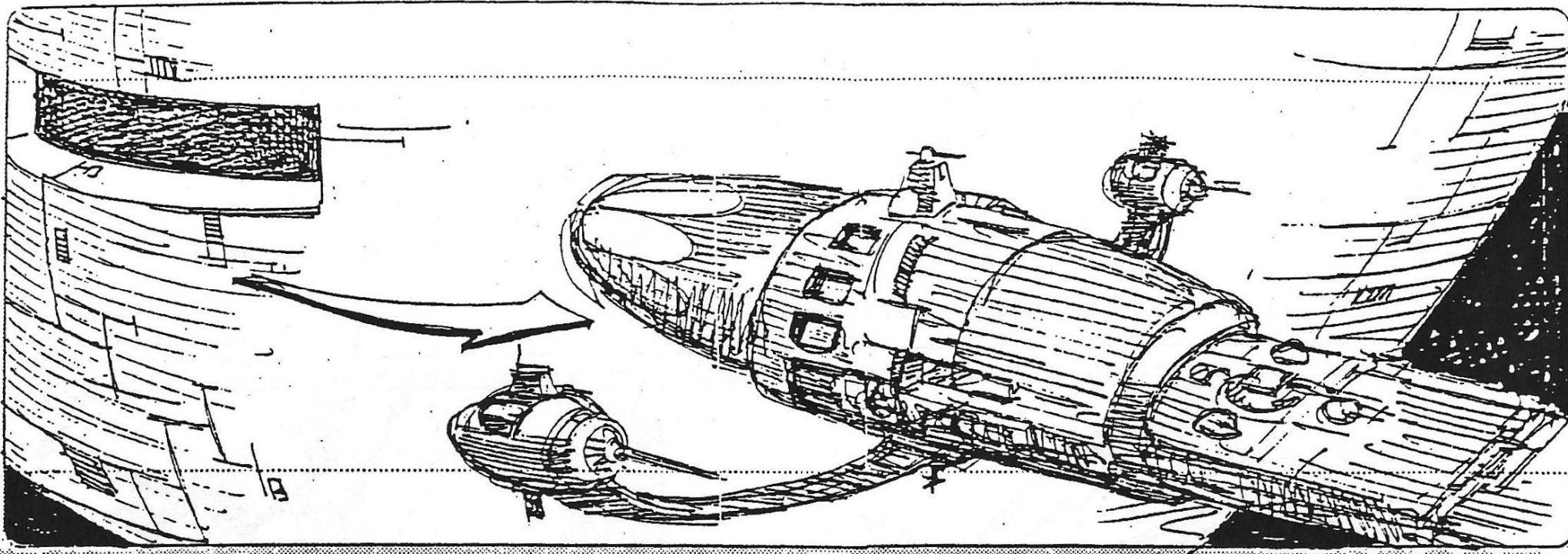
ACTION

M.S. UNICRON. FROM OUT OF HIS SIDE A GIGANTIC SPACE SHIP SLIDES FORTH.

DIAL

MUSIC/SFX

CAMERA



ACTION THE DECEPTICON SHIP MOVES AWAY FROM UNICRON AND GLIDES TOWARD US.

DIAL UNICRON Now go destroy

MUSIC/SFX  
**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

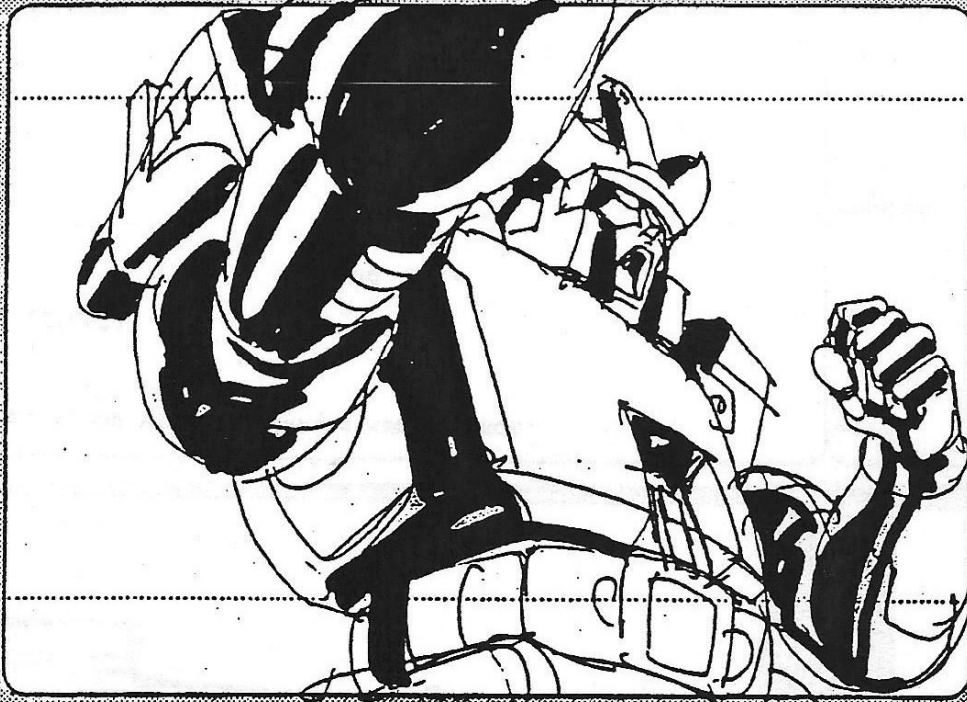
DIAL UNICRON (CONT) the Autobot matrix.

MUSIC/SFX

SC. 12-43

SC. CONT.

SEQ. 12- Page 39



ACTION M.S. GALVATRON. HE CRIES OUT...

DIAL GALVATRON

I will rip open Ultra Magnus.  
Every other Autobot until the  
Matrix has been destroyed!

MUSIC/SFX

CAMERA

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...THEN IGNITING HIS CANNON AND USING IT LIKE A ROCKET...

DIAL

MUSIC/SFX

CAMERA

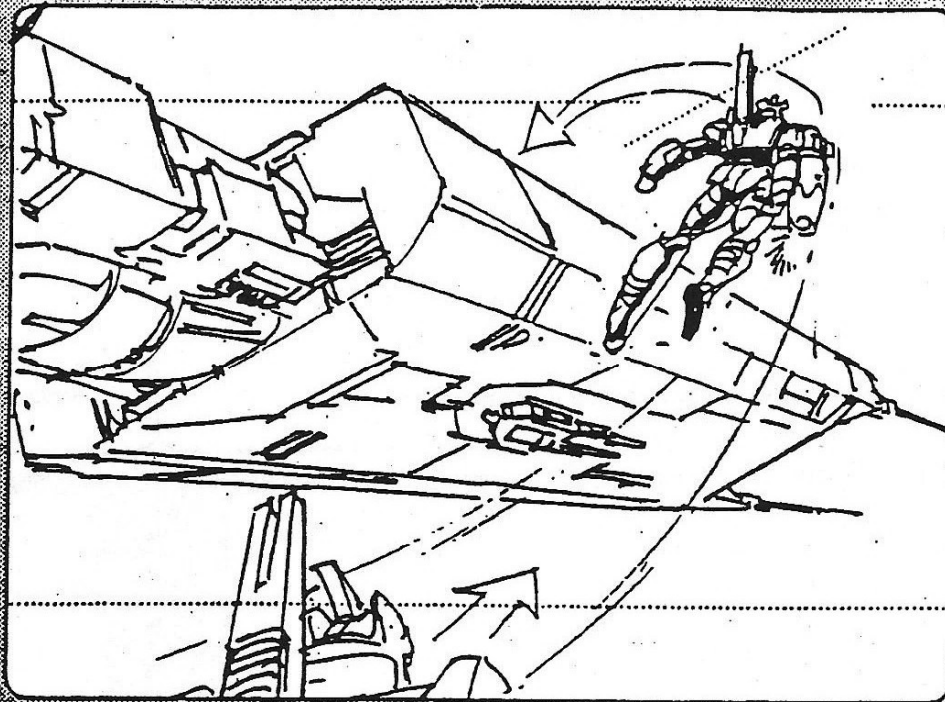


SC. CONT, 12- 43



SC. 12- 44

SEQ. 12 Page 40



IN ...PROPELS HIMSELF UP AND O.S.

ACTION L.S. GALVATRON. HE FLIES UP AND BANKS TOWARD THE DECEPTICON SPACE SHIP IN THE BACKGROUND.

DIAL GALVATRON To Cybertron!

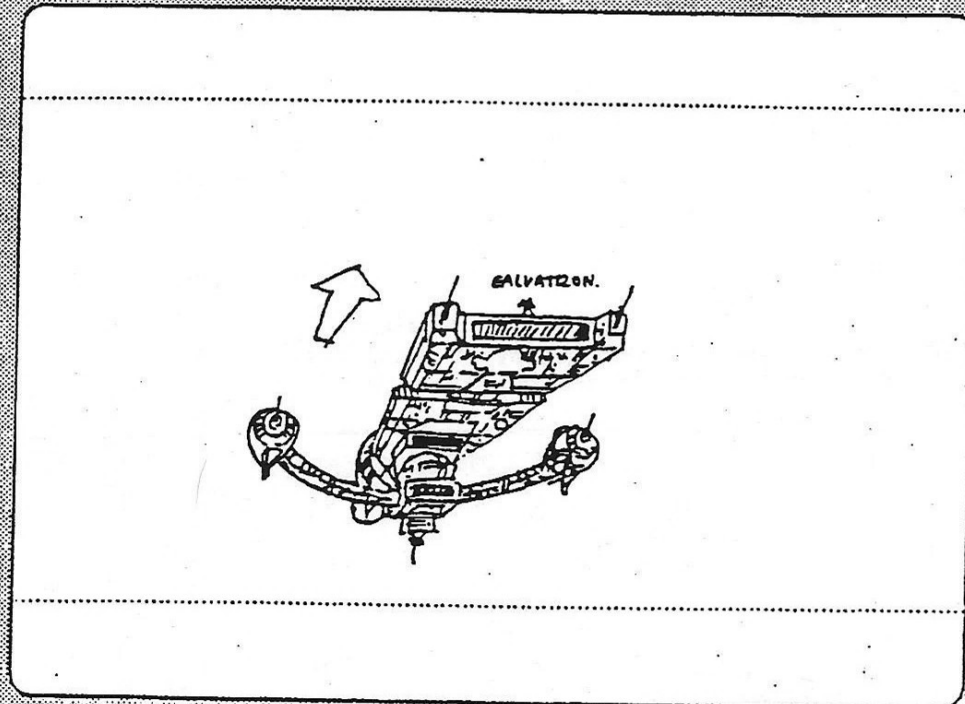
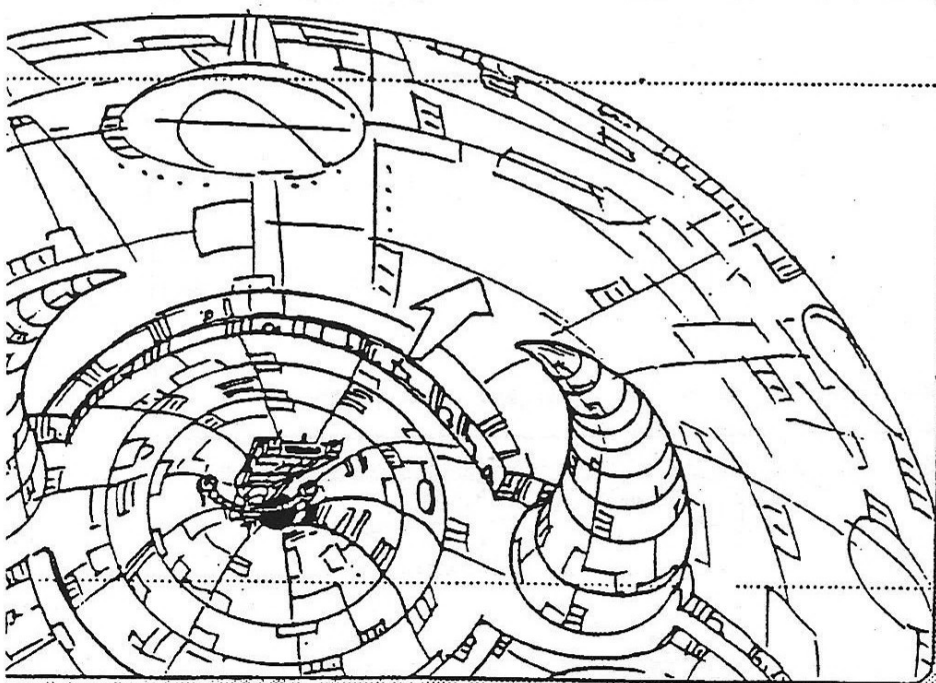
MUSIC/SFX

CAMERA

SC. 12-45

SC. CONT

SEQ. 12 Page 41



N X.L.S. THE DECEPTICON SPACE SHIP. WITH GALVATRON STANDING  
ON TOP IT GLIDES...

ACTION AWAY FROM UNICRON AS IT DOES...

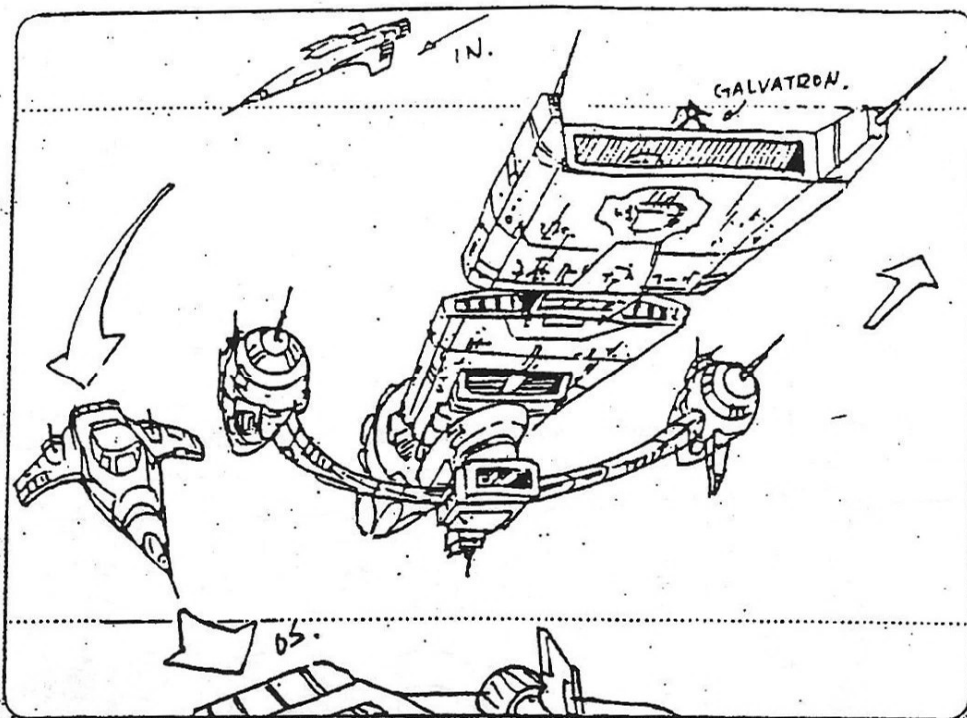
DIAL

MUSIC/SFX

CAMERA

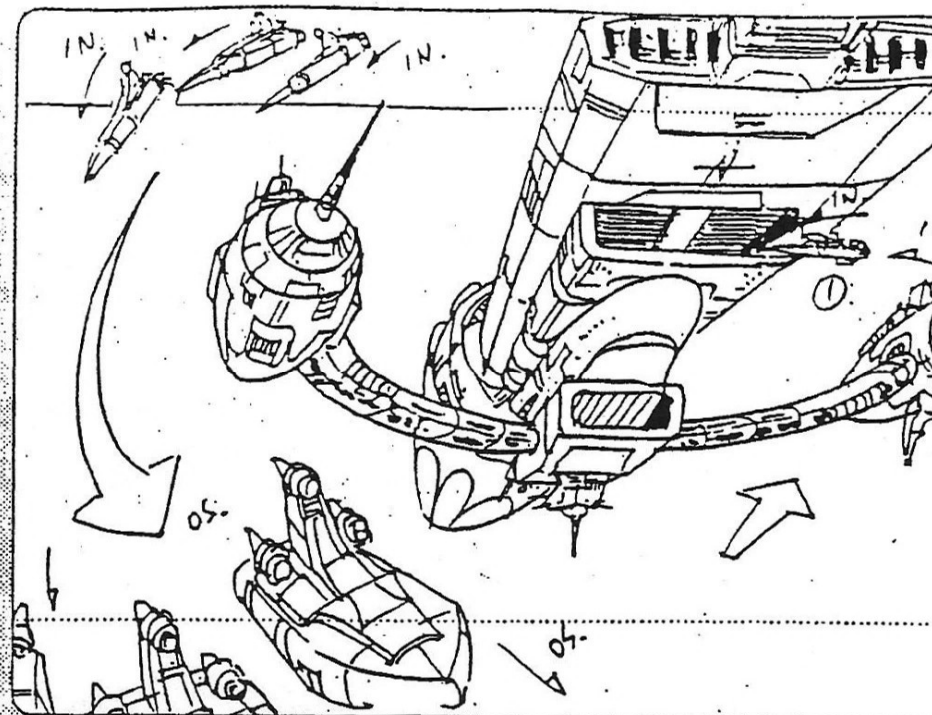
SFX

SC. CONT 2-45



SC. CONT

SC. 1.2 Page 42



ACTION ...CYCLONUS FLIES INTO THE SCENE AND BANKS DOWN AND O.S...

DIAL

MUSIC/SFX

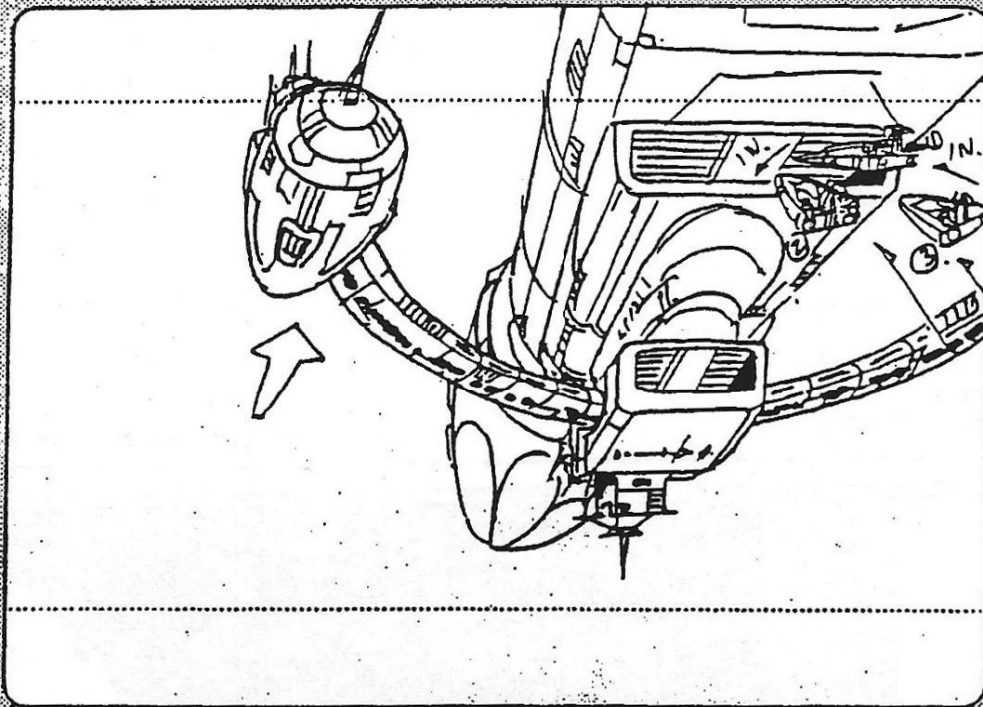
ACTION

...THE SWEEPS THEN ENTER THE SCENE AND BANK DOWN AND FLY O.S. AS CYCLONUS RE-ENTERS THE SCENE AND FLIES INTO THE SHIP.

DIAL

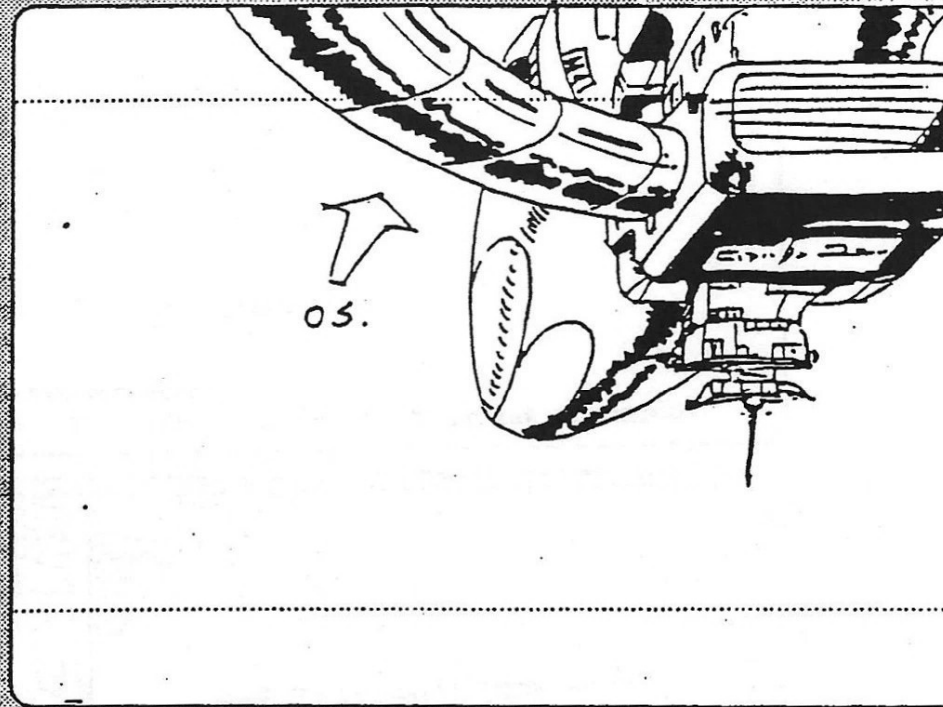
MUSIC/SFX

SC. CONT 12-45



SC. CONT

SEQ. 12 Page 43



ACTION THE SHIP CONTINUES ON ITS WAY. THE SWEEPS RE-ENTER THE SCENE AND FLY INTO THE SHIP...

DIAL

MUSIC/SFX

CAMERA

ACTION ...WHICH CONTINUES HEADING AWAY FROM UNICRON AND O.S.

DIAL

MUSIC/SFX

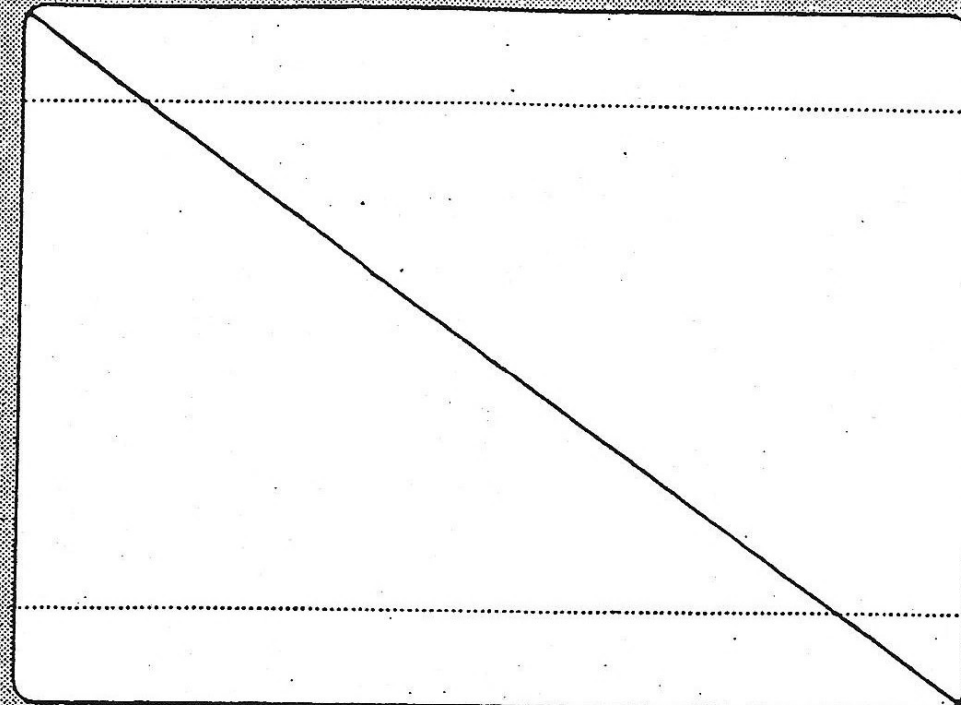
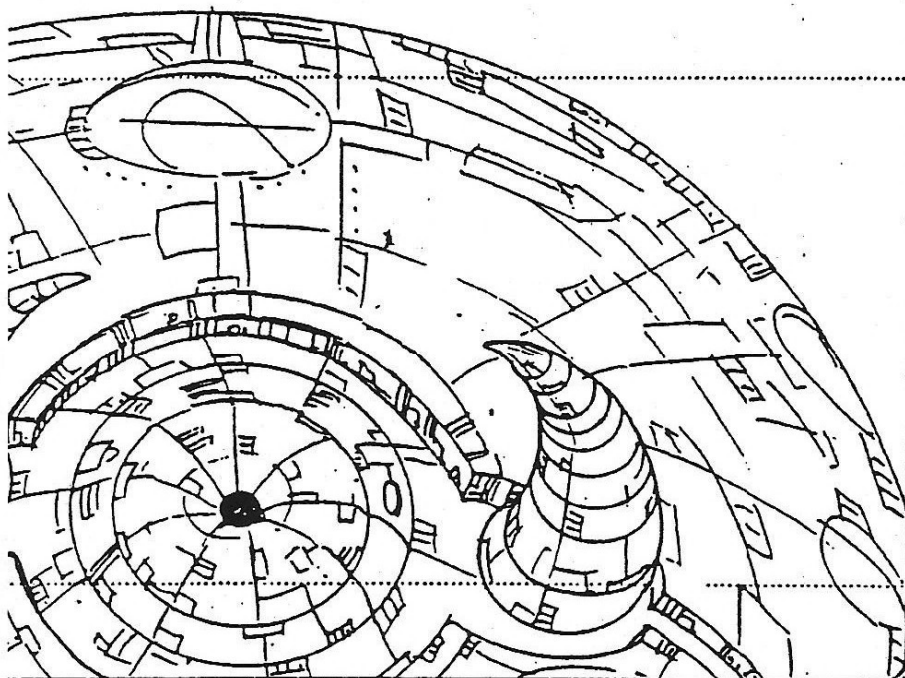
CAMERA



3. CONT 12-45

SC.

SEQ. 12 Page 44



UNICRON'S VOICE RUMBLES OUT ORDERS TO GALVATRON O.S.

UNICRON                      Destroy the Matrix!

ACTION

DIAL

MUSIC/SFX

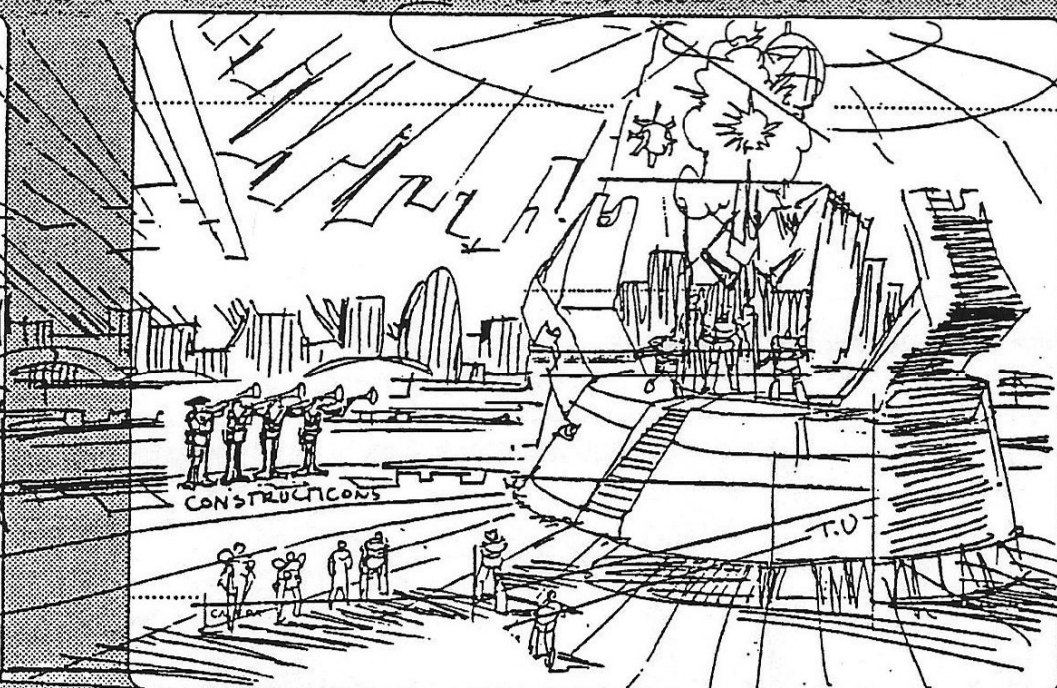
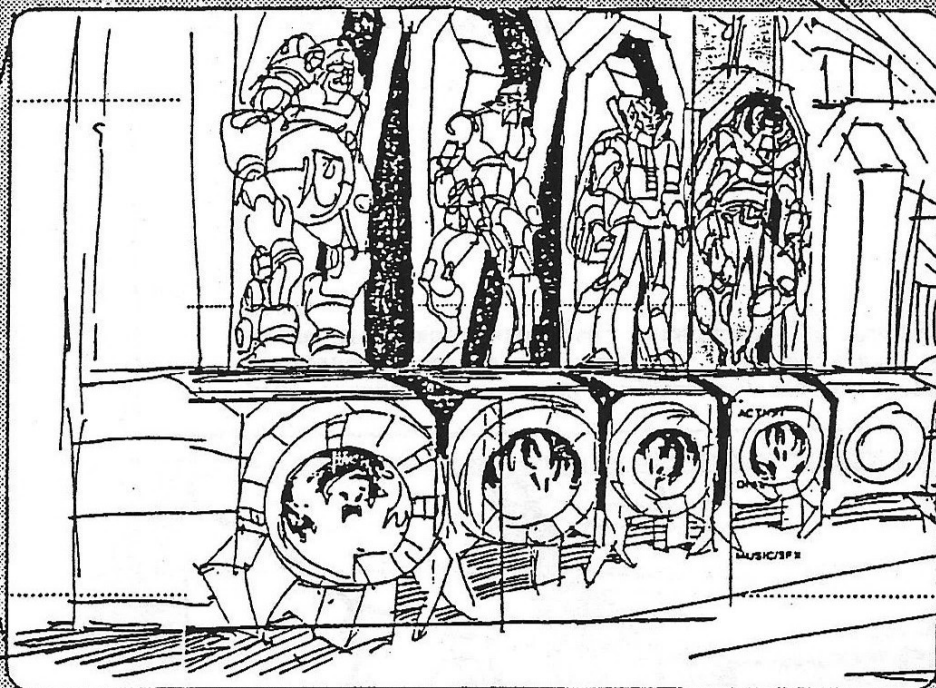
CAMERA

SC. 13-1

START

PAN

STOP SEQ. 13 Page 1



ACTION X.L.S. THE DECEPTICON HALL OF HEROES. ON CYBERTRON WE PAN ACROSS THE HALL TO SEE...

DIAL

MUSIC/SFX

CAMERA

ACTION

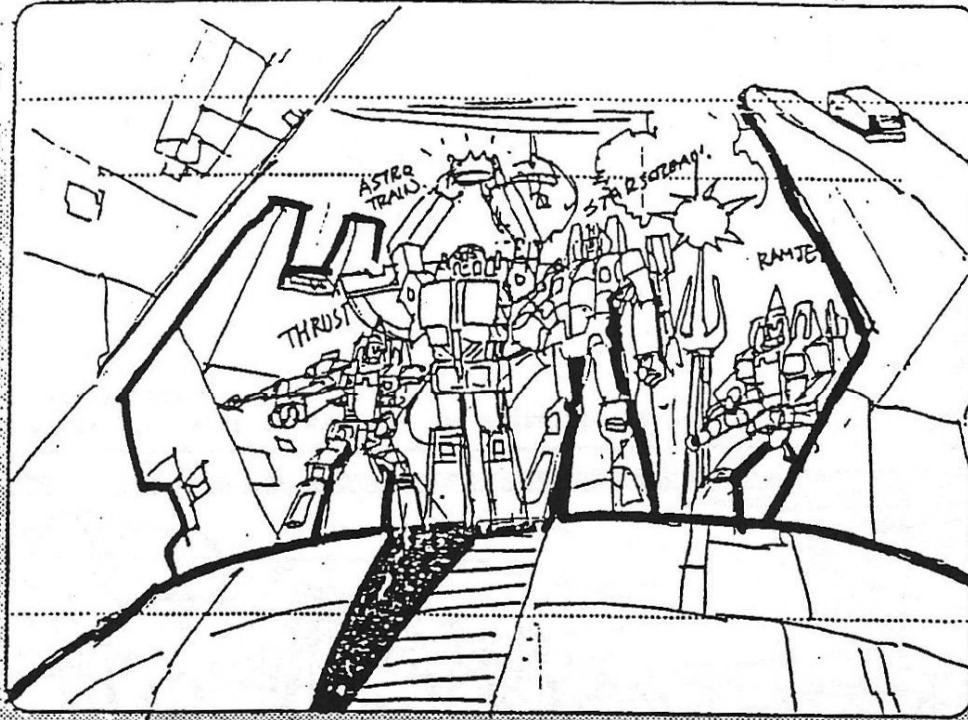
...THE DECEPTICONS ASSEMBLED FOR THE CORONATION CEREMONY OF STARScream. THE CONSTRUCTICONS TRUMPET A FANFARE. OTHER! DECEPTICONS ARE GATHERED AT THE BASE OF A TALL PLATFORM ON TOP OF WHICH STANDS STARScream, ASTROTRAIN, THRUST AND RAMJET.

DIAL

MUSIC/SFX

CAMERA

SC. 13-2



**ACTION** L.S. THRUST, ASTROTRAIN, STARSCREAM, RAMJET. THEY ARE ALL  
STANDING ON TOP OF THE PLATFORM. ASTROTRAIN IS HOLDING A  
CROWN HIGH ABOVE HIS HEAD. STARSCREAM IS WEARING A ROYAL  
ROBE.

**DIAL**

**MUSIC/SFX**

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 13-3

SEQ. 13 Page 2



**ACTION** M.S. STARSCREAM AND ASTROTRAIN. ASTROTRAIN HOLDS THE CROWN  
HIGH IN THE AIR. STARSCREAM IS RELISHING THE MOMENT.

**DIAL**

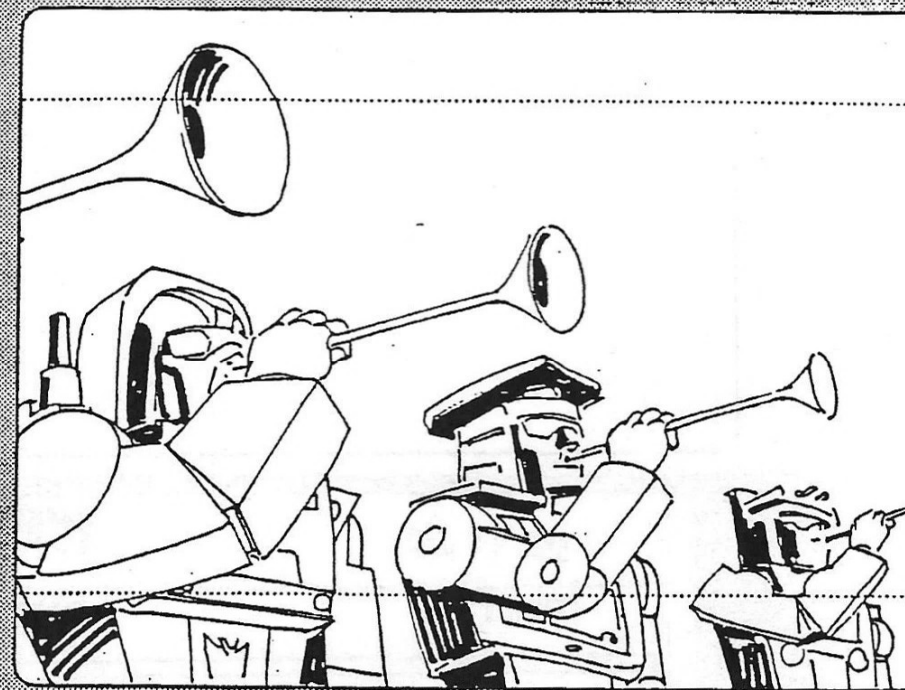
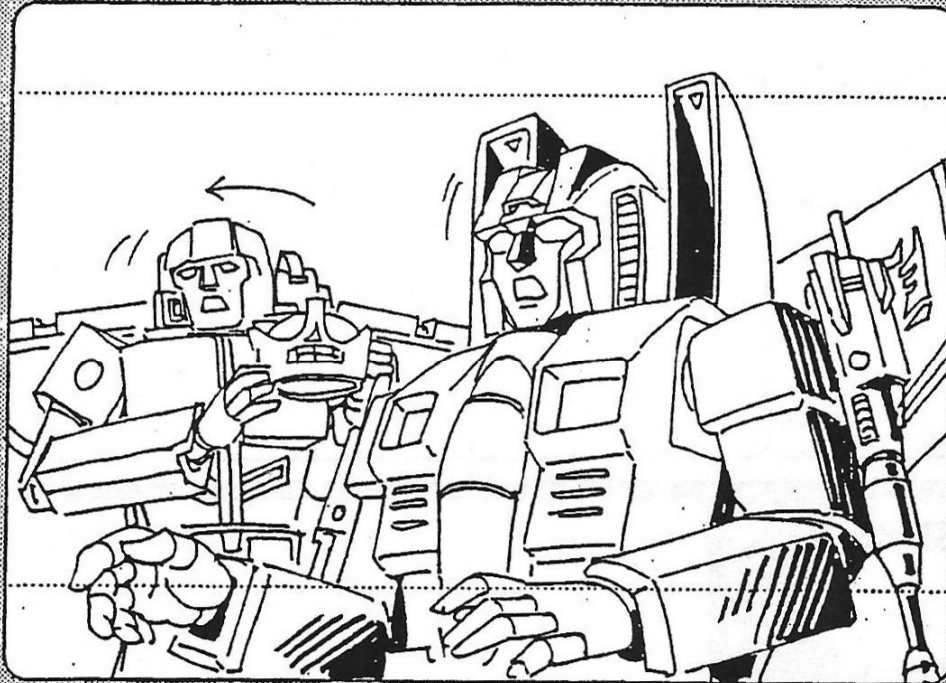
**MUSIC/SFX**

SC. CONT 13-3

SC. 13-3A

SEQ 13

Page 2A



ACTION STARScream AND ASTROTRAIN ARE STARTLED WHEN THE TRUMPETS  
START UP AGAIN.

DIAL

MUSIC/SFX

CAMERA

ACTION M.L.S. THE CONSTRUCTICONS. THEY BLOW AWAY ON THEIR TRUMPETS

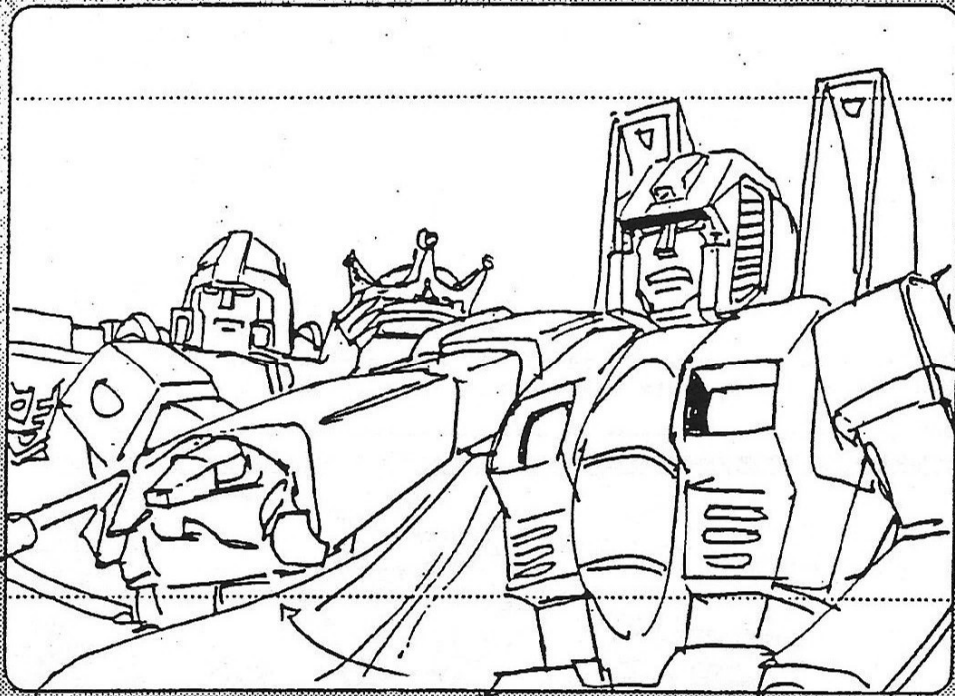
DIAL

MUSIC/SFX

CAMERA



SC. 13-3B



ACTION M.S. ASTROTRAIN AND STARSCREAM. STARSCREAM POINTS AND REBUKES THE CONSTRUCTICONS.

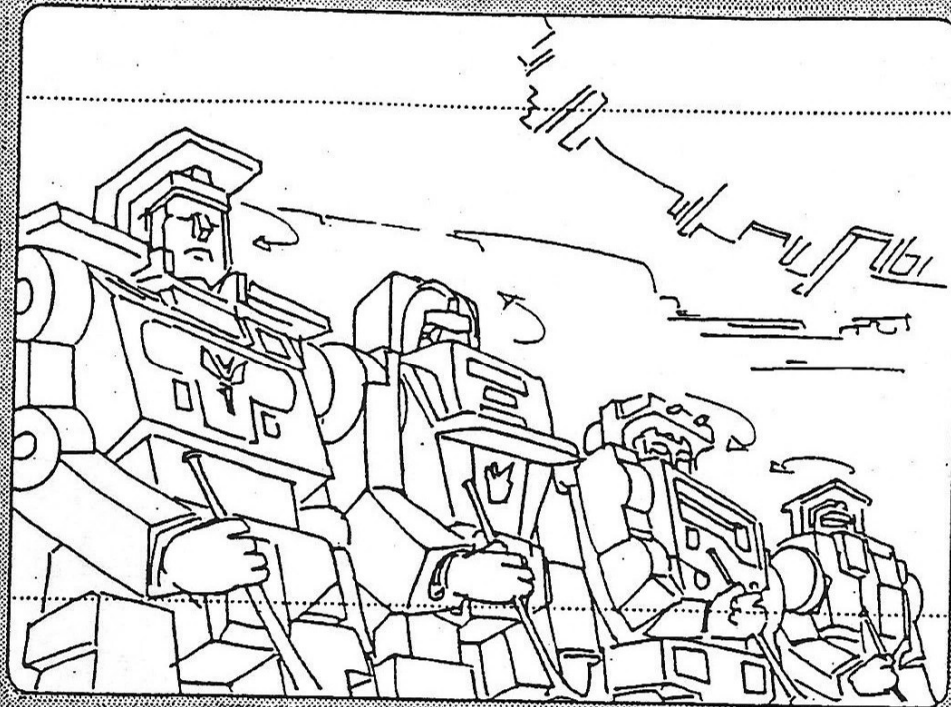
DIAL STARSCREAM Get on with the ceremony.

MUSIC/SFX

IFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!  
CAMERA

SC. 13-4

SEQ. 13 Page 3



ACTION M.L.S. THE CONSTRUCTICONS. THEY LOOK AROUND AT EACH OTHER IN CONFUSION.

DIAL

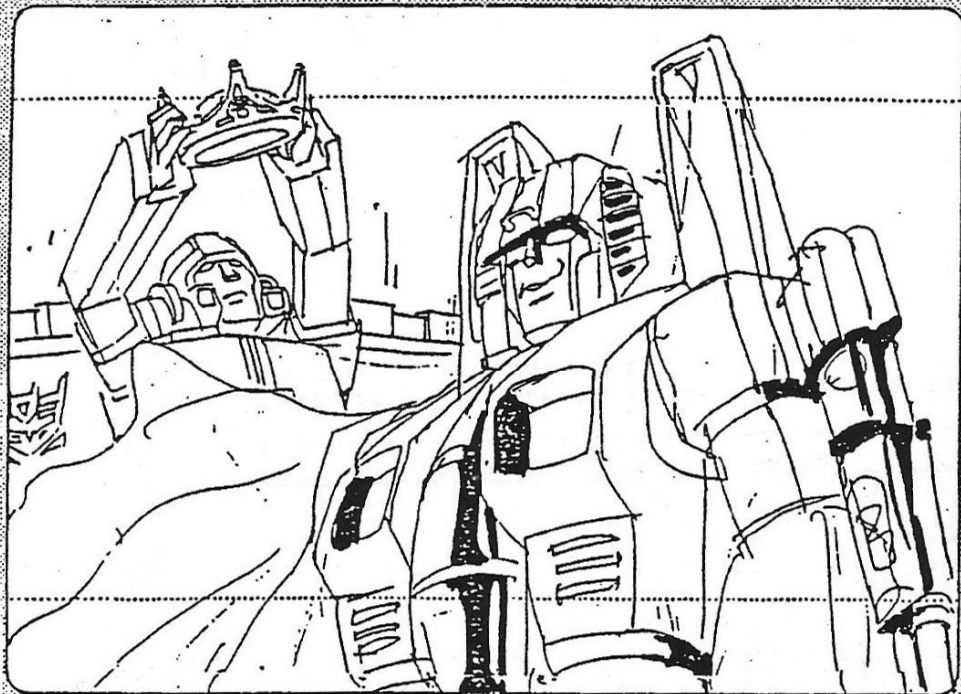
MUSIC/SFX

SC. 13-4A

SC. CONT

SEQ. 13

Page 3A



TION M.S, ASTROTRAIN AND STARSCREAM. FOR A SECOND TIME, ASTROTRAIN LIFTS THE CROWN OVER STARSCREAM'S HEAD.

ACTION ...BUT THE TRUMPETS START TO BLARE OUT AGAIN, STARTLING THE TWO DECEPTICONS.

DIAL

MUSIC/SFX

CAMERA

SC. CONT. 3-4A



ACTION STARScream, IN ANGER RAISES HIS LASER GUN AND FIRES IT  
AT THE O.S. CONSTRUCTICONS.

DIAL

MUSIC/SFX

**TFRAW**

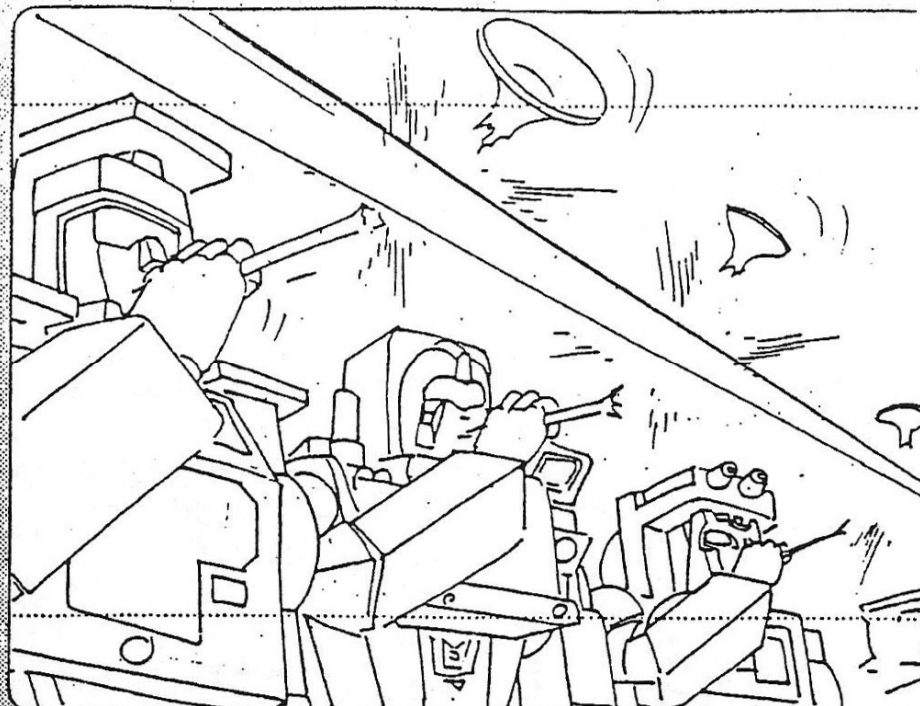
From Generation 1 to Beast Hunters and Beyond!!!!

CAMERA

SC. 3-4B

REV 13

Page 20



ACTION M.L.S. THE CONSTRUCTICONS. STARScream'S LASER RAY RIPS  
THROUGH THE SCENE, BLASTING THE ENDS OFF OF ALL OF THE  
TRUMPETS, LEAVING THE CONSTRUCTICONS HOLDING ONLY SHORT  
STUMPS IN THEIR MOUTHS.

DIAL

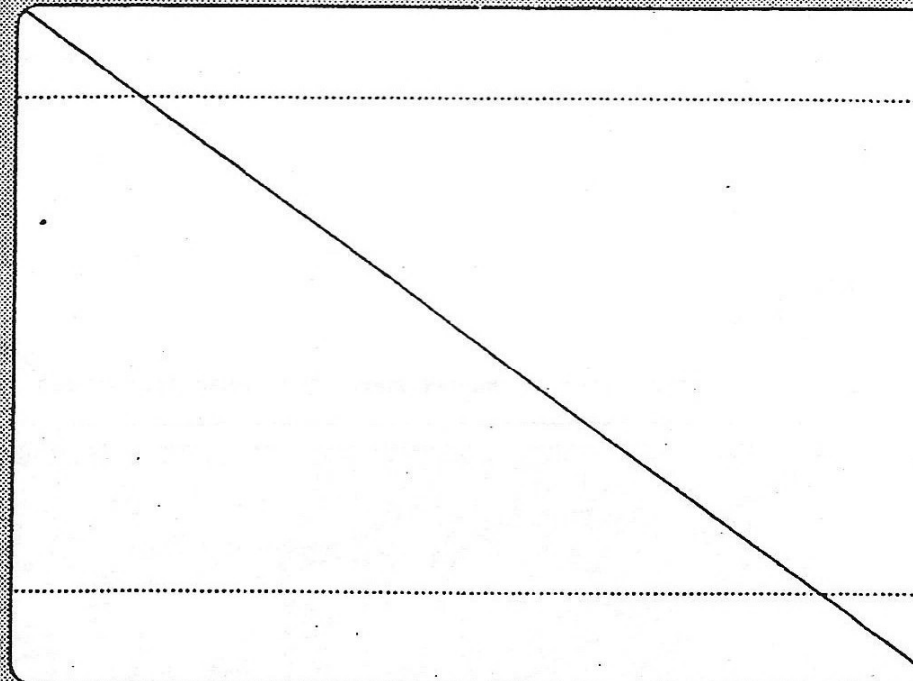
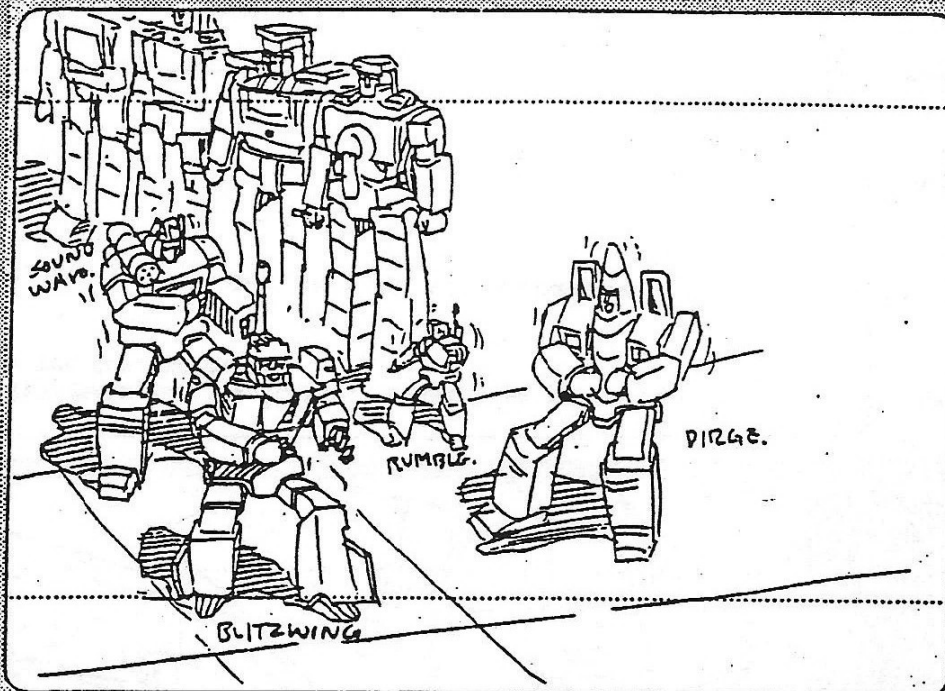
MUSIC/SFX

CAMERA

SC. 13 - 4C

SC.

SEQ. 13 Page 30



ACTION L.S. THE GROUP OF DECEPTICONS STANDING BELOW THE PLATFORM.  
(BLITZWING SOUNDWAVE, RUMBLE, DIRGE, AND THE CONSTRUCTICONS)  
THEY ARE ALL LAUGHING.

DIAL

MUSIC/SFX

CAMERA

ACTION

DIAL

MUSIC/SFX

CAMERA

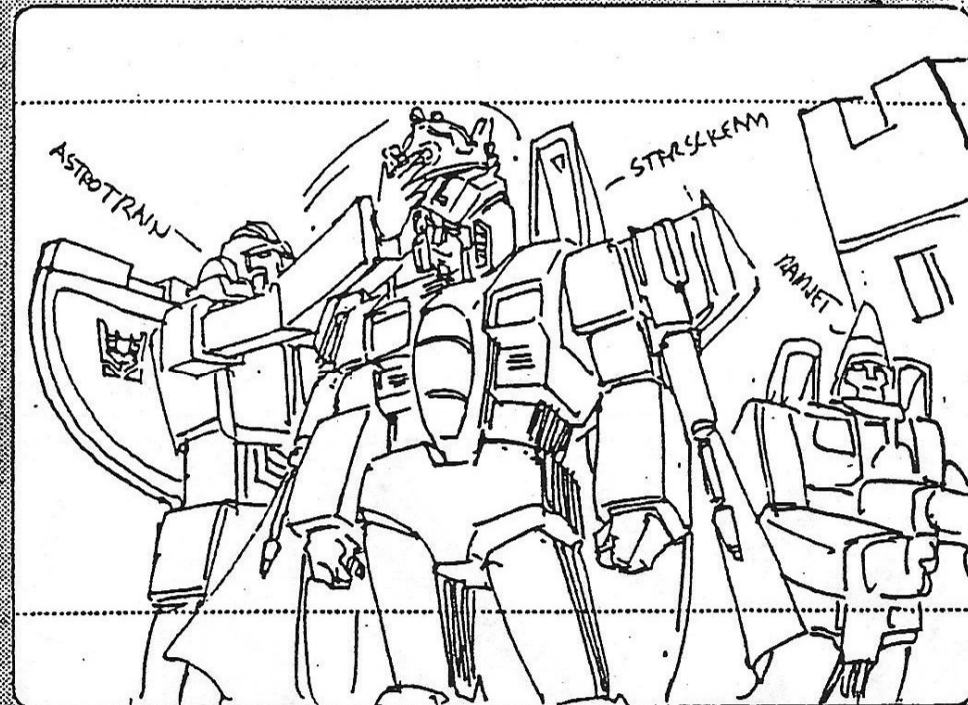
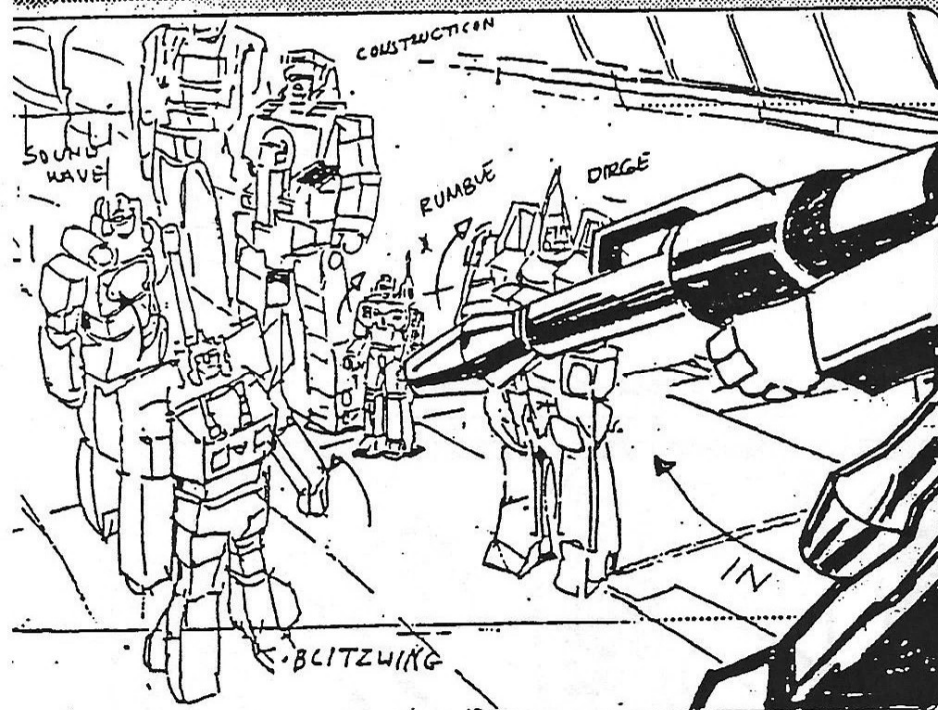


C. CONT 13-4C

SC. 13-5

SEQ. 13

Page 4



N ...AS RAMJET MOVES INTO SCENE AND AIMS HIS LASER GUN AT THEM.

ACTION M.L.S. ASTROTRAIN, STARSCREAM, RAMJET. THEY PROCEED WITH THE CORONATION. ASTROTRAIN PLACES THE CROWN ON STARSCREAM'S HEAD.

DIAL

MUSIC/SFX

SC. 13-6



ACTION C.U. STARSCREAM AND ASTROTRAIN, ASTROTRAIN FINISHES PLACING THE CROWN AND MOVES O.S.. A SERIES OF COMPUTER LIGHTS FLASH AND BLINK ON THE CROWN.

DIAL

MUSIC/SFX

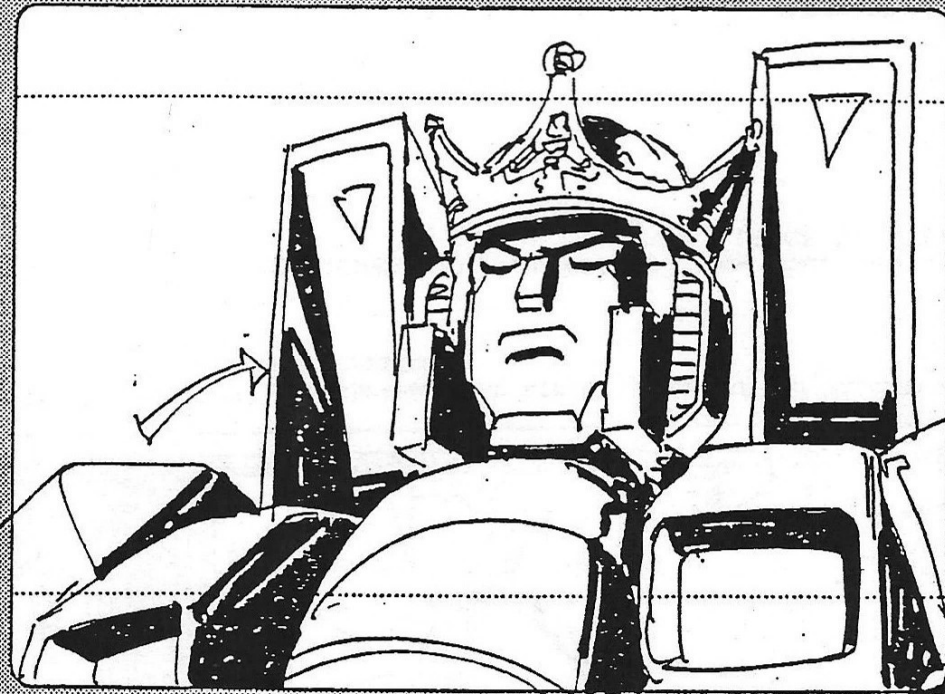
CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

SEQ. 13 Page

5



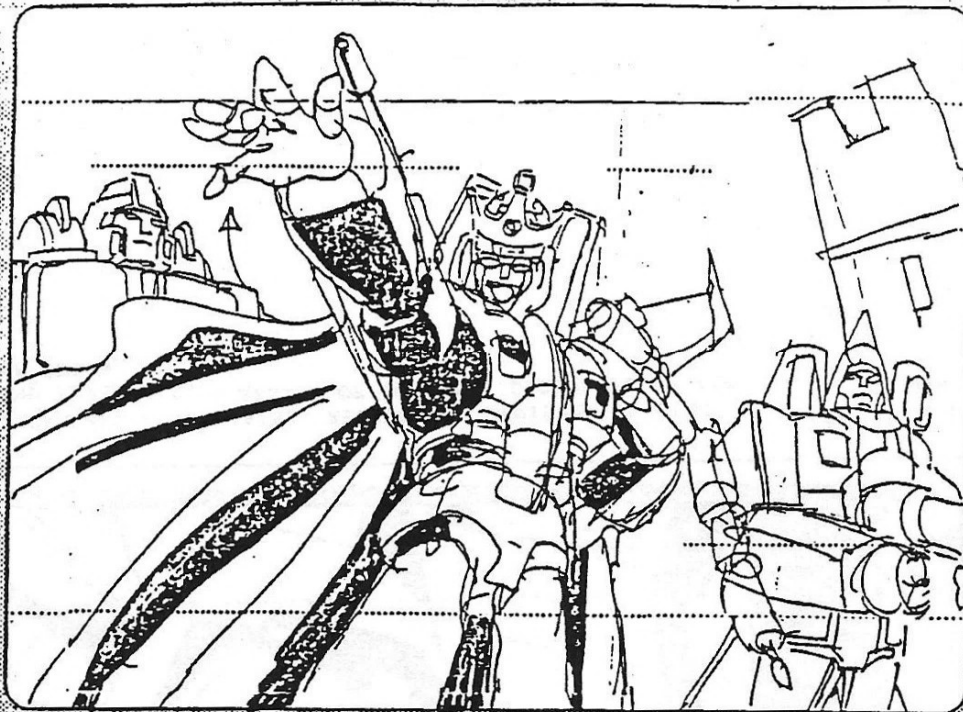
ACTION ...STARSCREAM STRAIGHTENS UP AND STANDS POMPOUSLY, AS THE NEW LEADER OF THE DECEPTICONS.

DIAL

MUSIC/SFX

CAMERA

SC. 17-1



ACTION M.L.S. ASTROTRAIN, STARSCREAM, AND RAMJET. STARSCREAM REACHES OUT TOWARDS HIS SUBJECTS AND GIVES HIS FIRST COMMAND.

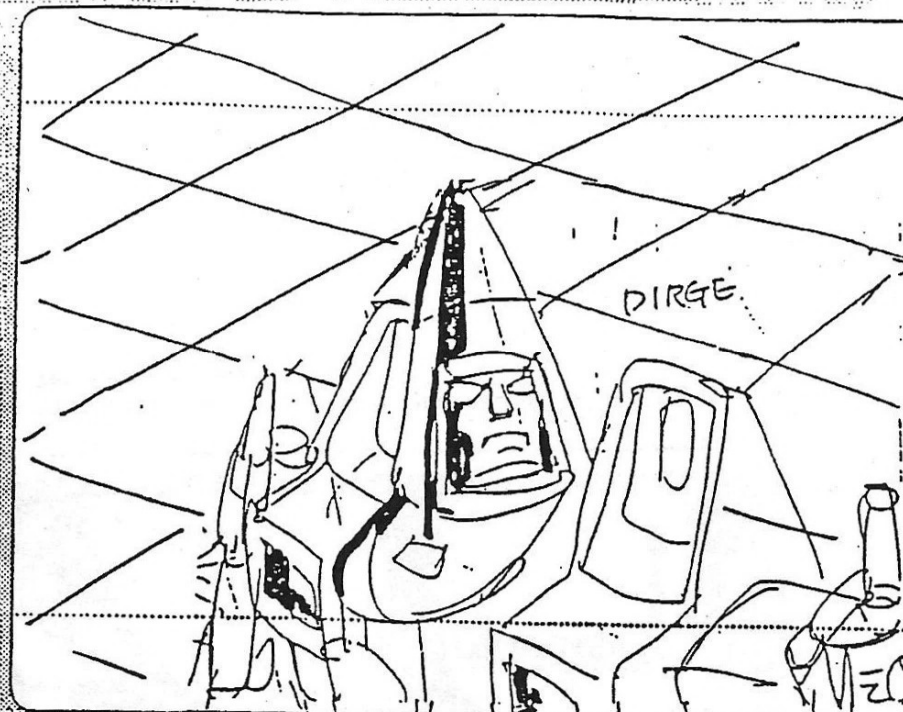
DIAL STARSCREAM

My fellow Decepticons...  
(PICK UP LINE)

MUSIC/SFX

SC. 17-2

SEQ. 13 Page



ACTION M.S. SHRAPNEL AND DIRGE. THEY ARE NOT PLEASED WITH STARSCREAM'S NEW POSITION...

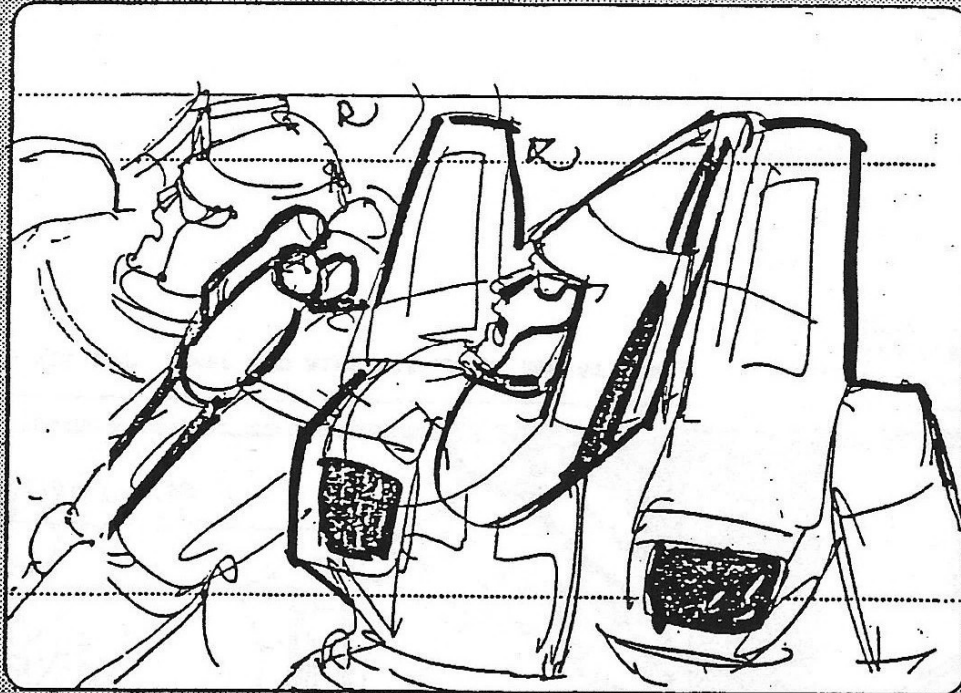
DIAL

STARSCREAM (V.O.) (CONT) As your new leader.  
(PICK UP LINE)

MUSIC/SFX



SC. CONT 13-8



ACTION ...SUDDENLY A NOISE FROM O.S. ATTRACTS THEIR ATTENTION. THEY LOOK UP.

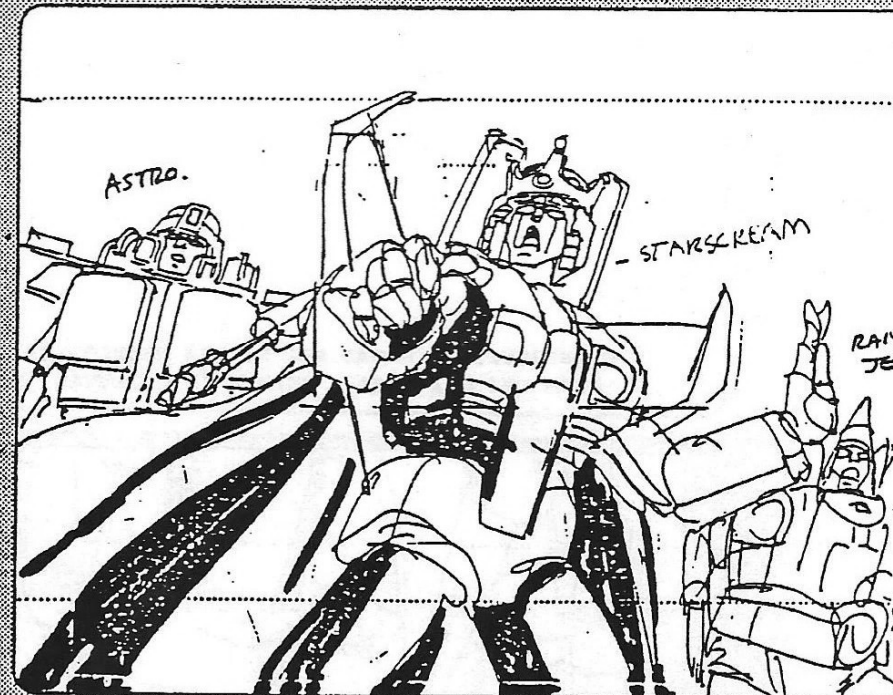
DIAL

MUSIC/SFX

CAMERA

SC. 13-9

SFO. 13 Page 7



ACTION M.L.S. ASTROTRAIN, STARScream AND RAMJET. THEY ALL LOOK UP STARTLED BY WHAT THEY SEE.

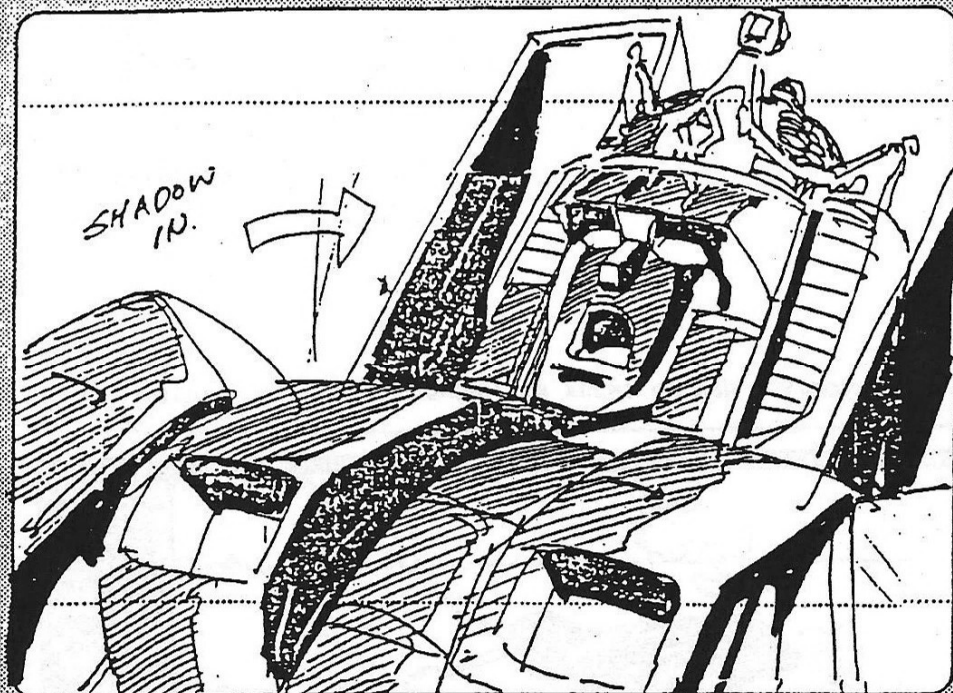
DIAL

MUSIC/SFX

CAMERA



SC. 13-10



ACTION C.U. STARScream. HE IS LOOKING UP AS A SHADOW FALLS ACROSS HIM.

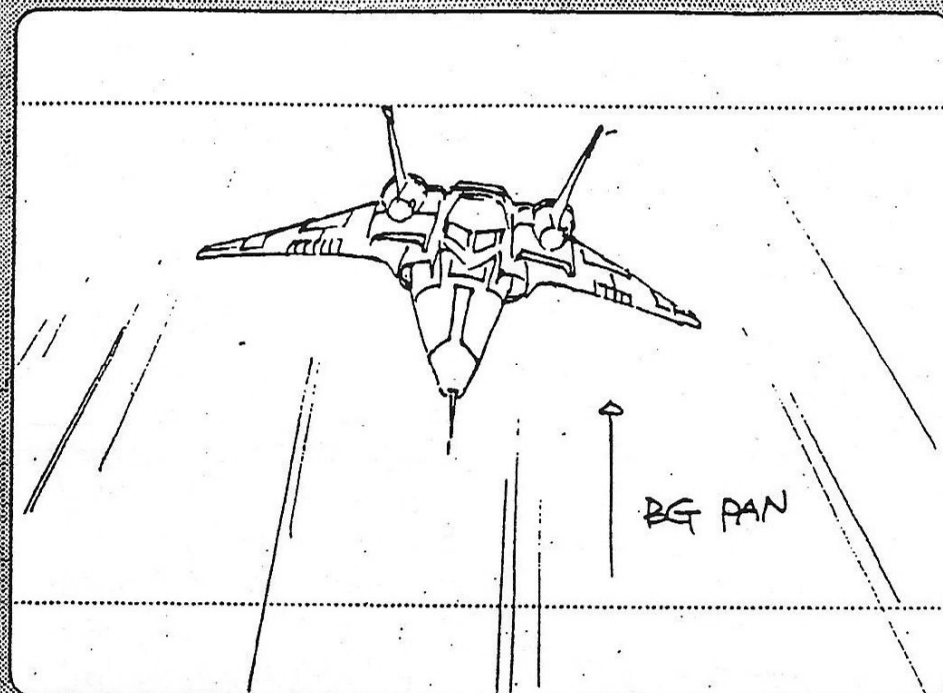
DIAL

MUSIC/SFX  
**IFRAW**  
 From Generation 1 to Beast Hunters and Beyond!!!!

SC. 13-11

REF. 13 Page

8



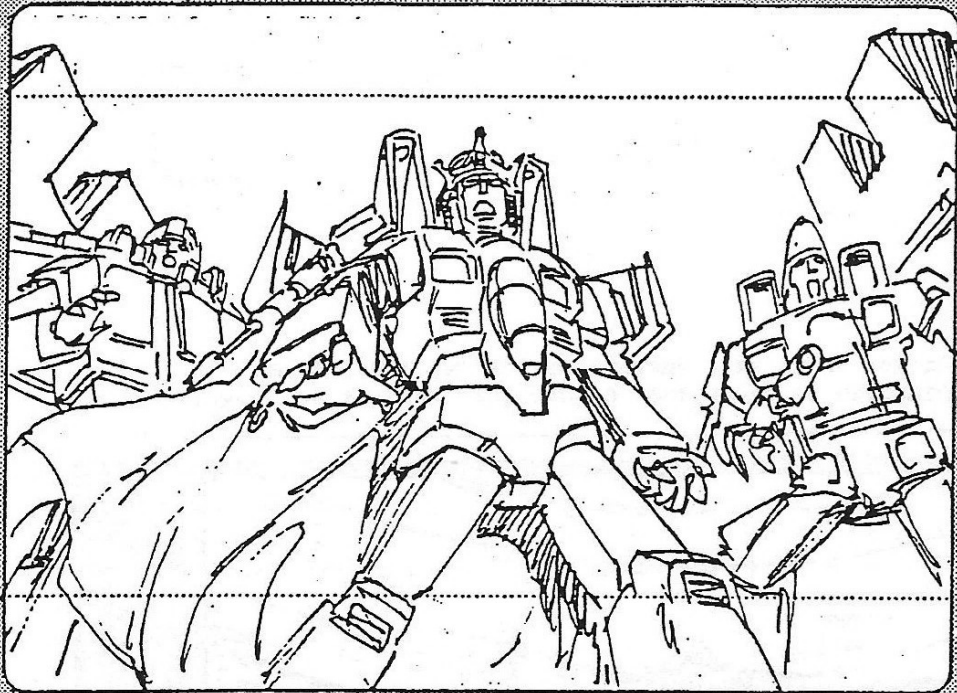
ACTION M.L.S. CYCLONUS IN JET MODE. WE MOVE ALONG WITH HIM AS HE FLIES TOWARD US.

DIAL

MUSIC/SFX

CAMERA

SC.13-12



ACTION M.L.S. ASTROTRAIN, STARScream AND RAMJET. THEY REACT TO THE APPROACH OF THE O.S. CYCLONUS.

DIAL

MUSIC/SFX

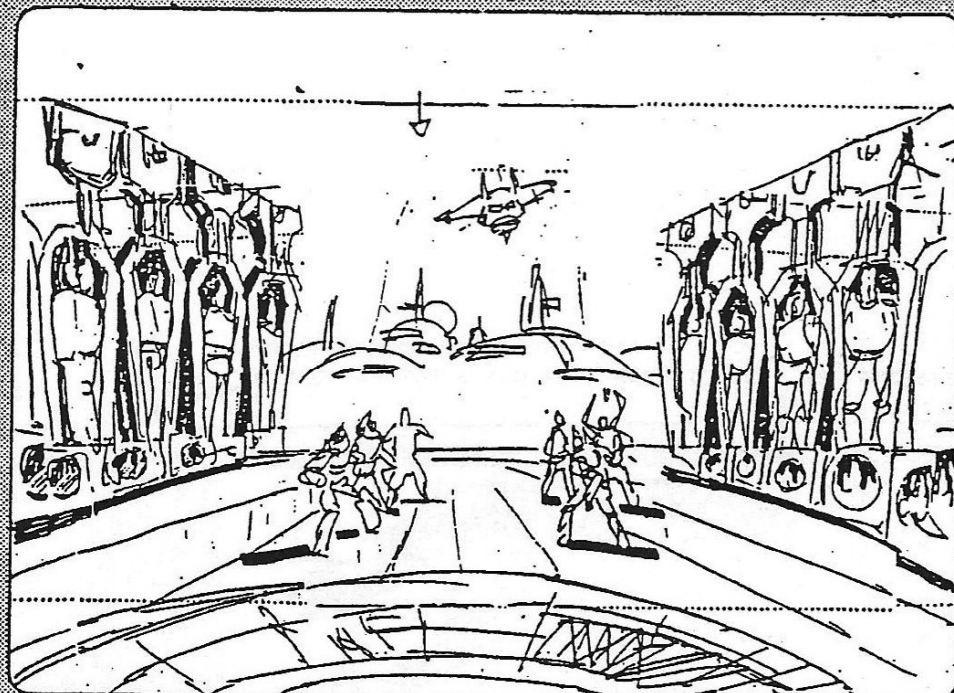
CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC.13-13

SC.13 Page

9



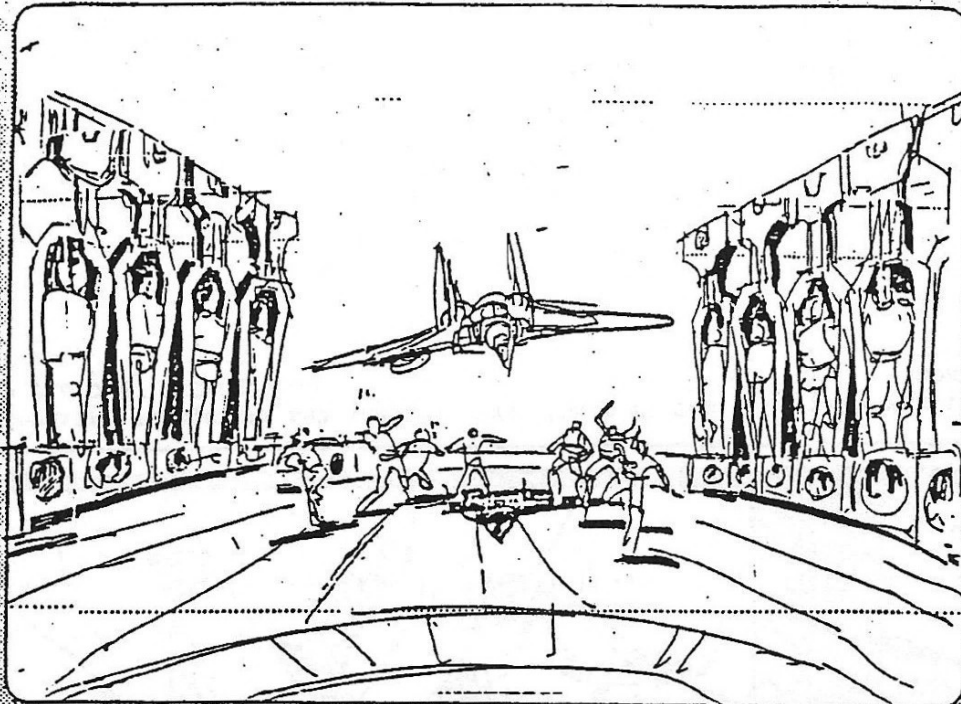
ACTION X.L.S. THE DECEPTICON HALL OF HEROES AS CYCLONUS COMES DIVING DOWN FOR A LANDING.

DIAL

MUSIC/SFX

CAMERA

SC. CONT 12-13



ACTION ...AS HE NEARS THE GROUND, THE GROUP OF DECEPTICONS SPLITS UP AND THEY ALL RUN IN VARIOUS DIRECTIONS FOR COVER.

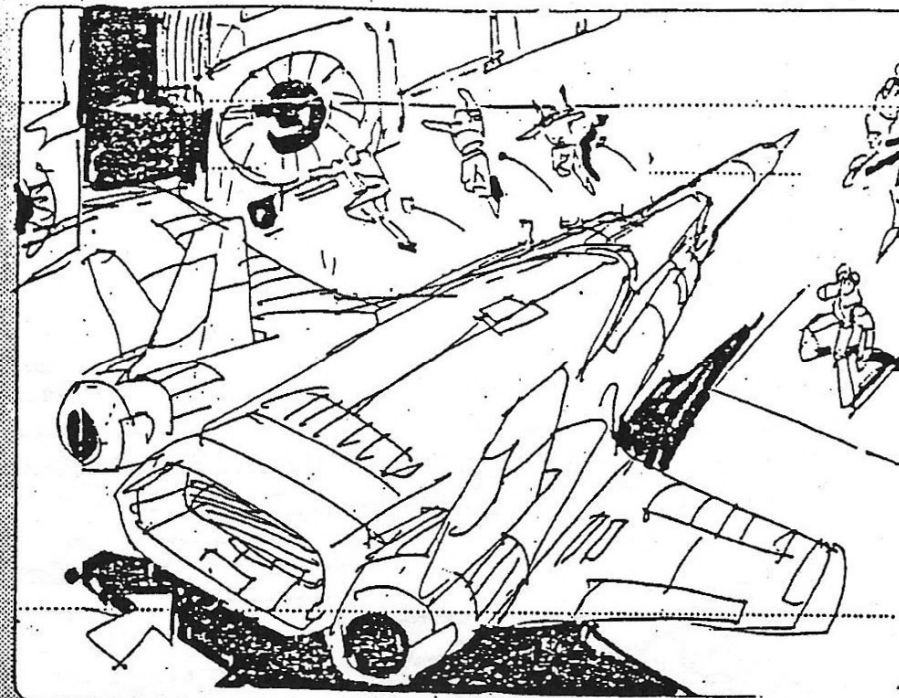
DIAL

MUSIC/SFX

**T-FRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 13-14

FOLLOW PAN Page \_\_\_\_\_



ACTION M.L.S. CYCLONUS AND THE DECEPTICONS. THE DECEPTICONS SCATTER AS WE FOLLOW CYCLONUS IN...

DIAL

MUSIC/SFX

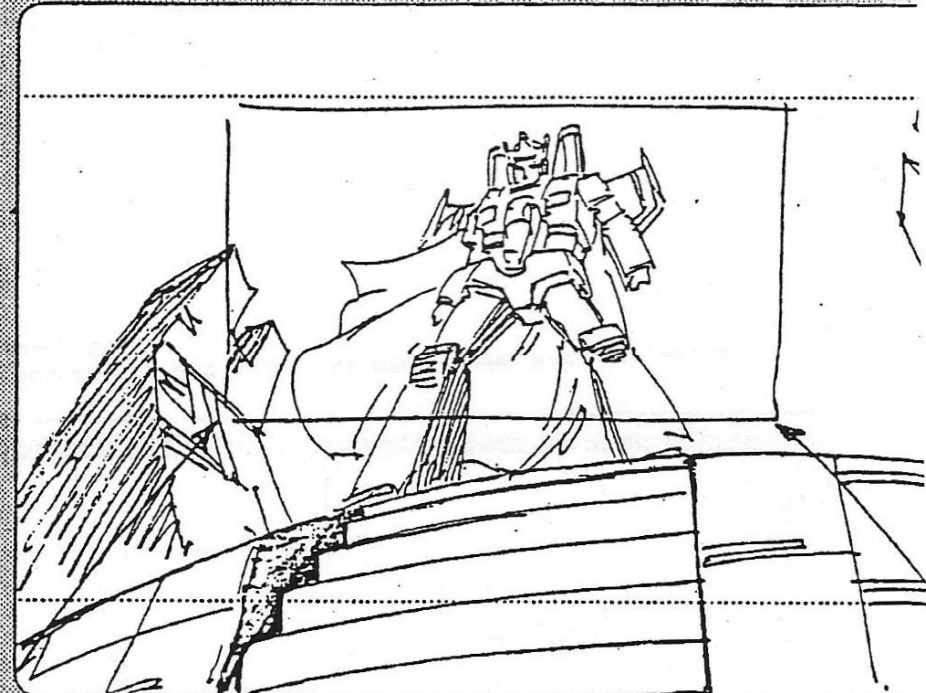
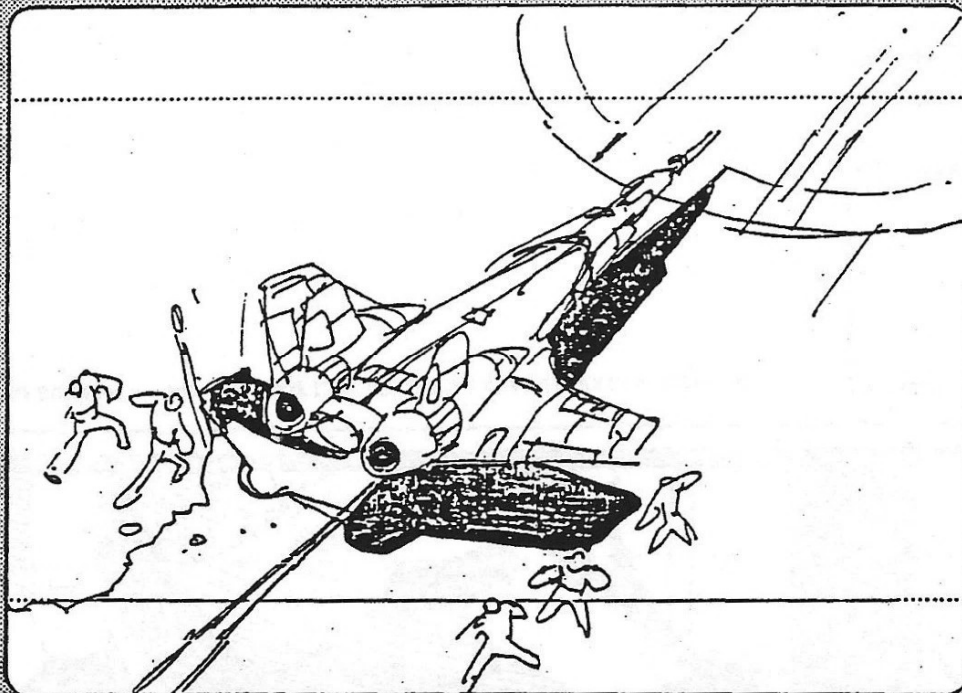
SC. CONT 13-14

SC. 13-15

TRUCK-IN

SEQ. 13 Page

1/1



ACTION ...FOR A LANDING, IN FRONT OF THE PLATFORM.

DIAL

MUSIC/SFX

CAMERA

ACTION L.S. STARScream. WE TRUCK IN ON HIM. HE IS ANGRY.

DIAL STARScream

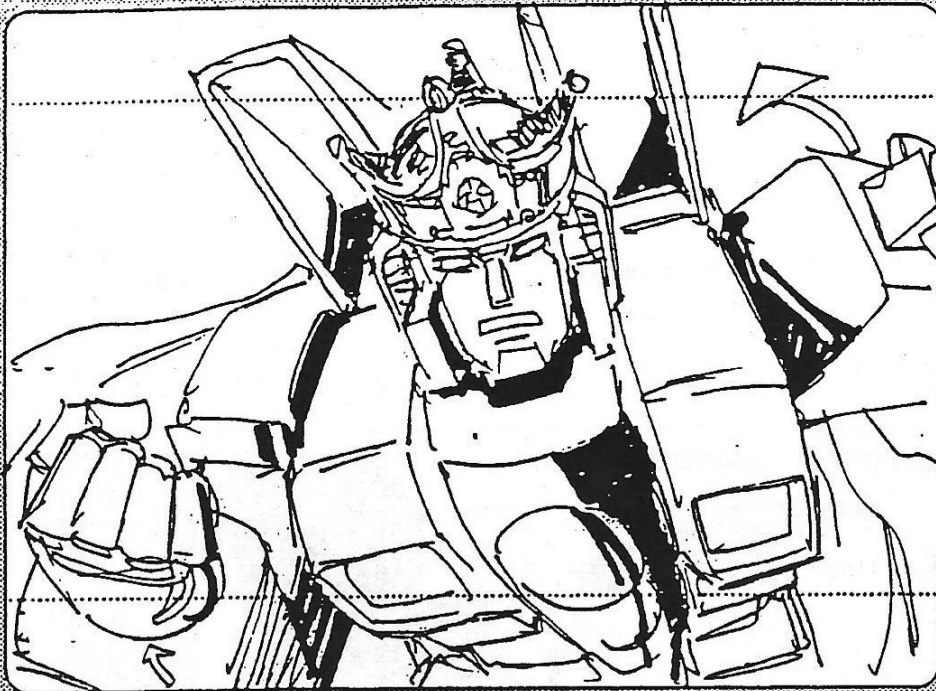
Who disrupts.....

MUSIC/SFX

CAMERA



SC. 13-15 CONT



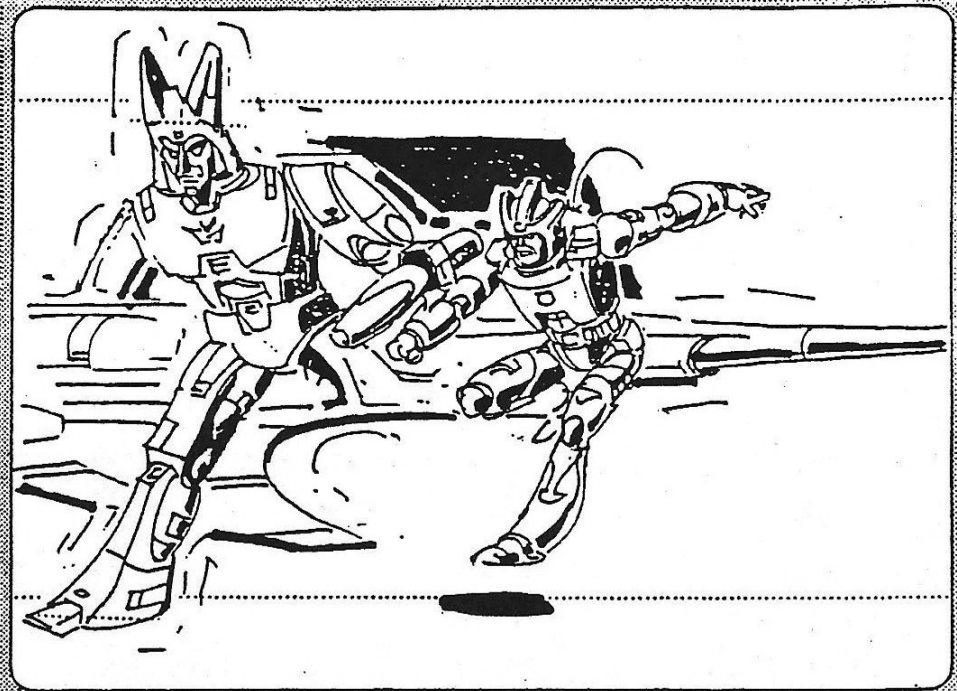
ACTION M.S. STARScream. HE LEANS INTO CAMERA AND SHAKES HIS FIST.

DIAL STARScream (CONT) ...my coronation?



SC. 13-17

SFQ. 13 Page 12



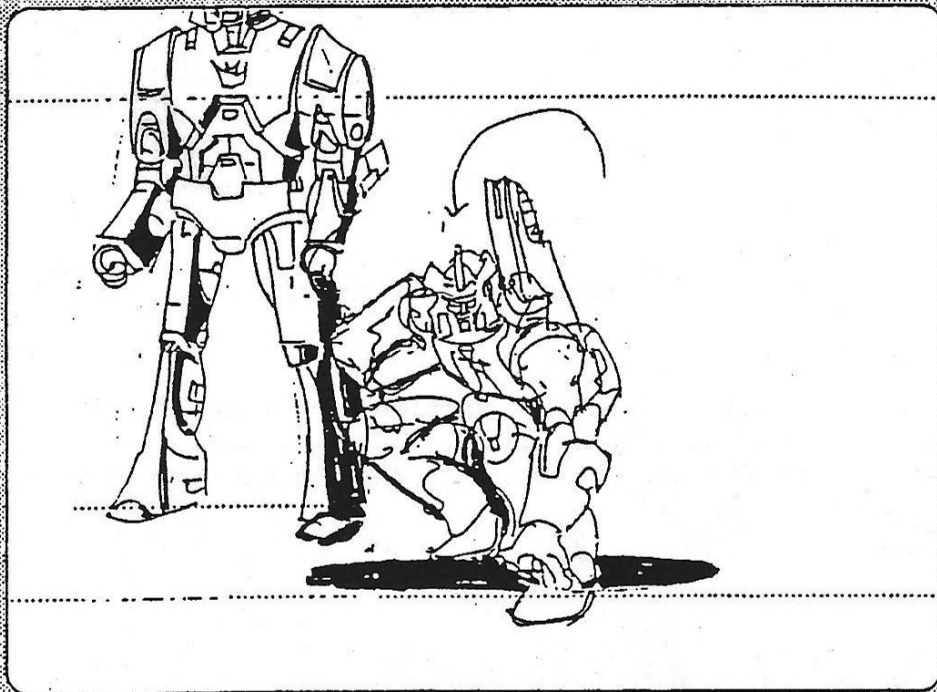
ACTION M.S. CYCLONUS. HIS COCKPIT OPENS AND GALVATRON JUMPS OUT...  
CYCLONUS TRANSFORMS INTO ROBOT MODE.

DIAL

MUSIC/SFX

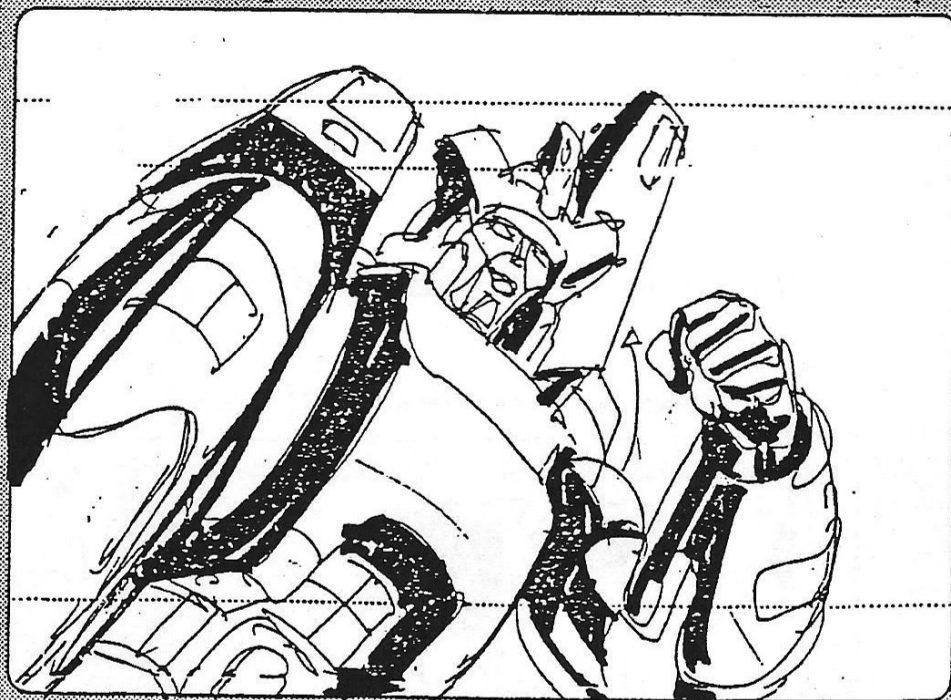
NO CYCLONIC 12-11

SC. CONT 13-17



SC. 13-18

SEQ. 13 Page 13



ACTION ...HE LANDS ON THE GROUND NEXT TO CYCLONUS.

DIAL GALVATRON Coronation, Starscream?

MUSIC/SFX

CAMERA  
TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION M.S. GALVATRON. HE STANDS UP AND FACES STARScream O.S.

DIAL GALVATRON (CONT) This is bad comedy!

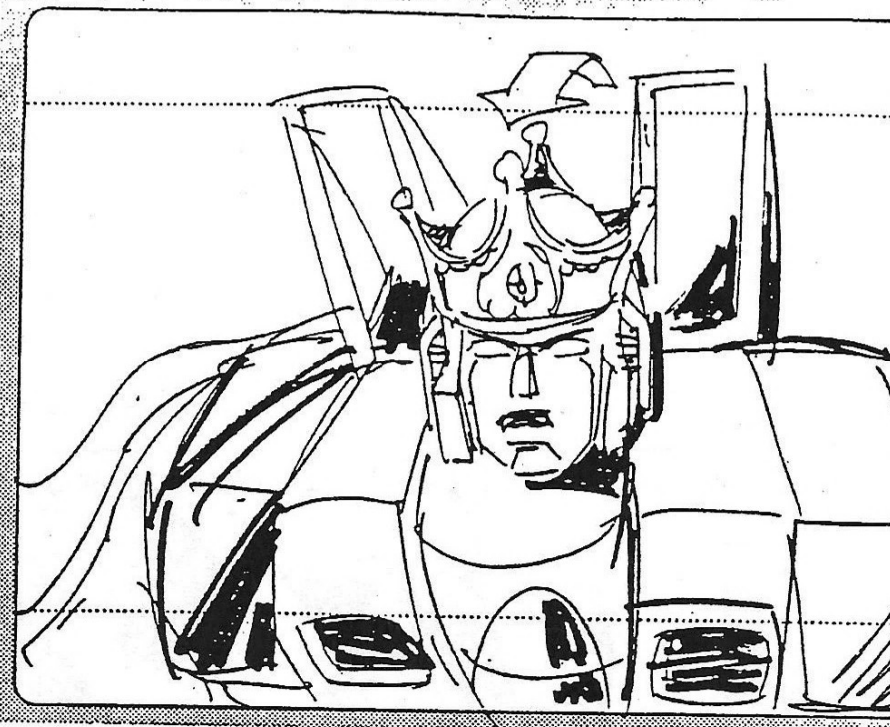
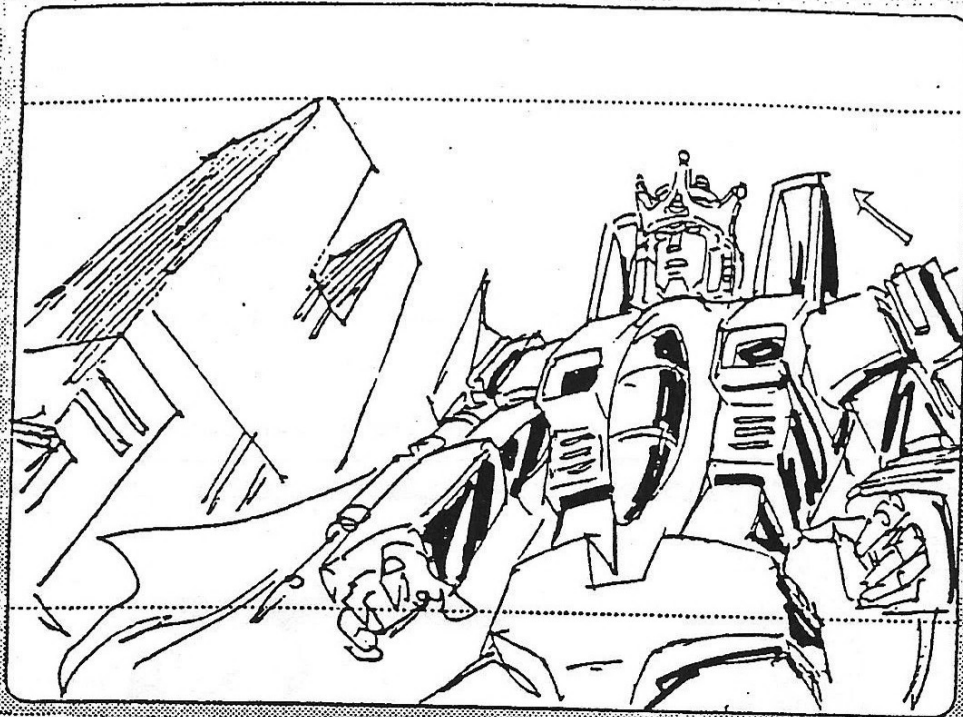
MUSIC/SFX

CAMERA

SC. 12-14

SC. CONT.

SEQ. 75 Page 17



ACTION M.S. STARScream. HE STEPS FORWARD AND...

DIAL STARScream Megatron?

MUSIC/SFX

**T FRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!  
CAMERA

ACTION ...LEANS FORWARD INTO THE CAMERA.

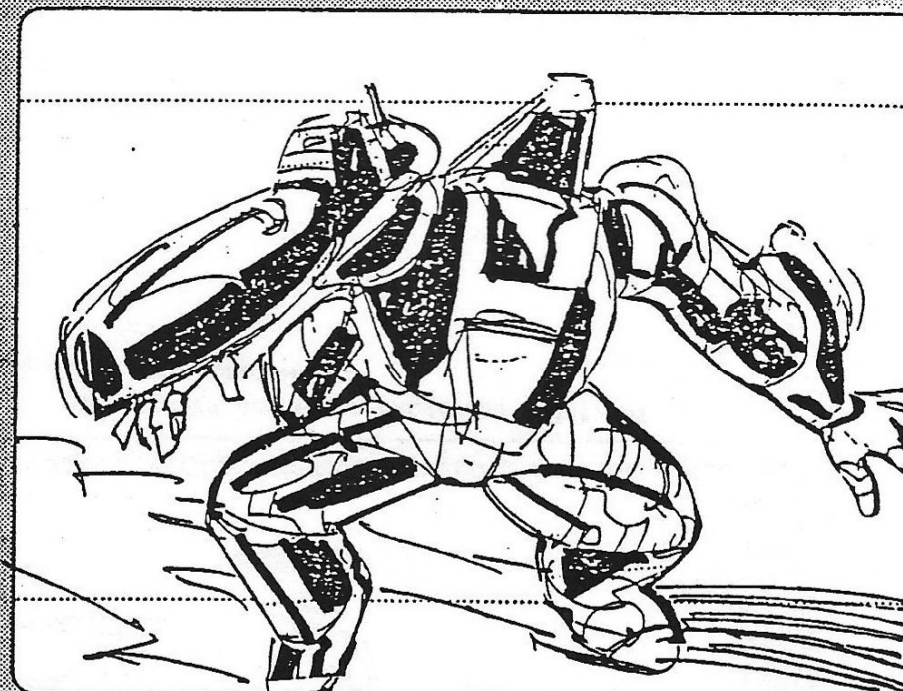
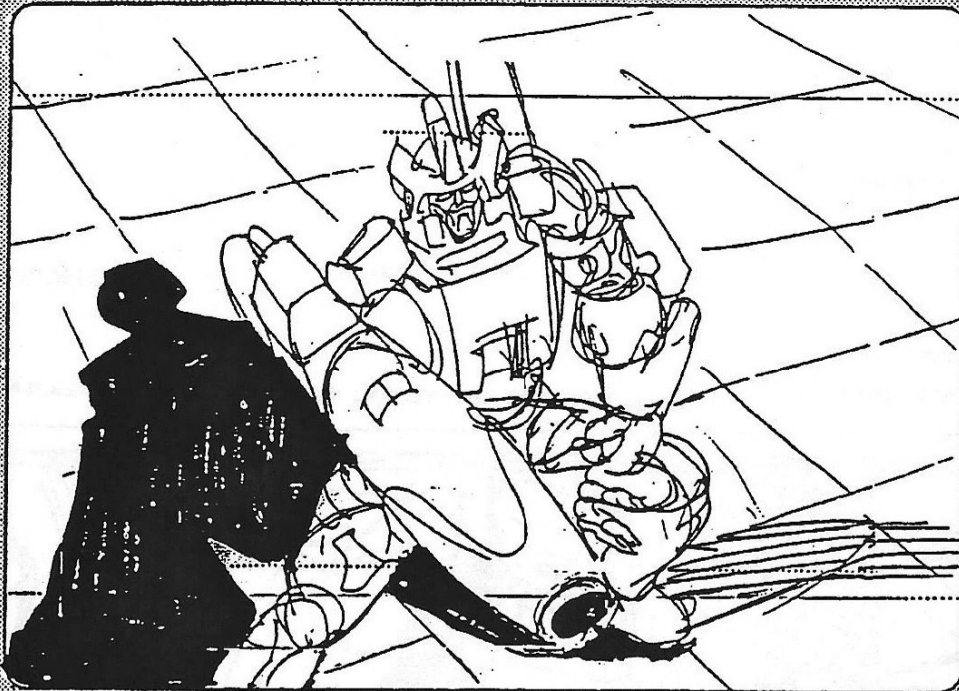
DIAL STARScream (CONT) Is that you?

MUSIC/SFX

SC. 13-20

SC. CONT.

Page 15



ACTION M.L.S. GALVATRON. HE...

DIAL GALVATRON Here's a hint!

MUSIC/SFX

CAMERA

ACTION ...TRANSFORMS...

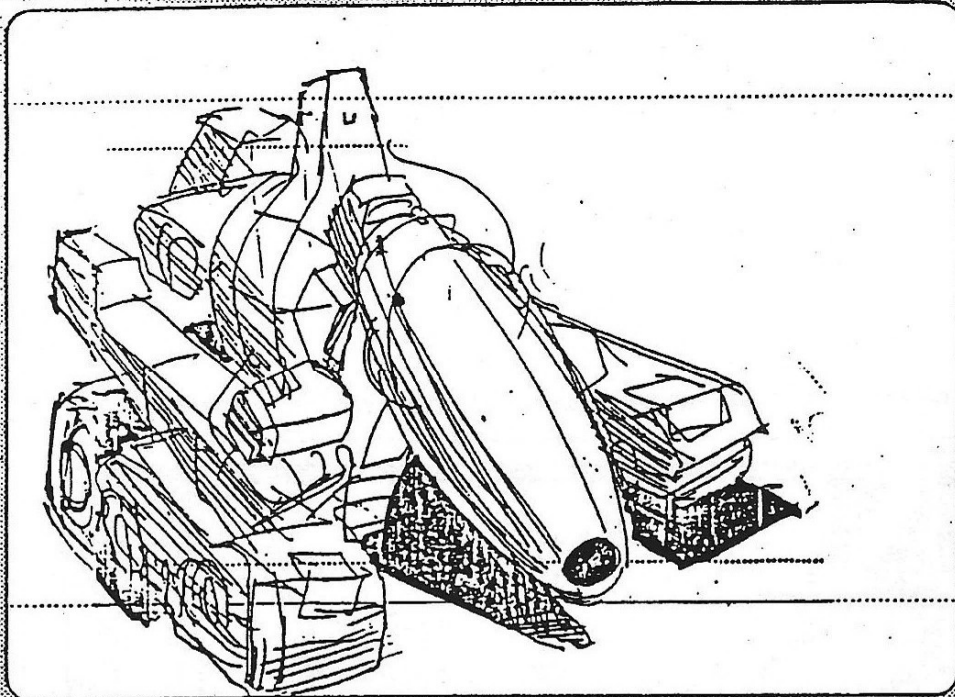
DIAL

MUSIC/SFX

CAMERA

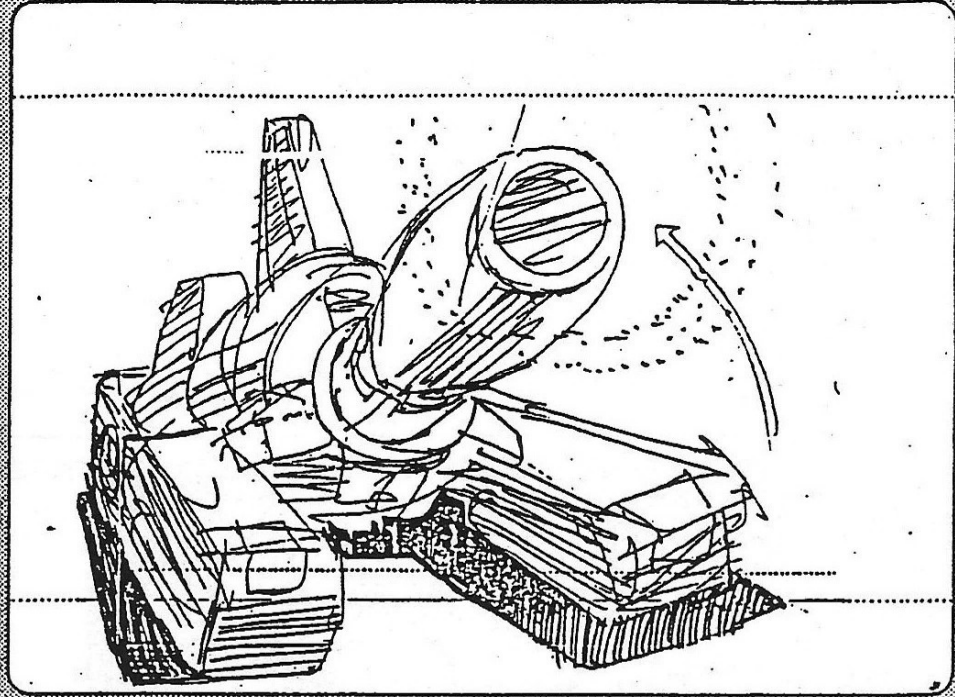


SC. CONT 13-20



SC. CONT

SEQ. 13 Page 16



ACTION ...INTO HIS CANNON MODE...

DIAL

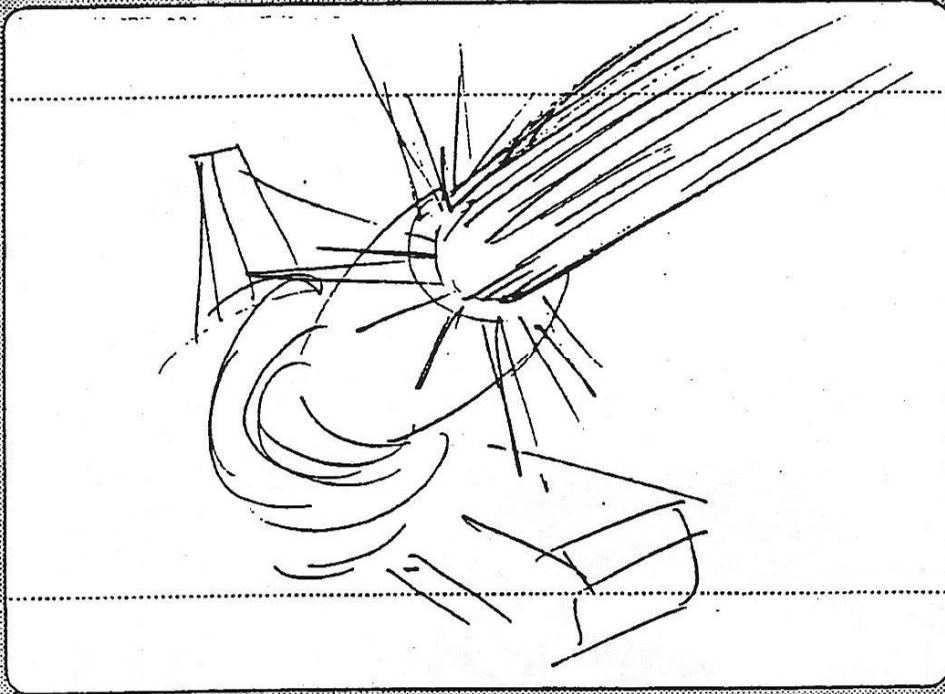
**TF**  
RAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...AND AIMS UP AT STARScream...

DIAL

MUSIC/SFX

SC. CONT 13-20



ACTION ...THEN HE FIRES!

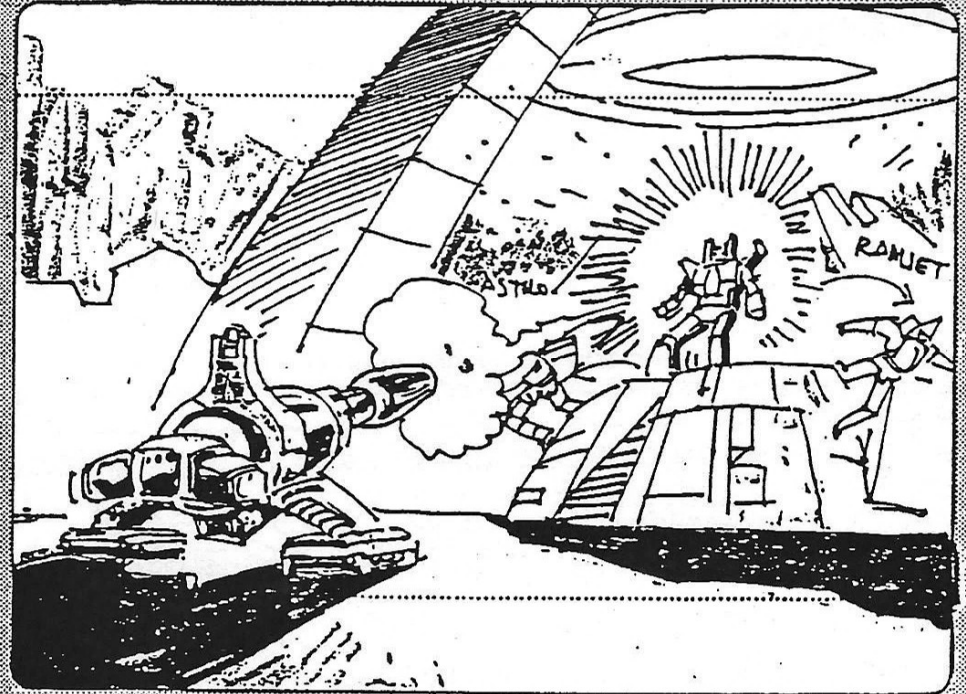
DIAL

MUSIC/SFX

CAMERA  
**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!

SC. 13-21

SEQ. 13 Page 17



ACTION X.T.L.S. THE DECPETICON HALL OF HEROES. GALVATRON IN CANNON MODE, FIRES ON STARScream, SCORING A DIRECT HIT. RAMJET AND ASTROTRAIN RUN AND DIVE FOR COVER.

DIAL

MUSIC/SFX

CAMERA

SC. 13-22



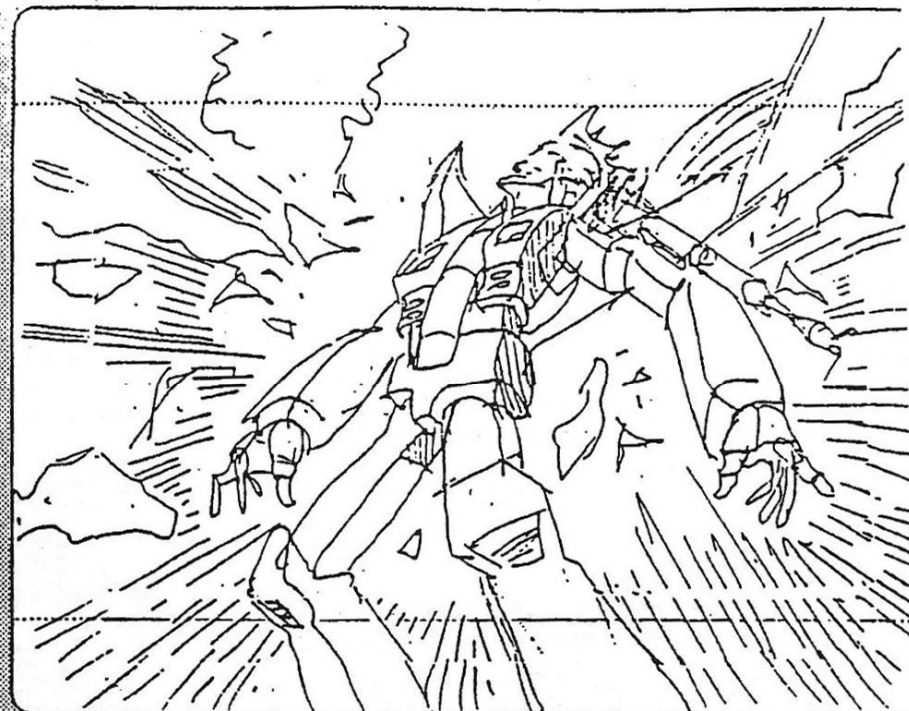
ACTION X.C.U. STARScream's FACE, BATHED IN GALVATRON'S BLAST AND FILLED WITH AGONY.

DIAL

MUSIC/SFX

SC. 13-23

SEC. 5 Page 10

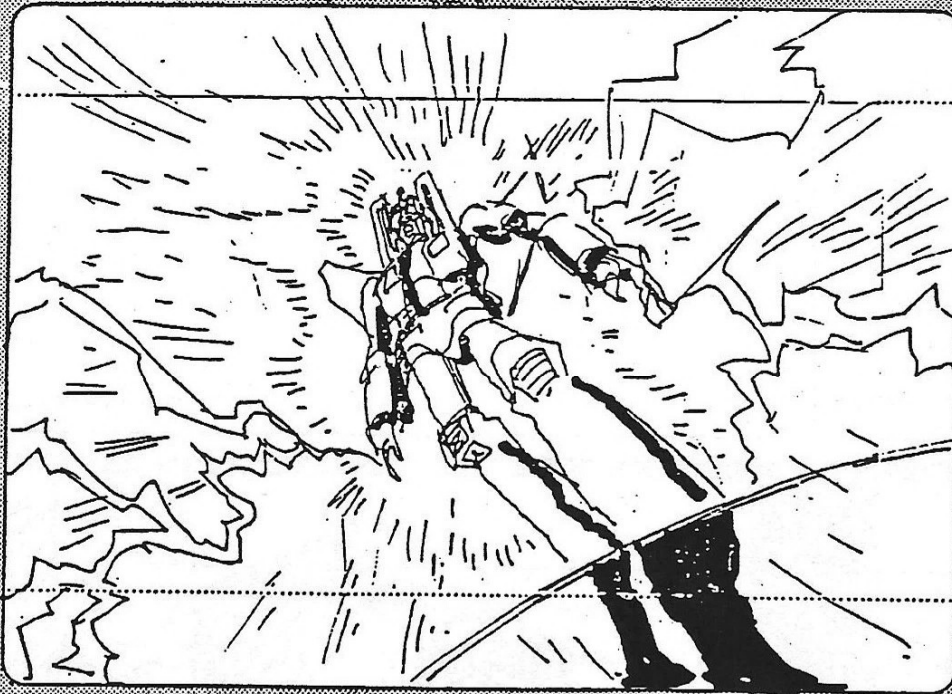


ACTION M.L.S. STARScream. CAPTURED IN THE GLOW OF GALVATRON'S BLAST. HE IS STARTING TO DISINTEGRATE.

DIAL

MUSIC/SFX

SC. 13-24



ACTION L.S. STARScream. ENERGY WAVES AND SPARKS CRACKLE ALL AROUND HIM.

DIAL

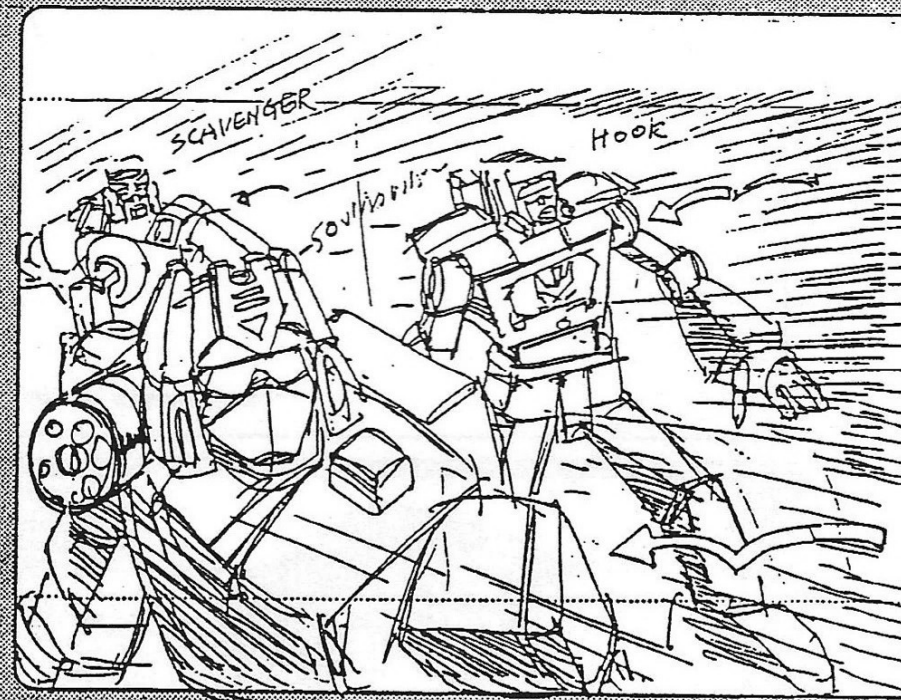
MUSIC/SFX

CAMERA



SC. 13-25

SEQ. 13 Page 19



ACTION M.L.S. SCAVENGER, HOOK AND SOUNDWAVE BACK AWAY FROM THE HORROR SPECTACLE.

DIAL

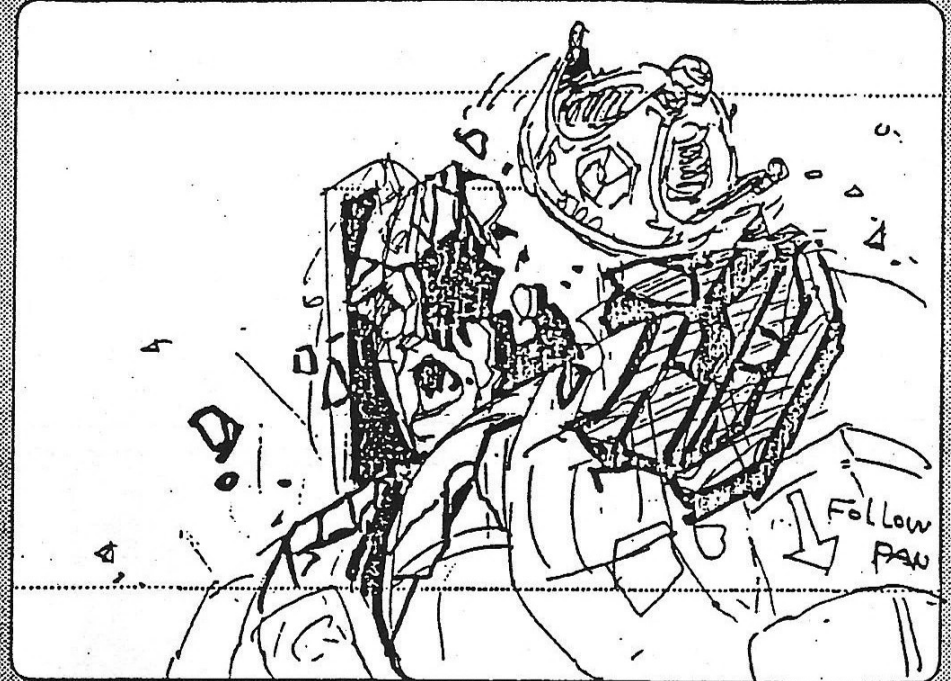
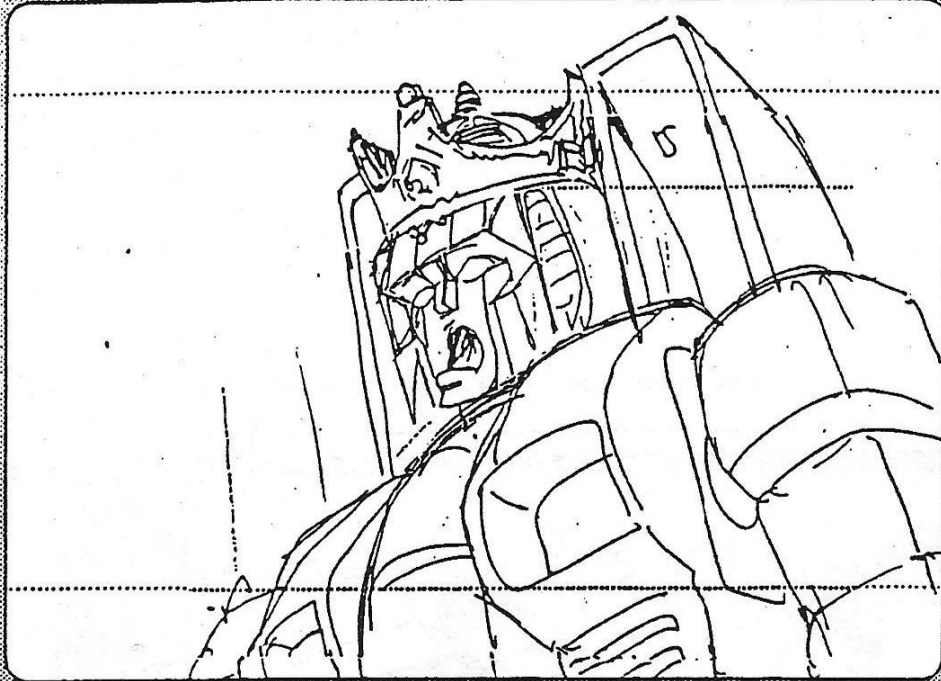
MUSIC/SFX

CAMERA



SC. 13-26

SC. ~~CONT~~ Follow PAN CONT SEQ. 13 Page 20



ACTION M.C.U. STARScream. HE IS FROZEN FOR AN INSTANT LIKE A STATUE...

ACTION ...BUT MOMENTARILY HE BEGINS TO CRUMBLE. FIRST HIS HEAD, WE PAN DOWN...

DIAL

DIAL

MUSIC/SFX

MUSIC/SFX

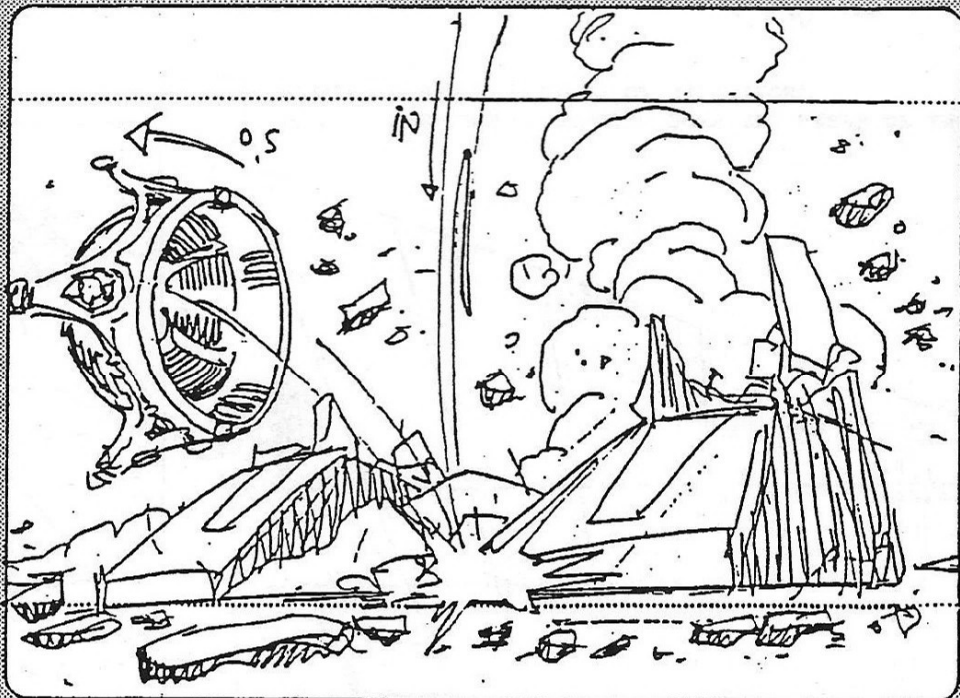
**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION ....TO HIS TOES.. HE BREAKS INTO SMALL FRAGMENTS...

AL

MUSIC/SFX



ACTION ...THE CROWN BOUNCES DOWN TO THE FLOOR AND O.S.

DIAL

MUSIC/SFX

CAMERA

SC.13-27

SEQ.13 Page 22

FOLLOW PAV 4

ACTION

DIAL

MUSIC/SFX

CAMERA

STOP

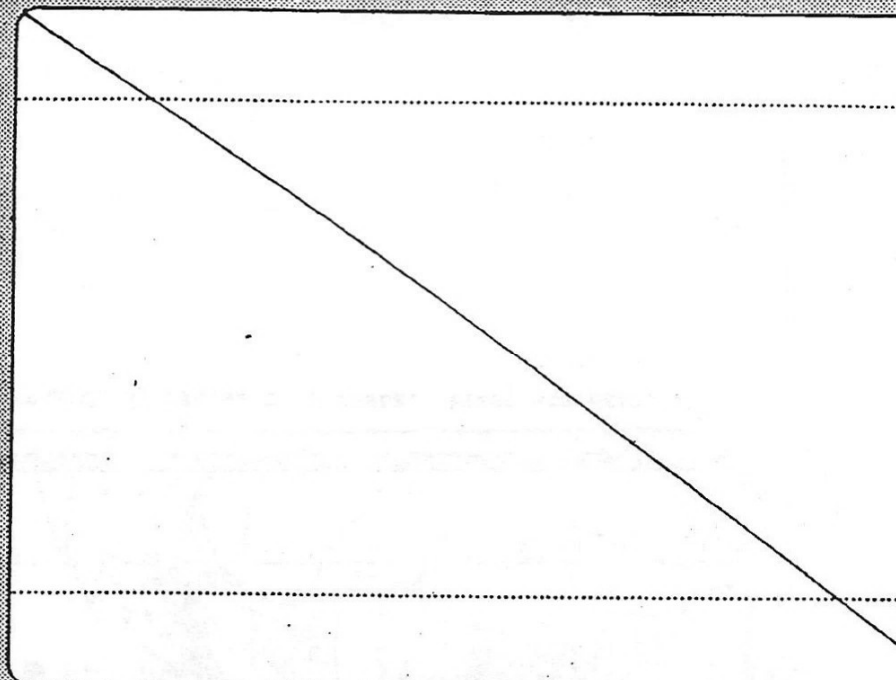
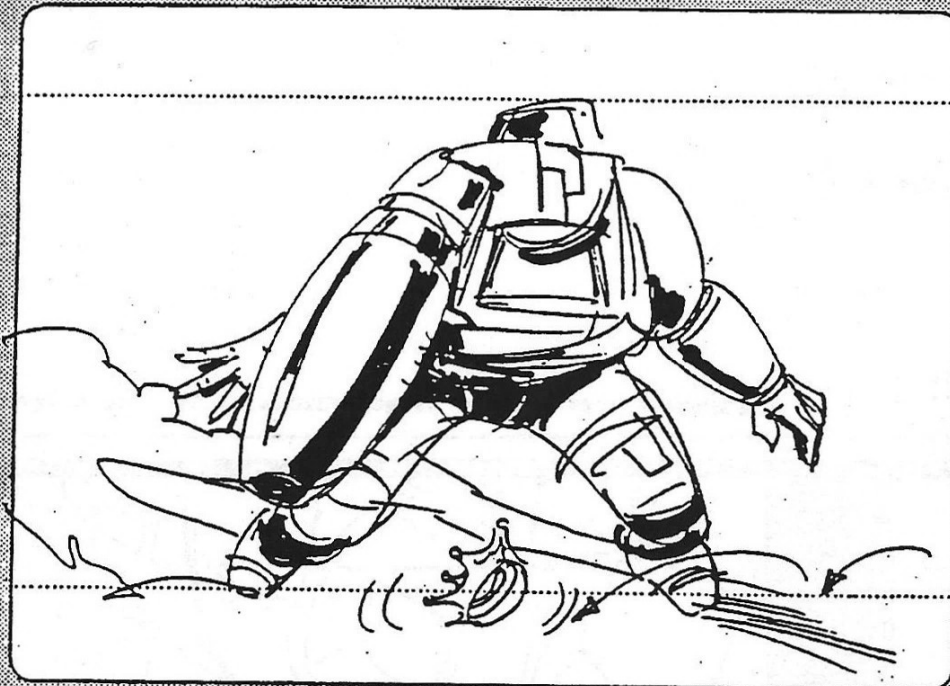
CAMERA

M.L.S. THE CROWN BOUNCING DOWN THE STEPS OF THE PLATFORM A COMES TO REST IN FRONT OF GALVATRON.

SC. CONT 13-27

SC.

SEQ 13 Page 23



ACTION GALVATRON TRANSFORMS INTO ROBOT MODE.

DIAL

MUSIC/SFX

CAMERA

ACTION

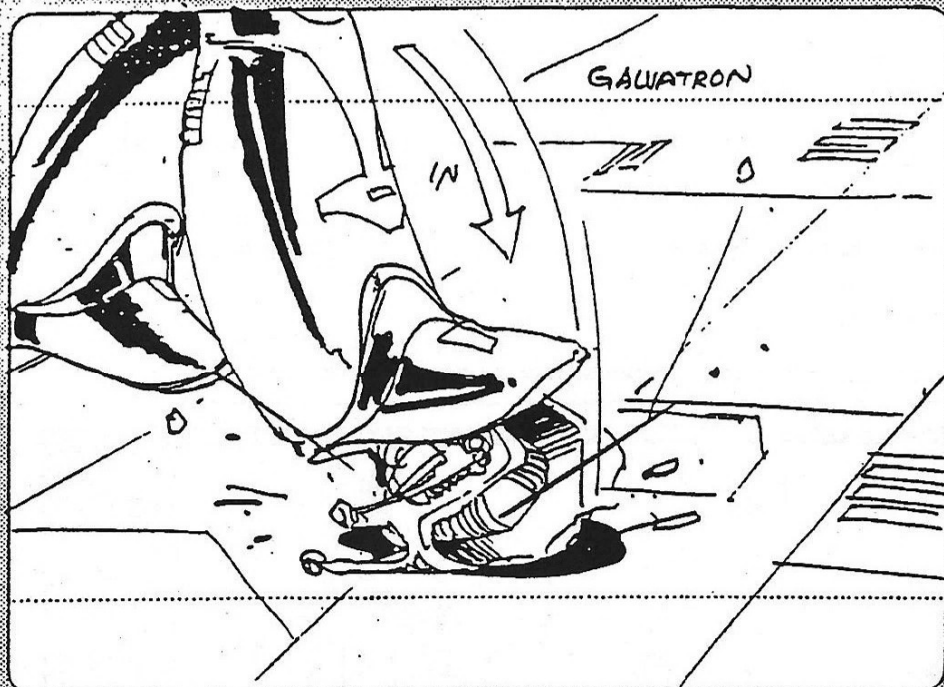
DIAL

MUSIC/SFX

CAMERA

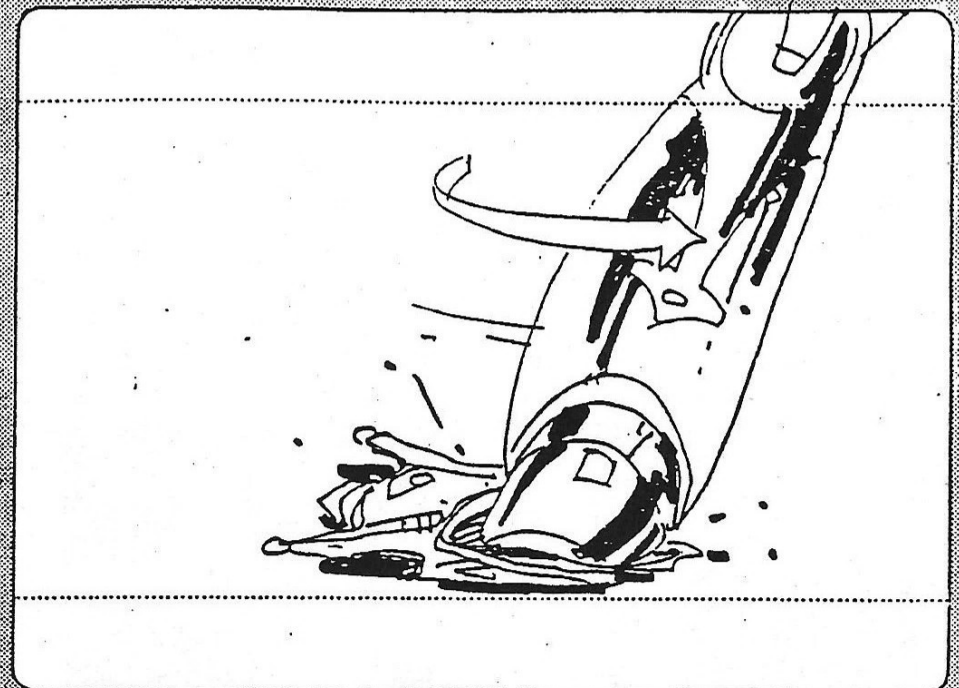


SC. 13-28



SC. CONT

SEQ. 13 Page 24



ACTION C.U. THE CROWN. GALVATRON'S FOOT ENTERS THE SCENE AND SMASHES THE CROWN TO THE FLOOR...

DIAL

MUSIC/SFX

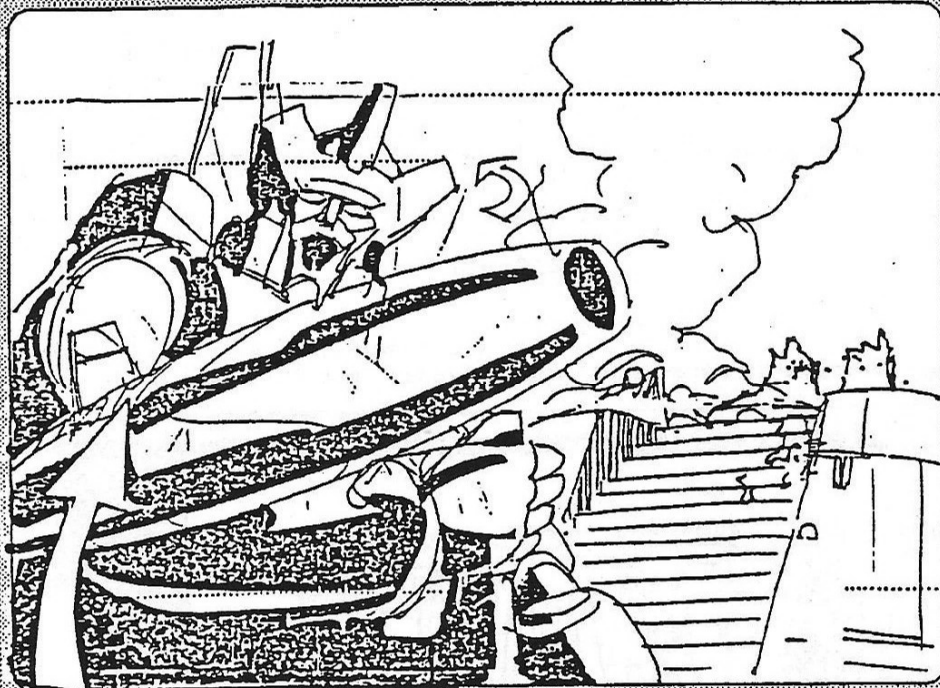
IFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...THEN SCRAPES IT ASIDE.

DIAL

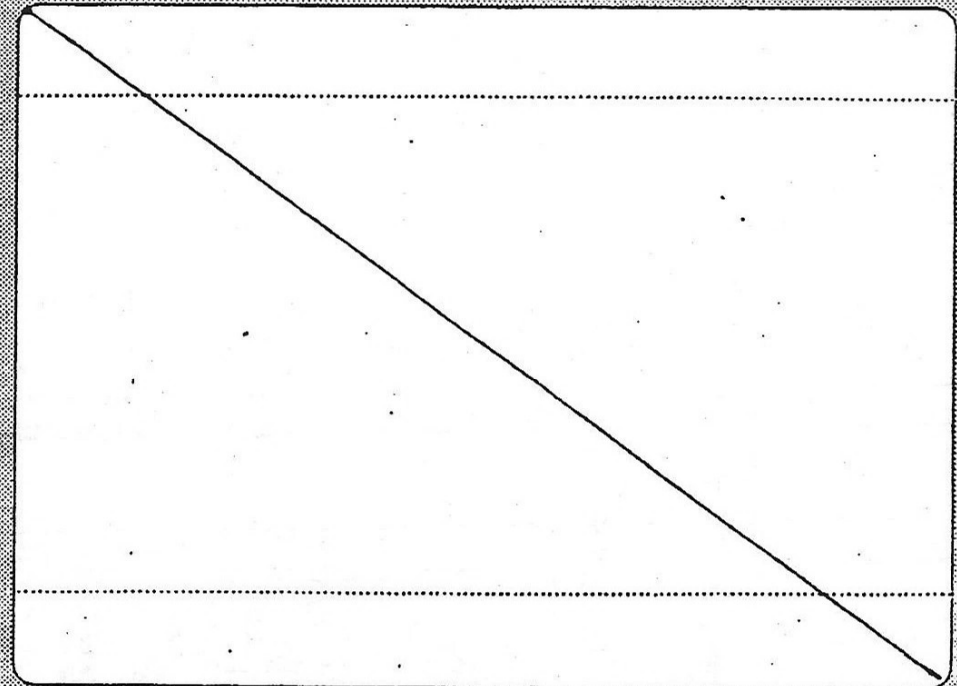
MUSIC/SFX

SC. 13-29



SC.

SEQ. 13 Page 25



ACTION M.L.S. GALVATRON. HE TURNS AND CALLS TO THE O.S. DECEPTICONS.

DIAL GALVATRON Will anyone else attempt to fill  
his shoes?

MUSIC/SFX

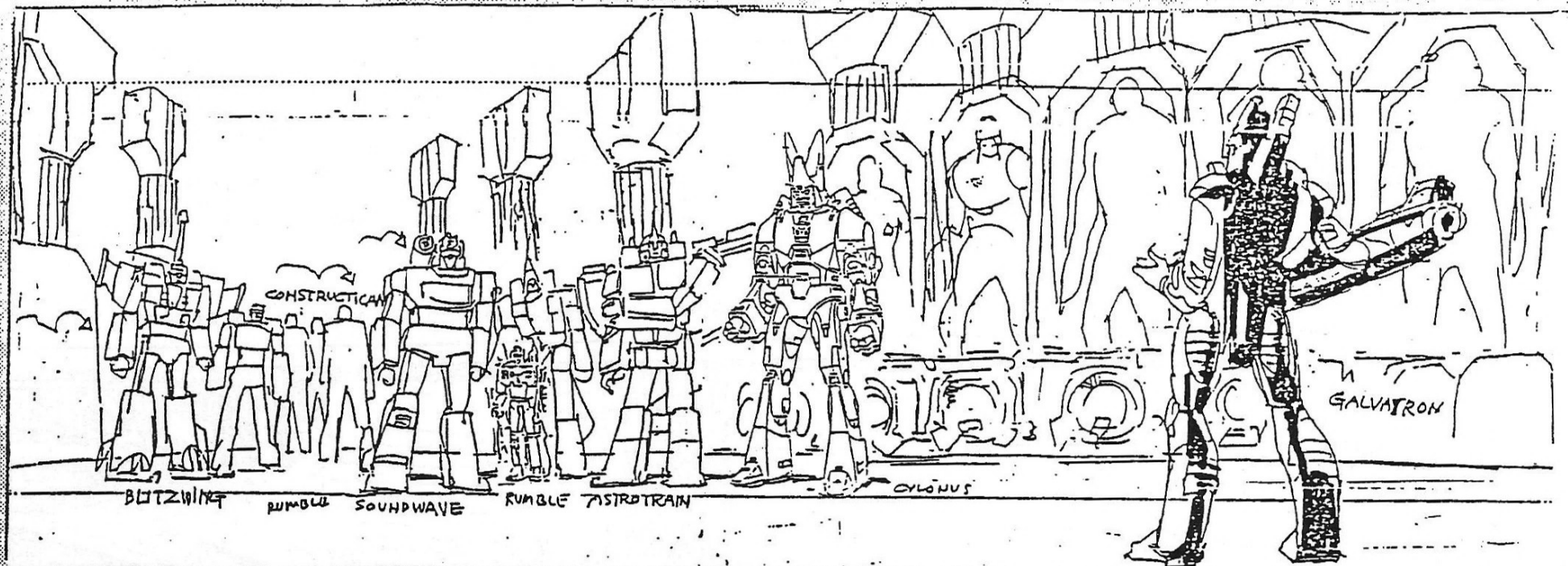
CAMERA

ACTION

DIAL

MUSIC/SFX

CAMERA



ACTION L.S. THE DECEPTICONS. THEY ASSEMBLE TOGETHER INTO A GROUP.  
WE PAN OVER...

DIAL

(AD LIB)

Long live....

MUSIC/SFX

(THEY LOOK AT EACH OTHER)

ACTION

...TO GALVATRON WHO STANDS IN FRONT OF THEM.

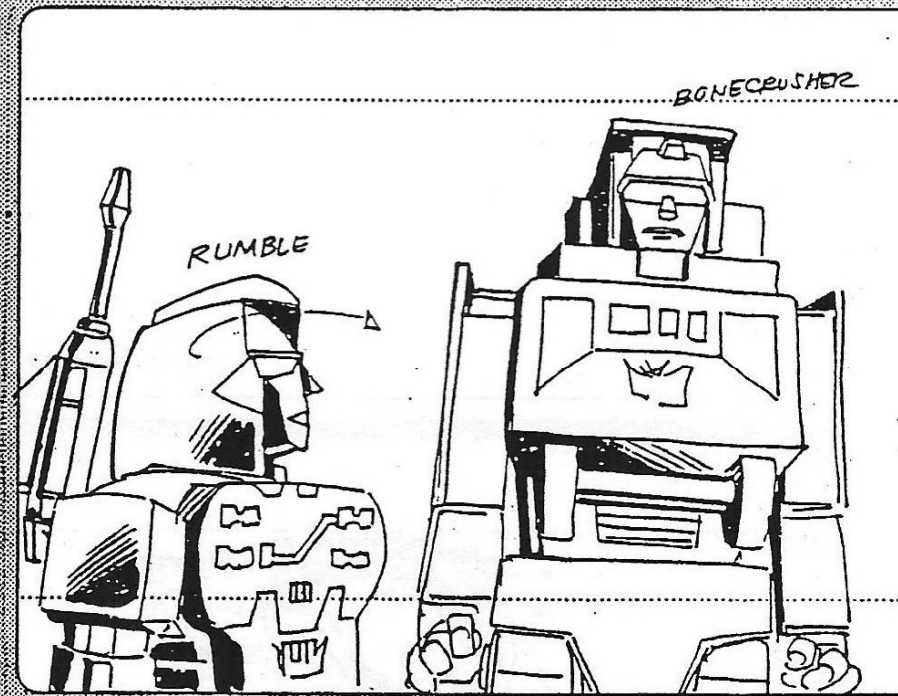
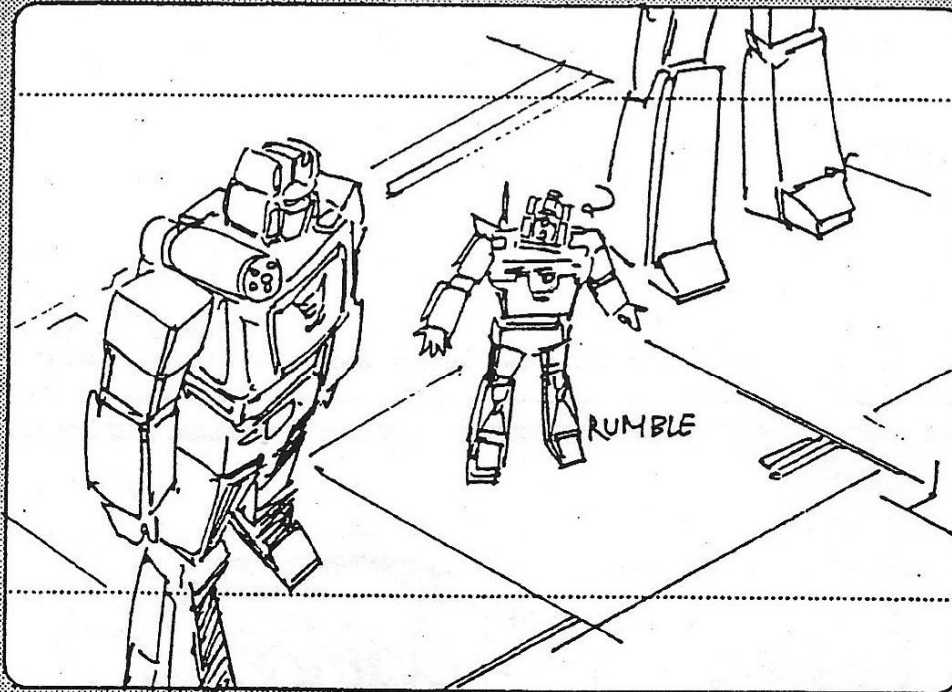
DIAL

MUSIC/SFX

SC. 13-31

SC. 13-32

SEQ. 13 Page 27



ACTION DOWN SHOT SOUNDWAVE AND RUMBLE. RUMBLE LOOKS TO SOUNDWAVE AND QUESTIONS HIM.

DIAL RUMBLE What did he say his name was?

MUSIC/SFX

CAMERA

ACTION M.S. RUMBLE AND BONE CRUSHER. AS BONECRUSHER SPEAKS, RUMBLE TURNS TOWARD HIM.

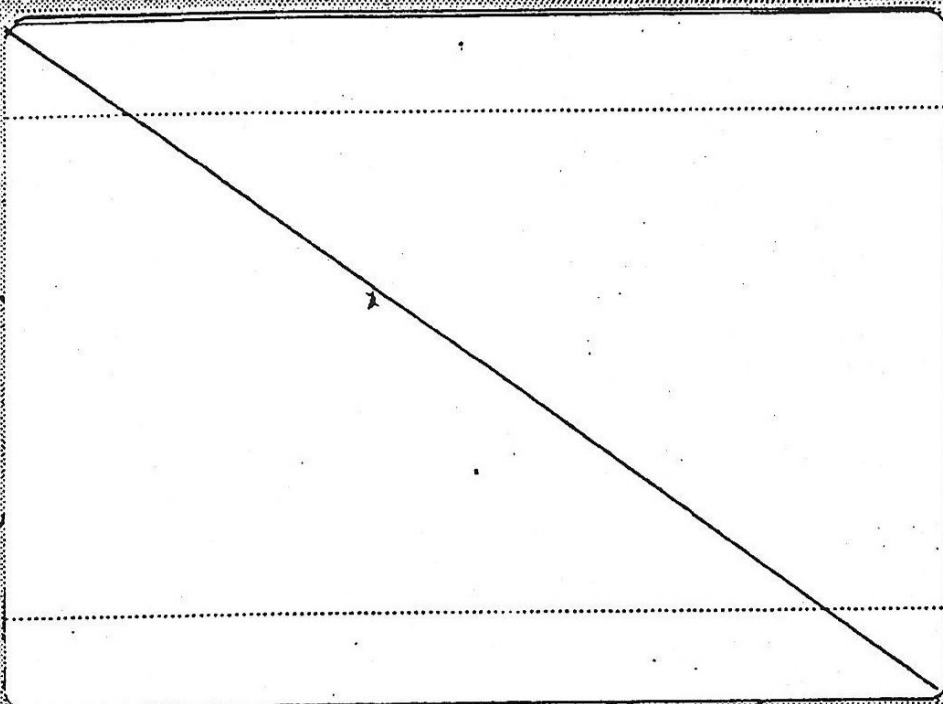
DIAL BONECRUSHER He didn't.

MUSIC/SFX

CAMERA

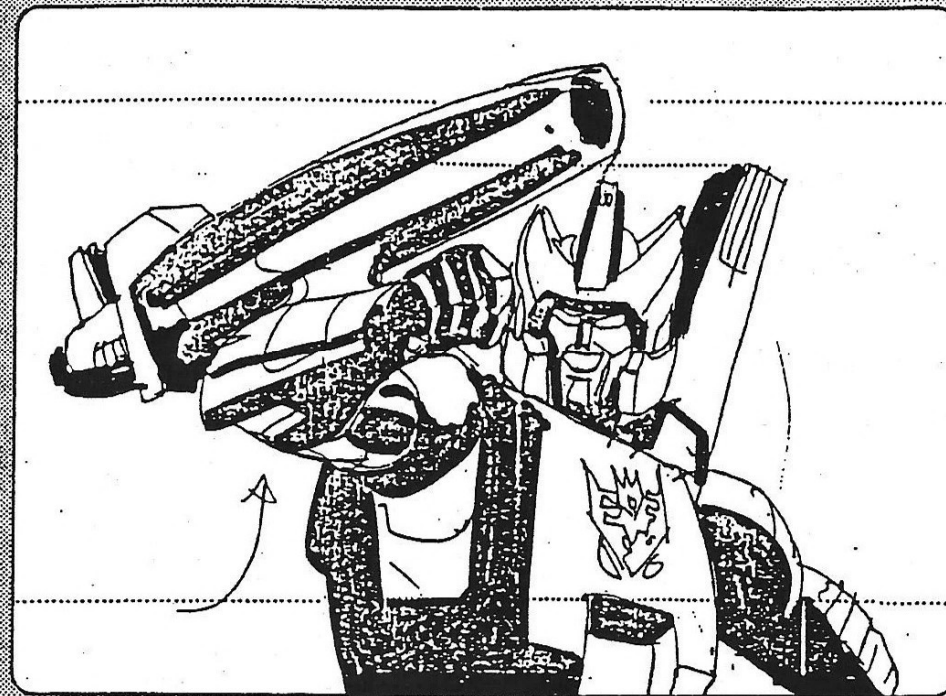


SC. 13-33



SC. 13-34

SEQ. 13 Page 28



ACTION

DIAL

MUSIC/SFX

IFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

CAMERA

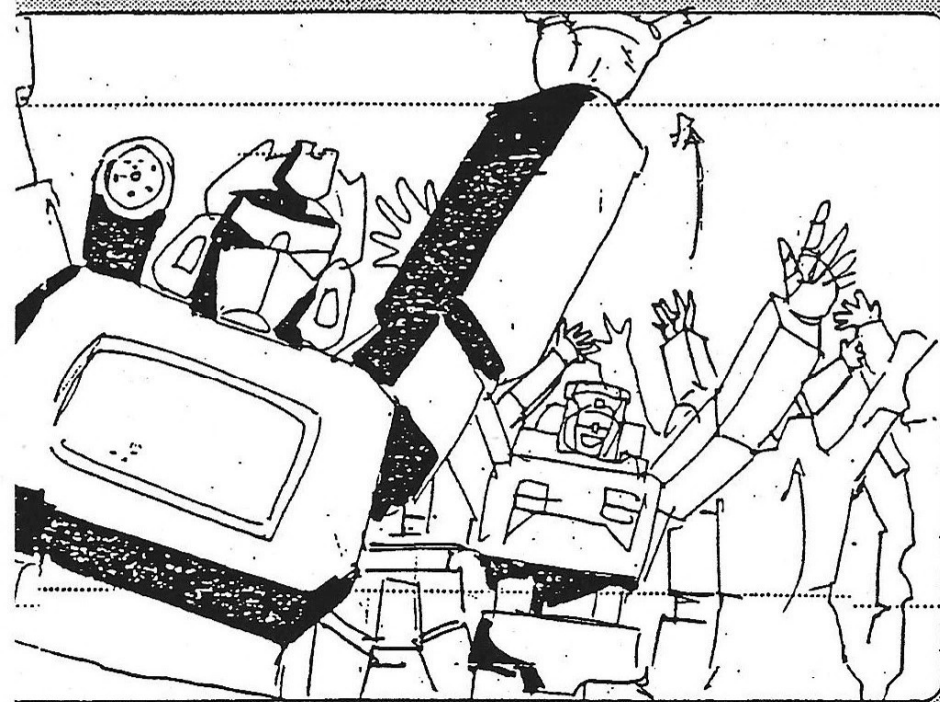
ACTION M.S. GALVATRON. HE RAISES HIS ARM AND CALLS OUT HIS NAME.

DIAL GALVATRON Galvatron.

MUSIC/SFX

CAMERA

SC. 13-35



ON M.L.S. THE GROUP OF DECEPTICONS. THEY RAISE THEIR HANDS AND ALL CALL OUT GALVATRON'S NAME.

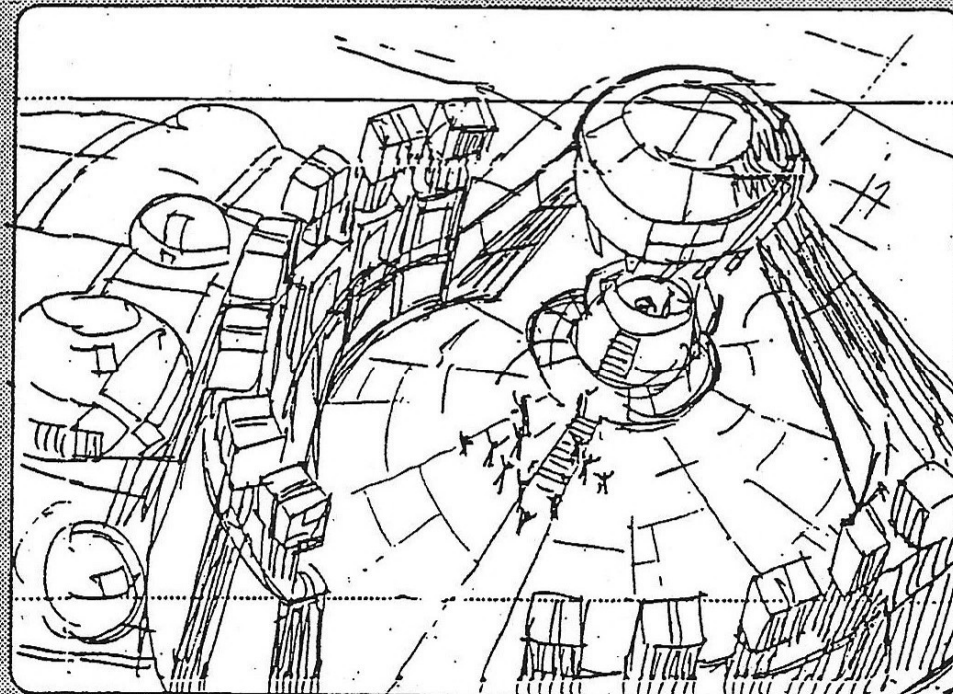
DECEPTICONS ...Long live Galvatron!...

C/SFX



SC. 13-36

SEQ. 13 Page 29



ACTION X.L.S. THE DECEPTICON HALL OF HEROES. WE LOOK DOWN AS THE DECEPTICONS CONTINUE TO HONOR THEIR NEW LEADER, GALVATRON.

DIAL DECEPTICONS (CONT) ..Galvatron!..

MUSIC/SFX

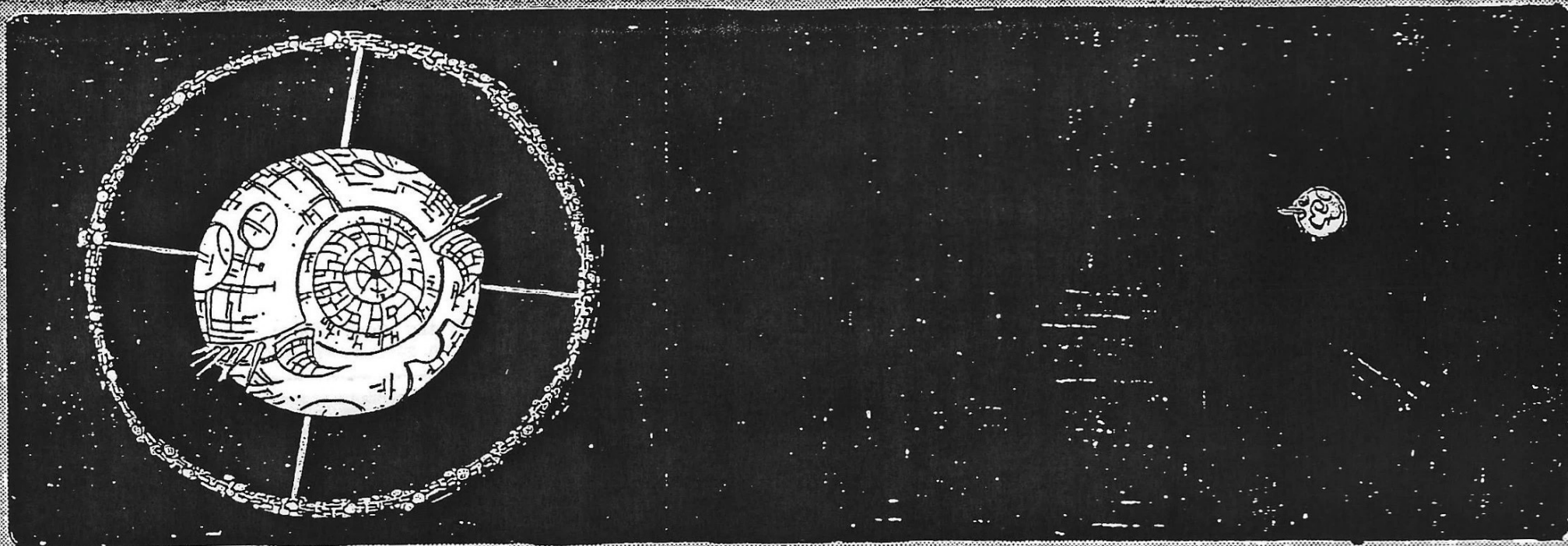
CAMERA

SC. 14-1

STOP

PAN

START SEQ. 14 Page 1



ACTION

X.L.S. CYBERTRON'S ~~UNDER MOON~~ <sup>UNDER MOON</sup>. WE PAN ACROSS SPACE TO UNICRON. THE PLANET TURNS ON ITS AXIS TO FACE THE TWO MOONS O.S. UNICRON'S BEAKS START TO OPEN.

DIAL

MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

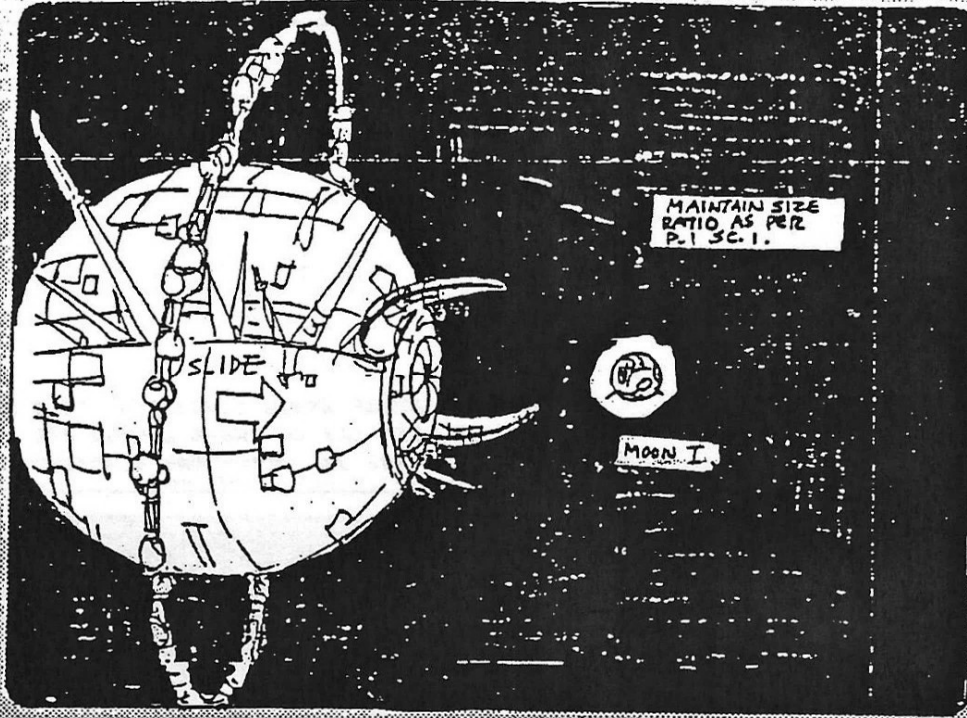
DIAL

MUSIC/SFX

CAMERA



SC. CONT 17-1



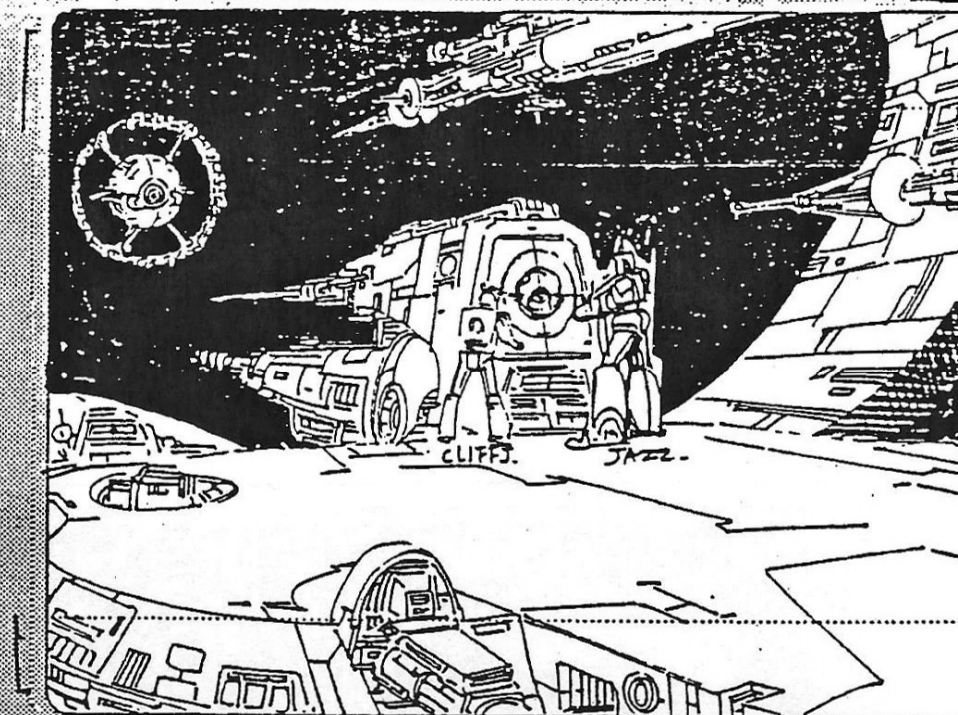
ACTION ...WE MOVE ALONG WITH UNICRON AS IT GLIDES OVER TO THE ~~MOON~~ MOONS. VAPORS POUR OUT OF UNICRON'S OPEN "MOUTH". *Out of K (100%)*

DIAL

MUSIC/SFX

SC. 14-2

MINIMAL CAM SHAKE. Page 2



ACTION X.L.S. CLIFFJUMPER AND JAZZ ON THE OUTER MOON. TRUCK IN ON THEM. WE

DIAL JAZZ

Where'd that come from?

MUSIC/SFX

T-RAW  
From Generation 1 to Beast Hunters and Beyond!!!!

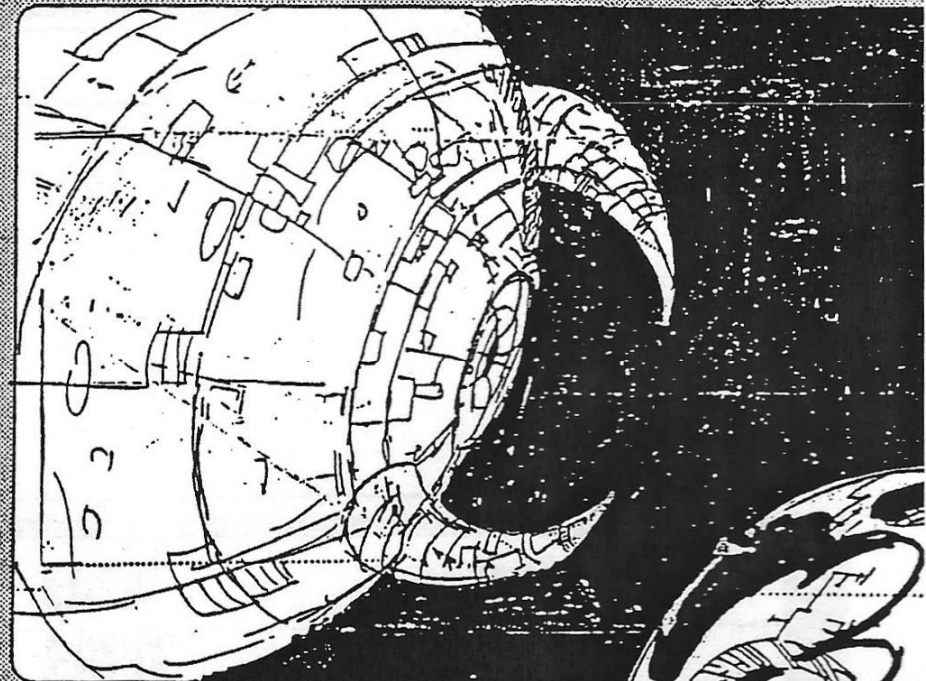
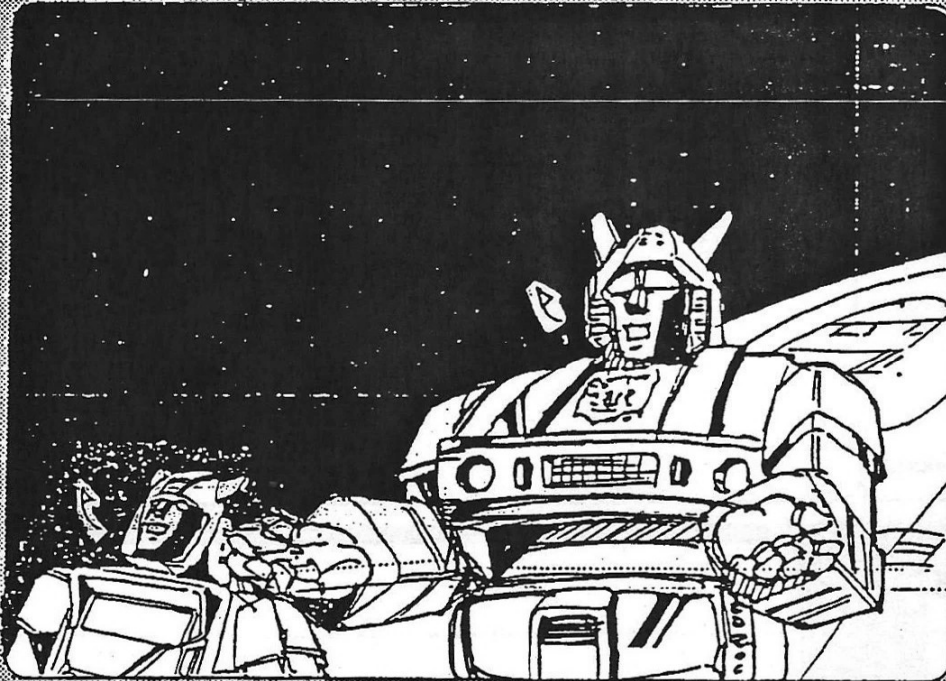


SC. 14-3

CAM SHAKE ABATES.

SC. 14-4

SEQ. 14 Page 3



ACTION M.S. CLIFFJUMPER AND JAZZ. THEY BOTH LOOK UP AT THE APPROACHING UNICRON O.S.

DIAL

CLIFFJUMPER

Who cares?! I'm more worried about where it's going.

MUSIC/SFX

CAMERA

ACTION M.S. UNICRON. ITS BEAKS ARE ABOUT TO OPEN AS IT GLIDES OVER THE OUTER MOON.

DIAL

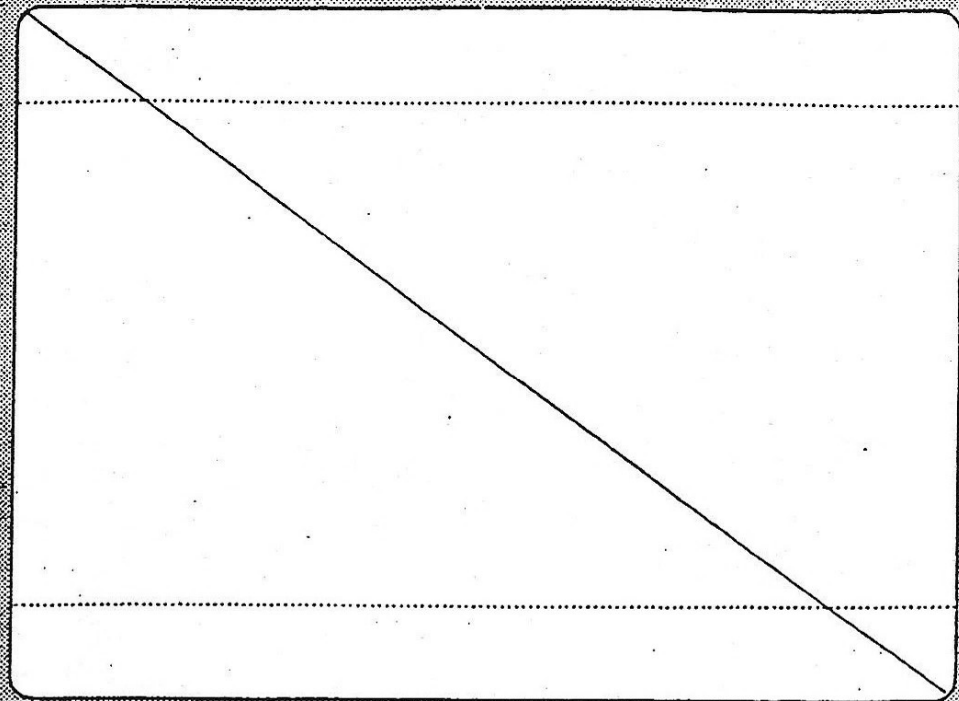
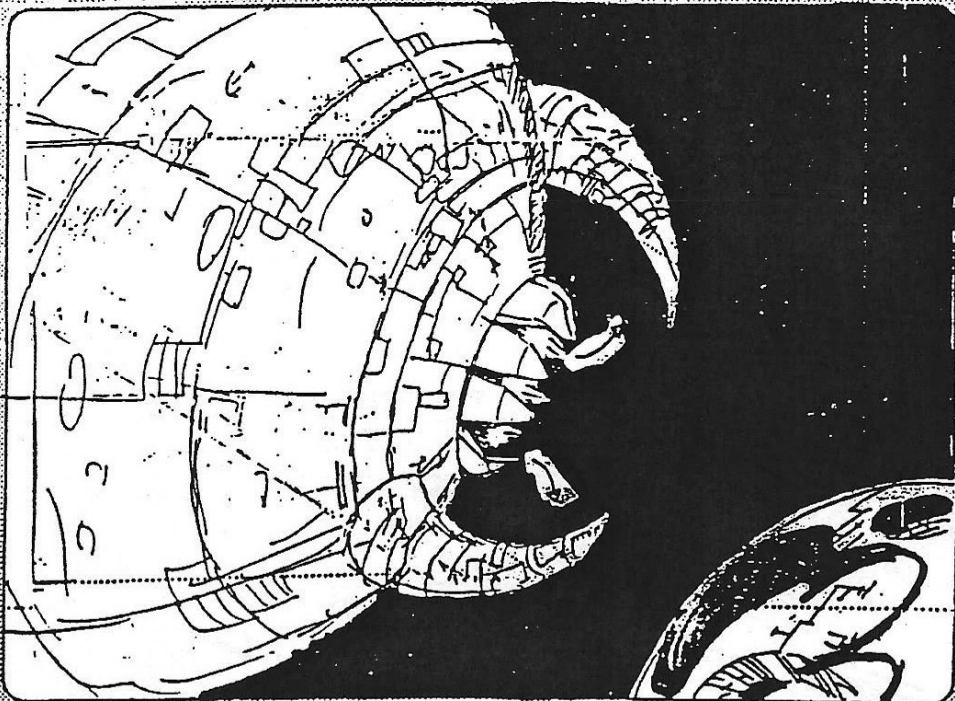
MUSIC/SFX

CAMERA

SC. CONT 14-4

SC.

Page 4



ACTION UNICRON'S BEAKS OPEN.

DIAL

MUSIC/SFX

**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

DIAL

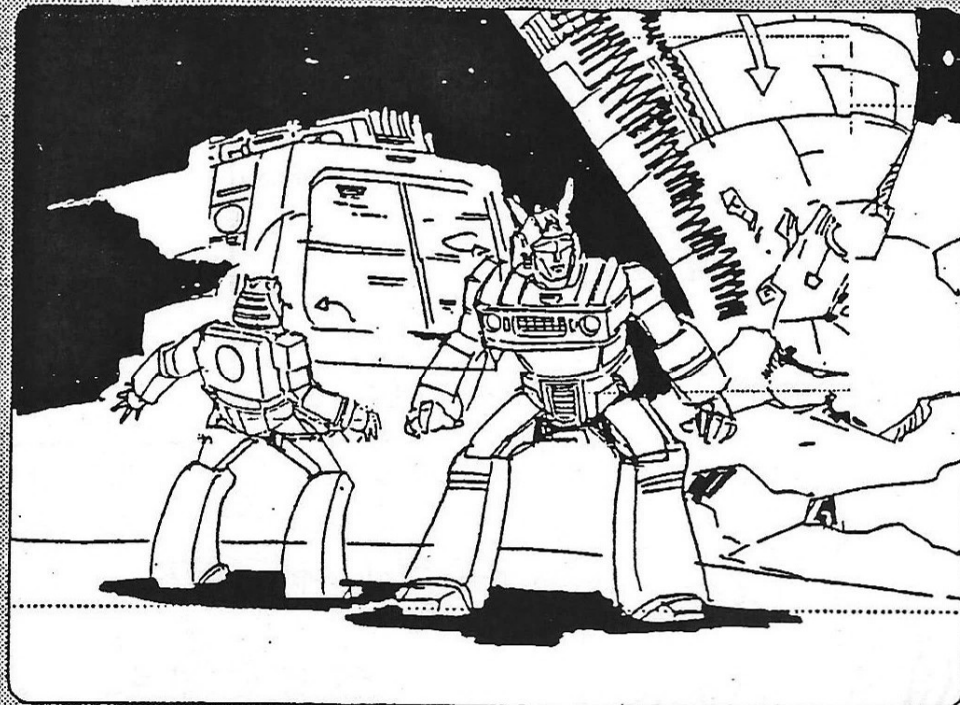
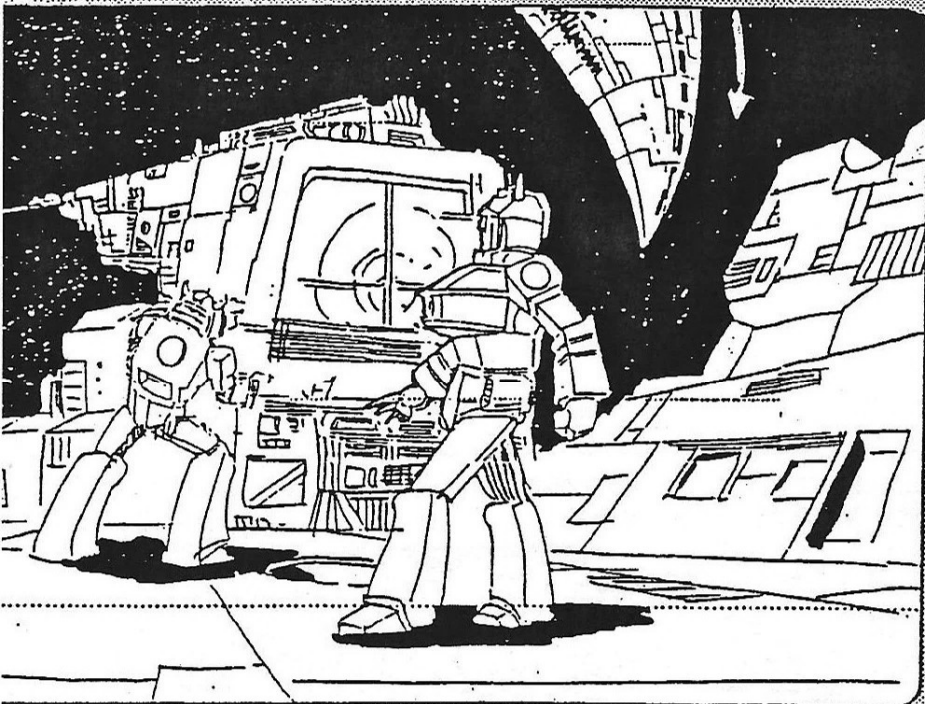
MUSIC/SFX

C. 14-5

SC.CON7

CAM SHAKE

Page 5



L.S. CLIFFJUMPER AND JAZZ. CLIFFJUMPER POINTS UP AS UNICRON MOVES INTO THE SCENE.

ACTION ...ONE OF UNICRON'S HUGE HORNS RIPS INTO THE PLANET TEARING IT UP AND CAUSING CLIFFJUMPER AND JAZZ TO LOSE BALANCE.

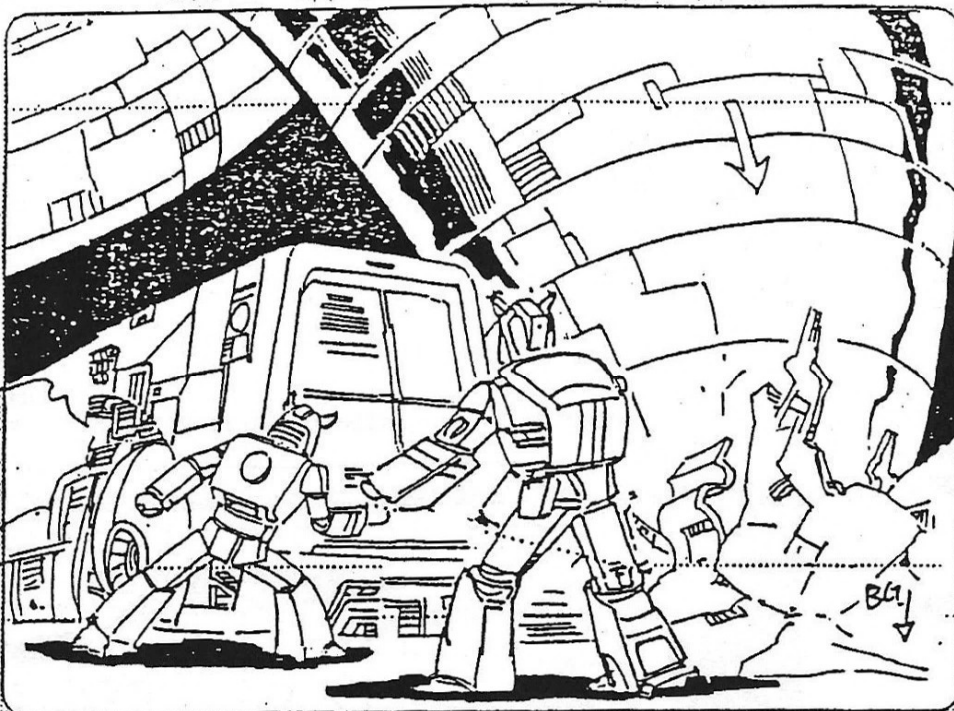
DIAL

MUSIC/SFX

CAMERA

SC. 100-1775

PLAN 1



ACTION UNICRON CLOSES IN .

DIAL

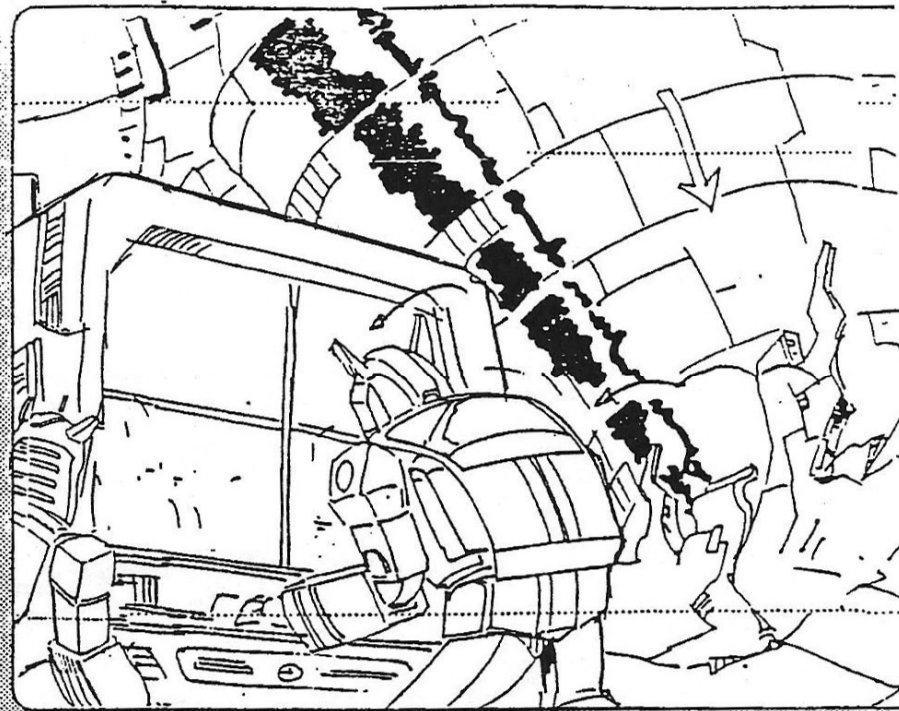
MUSIC/SFX

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 100-1776

PLAN 1

Page 2



ACTION ...WE TRUCK IN AS JAZZ STARTS TO WORK THE CONTROLS OF THE DEVICE...

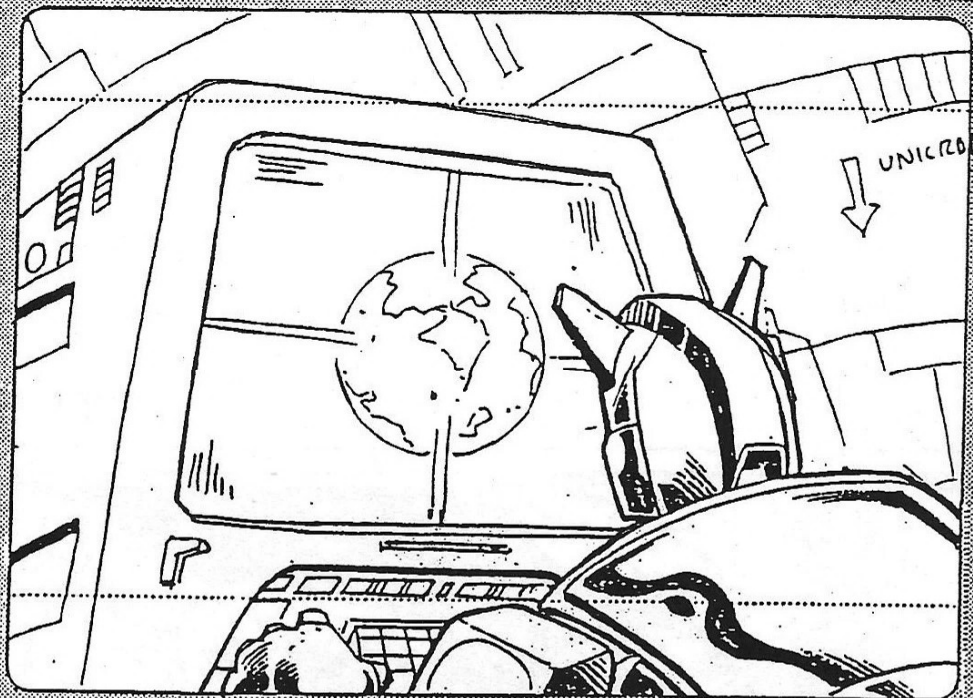
DIAL JAZZ Talk to me ...

MUSIC/SFX



SC. CONT 14-5

CONT TRUCK IN  
CAM. SHAKE



ACTION ON THE VIEW SCREEN APPEARS AN IMAGE OF THE EARTH. JAZZ STARTS SENDING A DISTRESS SIGNAL.

DIAL JAZZ (CONT) ... Earth..!

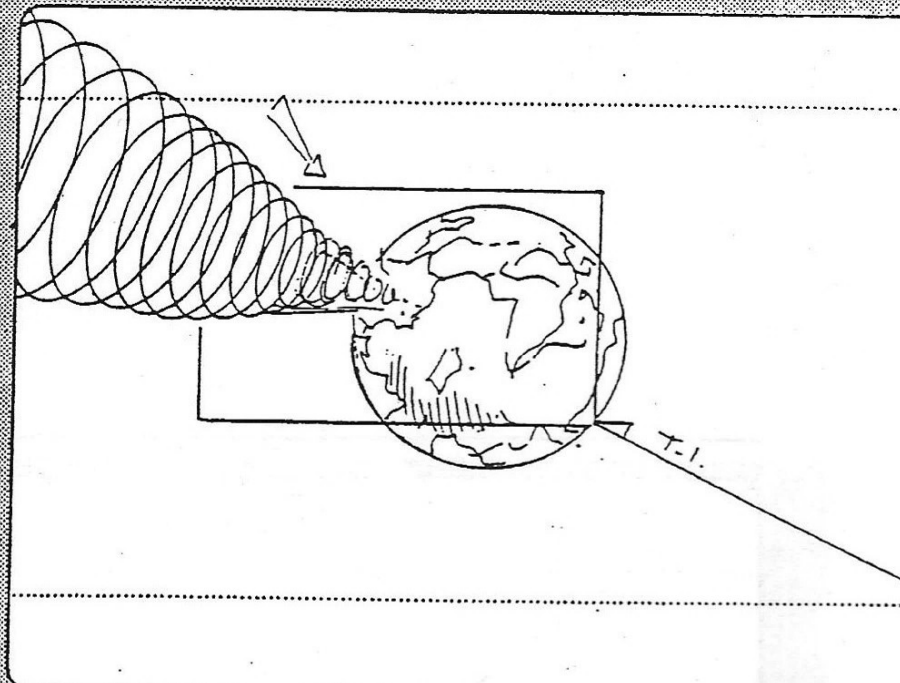
MUSIC/SFX

CAMERA

SC. 14-6

TRUCK IN.

Page 7



ACTION X.L.S. EARTH. JAZZ'S DISTRESS SIGNAL STREAKS TOWARD THE EARTH. WE TRUCK IN.

DIAL JAZZ (CONT) We've got a ...

MUSIC/SFX

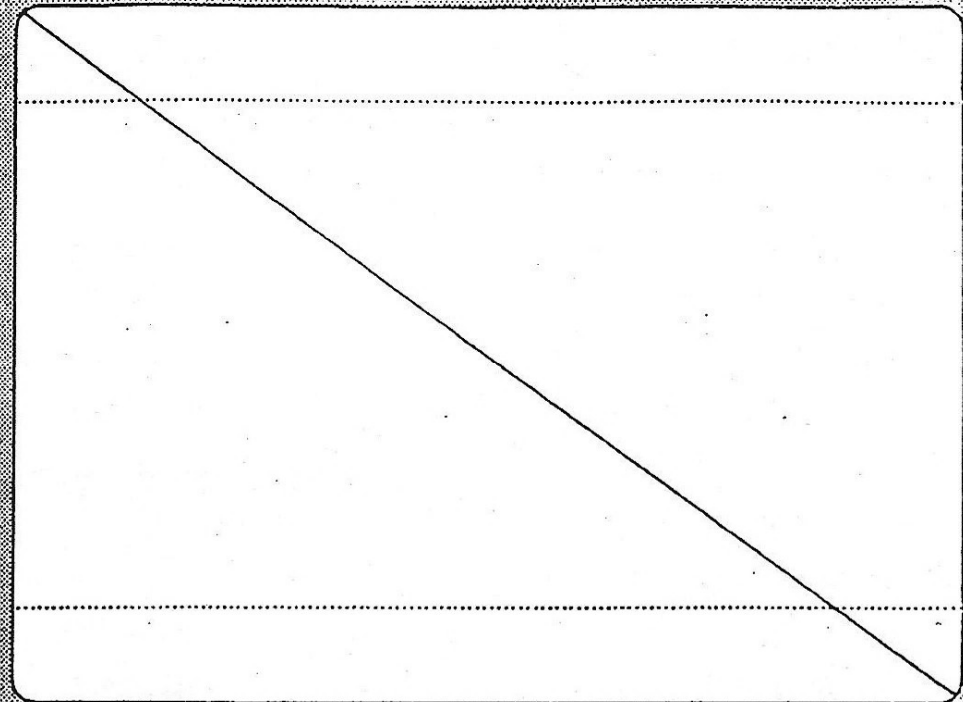
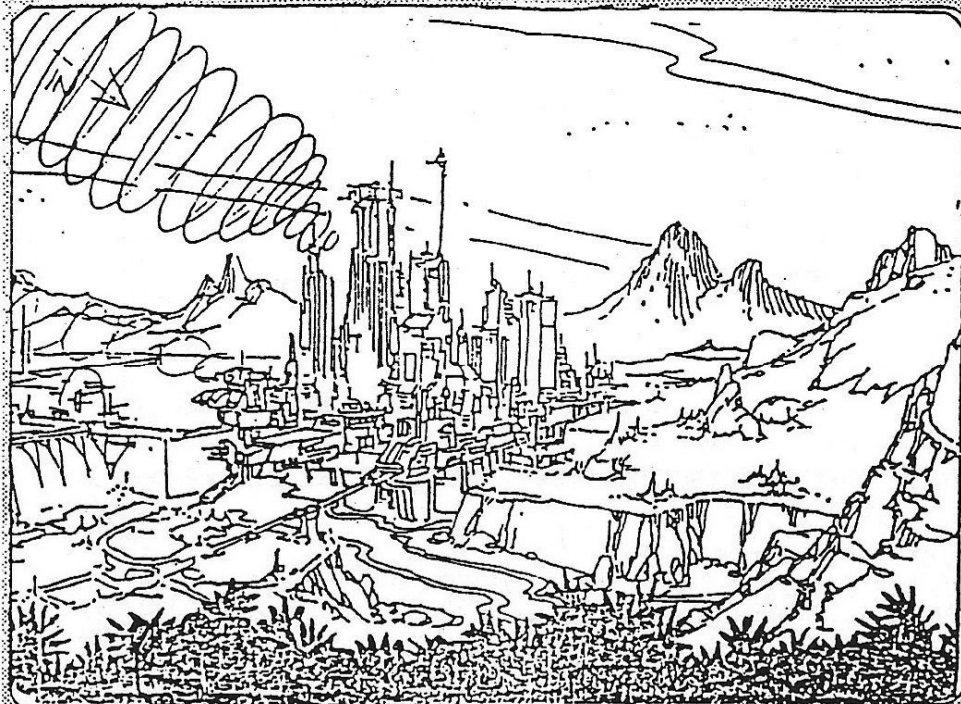
CAMERA

SC. 14-7

SC.

SEQ. 14

Page 8



TION X.L.S. AUTOBOT CITY. JAZZ'S DISTRESS SIGNAL ENTERS THE  
SCENE AND REACHES AUTOBOT CITY.

AL JAZZ (CONT) ... situation out here.

SIC/SFX



ACTION

DIAL

MUSIC/SFX

CAMERA

SC. 14-8

START

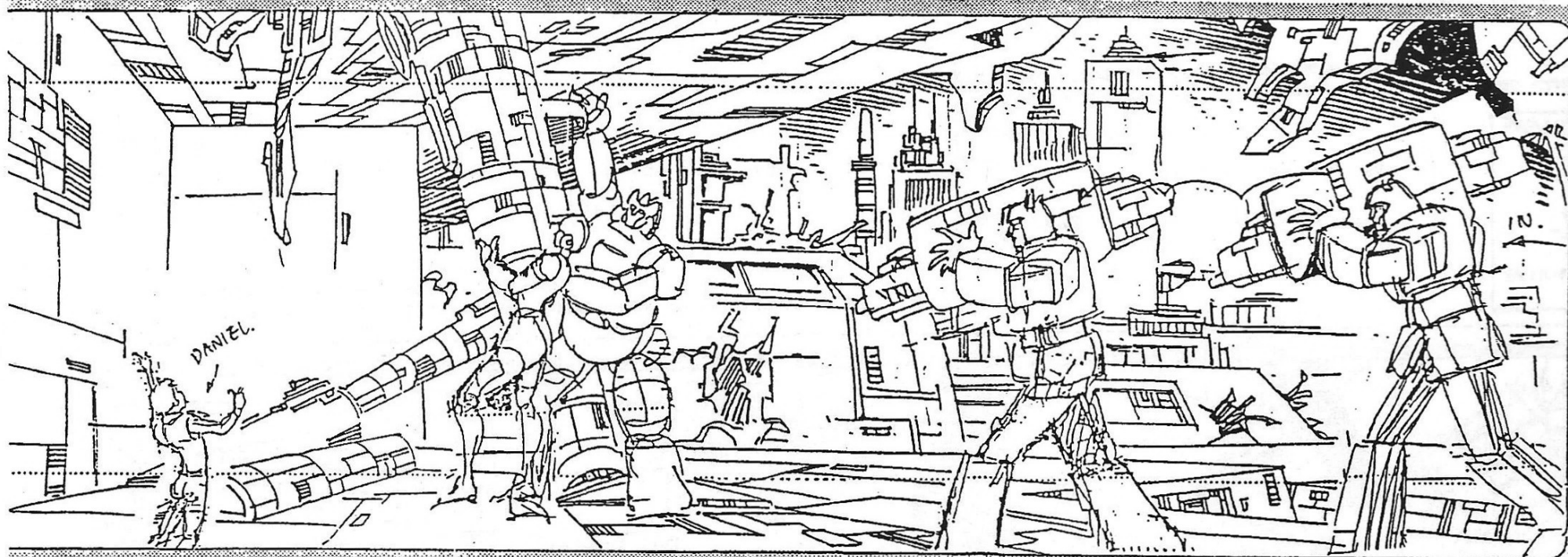
PAIN

STOP

SEQ. 14

.Page

9



✓ L.S. THE AUTOBOT CONSTRUCTION AREA. BLASTER ENTERS THE SCENE CARRYING A PANEL TOWARD THE OTHER O.S. AUTOBOTS. WE PAN OVER TO DANIEL, ARCEE AND SPRINGER. DANIEL IS HELPING TO DIRECT AS SPRINGER AND ARCEE INSTALL A PIECE OF EQUIPMENT.

SFX

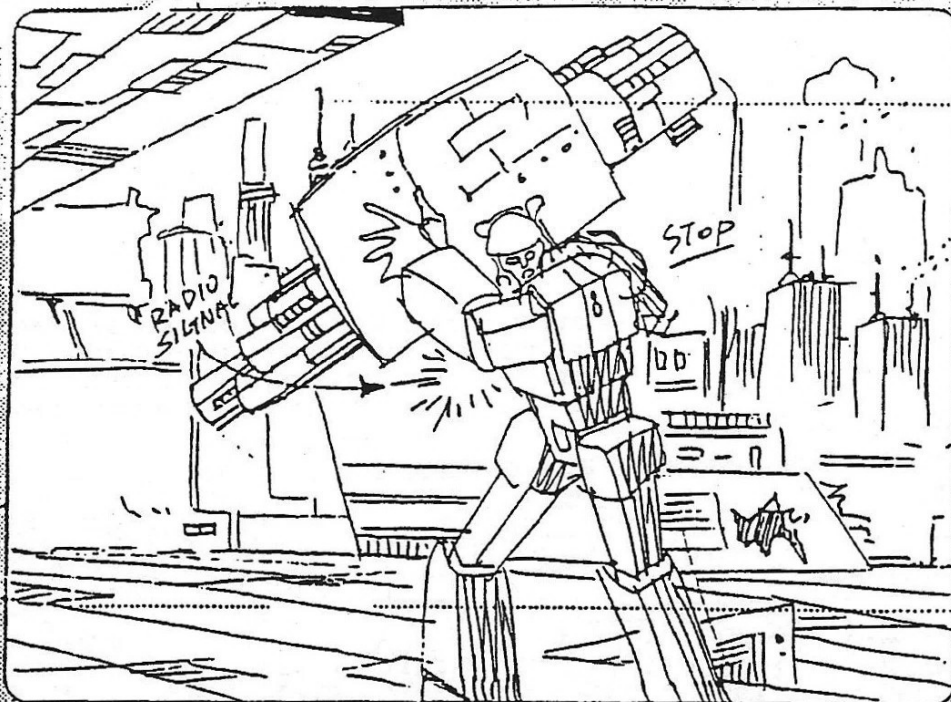
ACTION

DIAL

MUSIC/SFX

CAMERA

SC. CONT 14-8



NO SCENE 14-9

SC. 14-10

SEQ. 14 Page 10



ACTION M.L.S. BLASTER. HE STOPS AND LOOKS DOWN AT HIS CHEST AS HE PICKS UP JAZZ'S DISTRESS SIGNAL.

DIAL JAZZ (V.O. FILTER)  
Roger me. Wilco me. Anything...

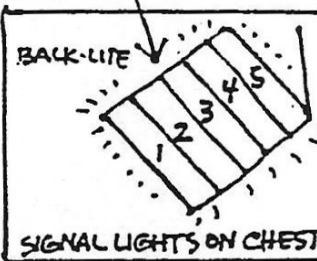
MUSIC/SFX

ACTION

DIAL JAZZ (V.O. FILTER)  
...Hello. Hello, Earth!...

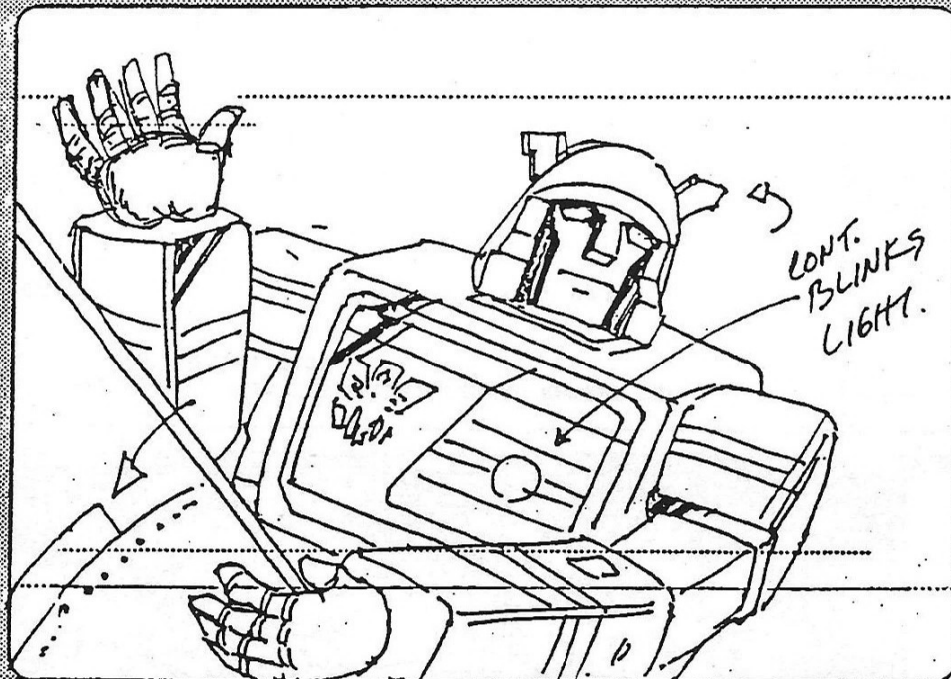
MUSIC/SFX

M.C.U. BLASTER. HE IS ALARMED. HE TURNS TOWARD CAMERA. THE SIGNAL LIGHTS ON HIS CHEST FLASH IN SEQUENCE.





SC. CONT 14-10



ACTION BLASTER PUTS THE PANEL DOWN AND...

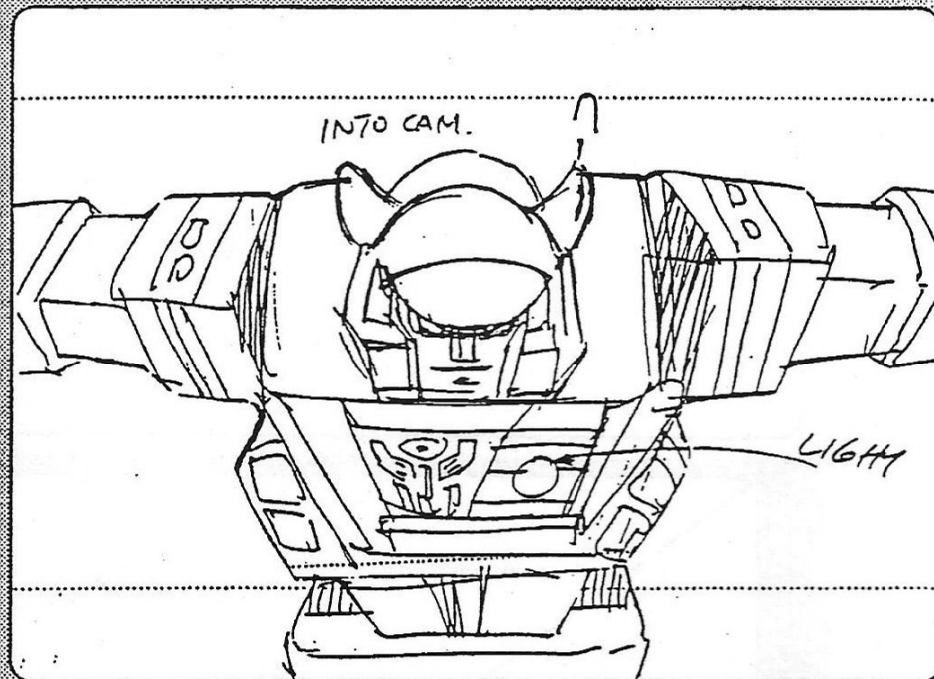
DIAL BLASTER I'm pickin' up a faint signal!

MUSIC/SFX

CAMERA

SC. CONT

SEQ. 14 Page 11



ACTION ...TRANSFORMS...

DIAL

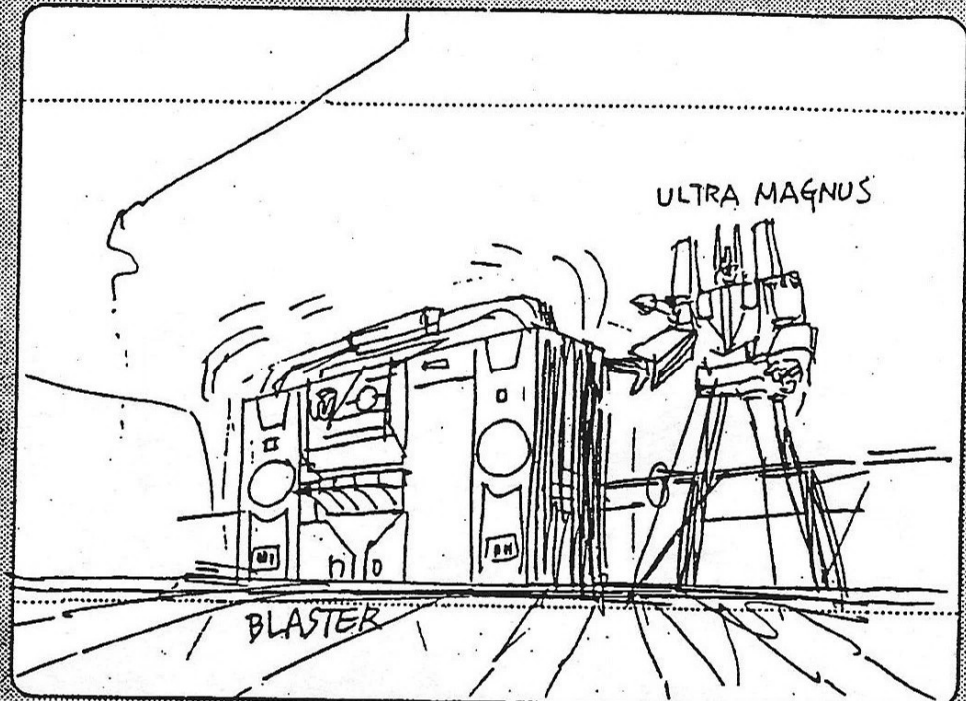
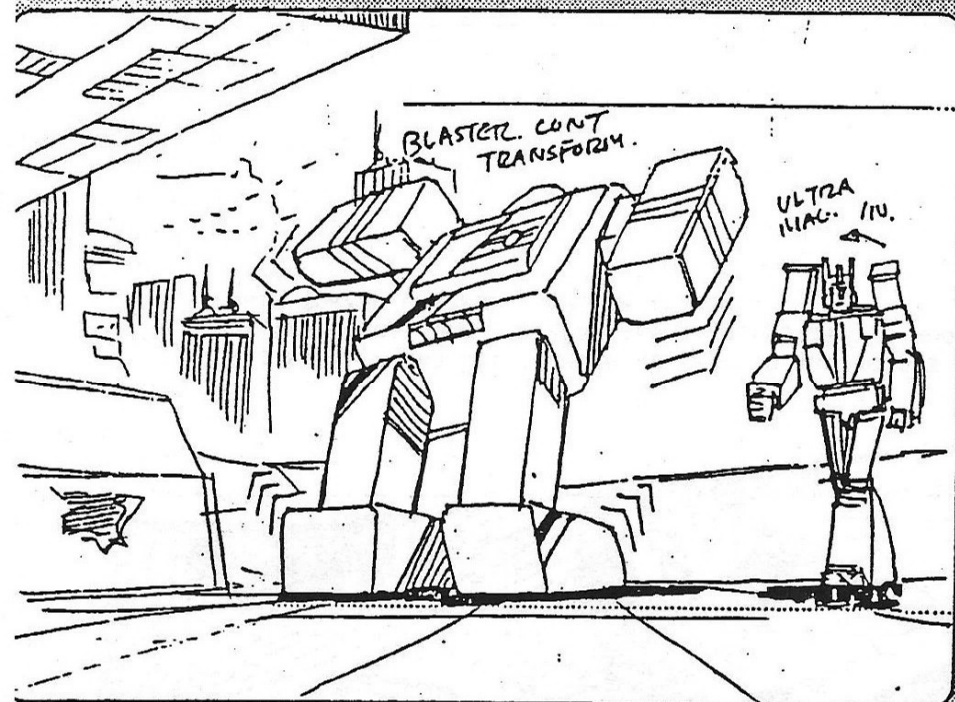
MUSIC/SFX

CAMERA

SC. 14-11

SC. CONT

SEQ. 14 Page 12



ON L.S. BLASTER AND ULTRA MAGNUS. BLASTER FINISHES HIS TRANSFORMATION...

ACTION ...INTO RADIO MODE. ULTRA MAGNUS STOPS IN THE DISTANCE.

DIAL JAZZ (V.O. FILTER) This is Jazz...

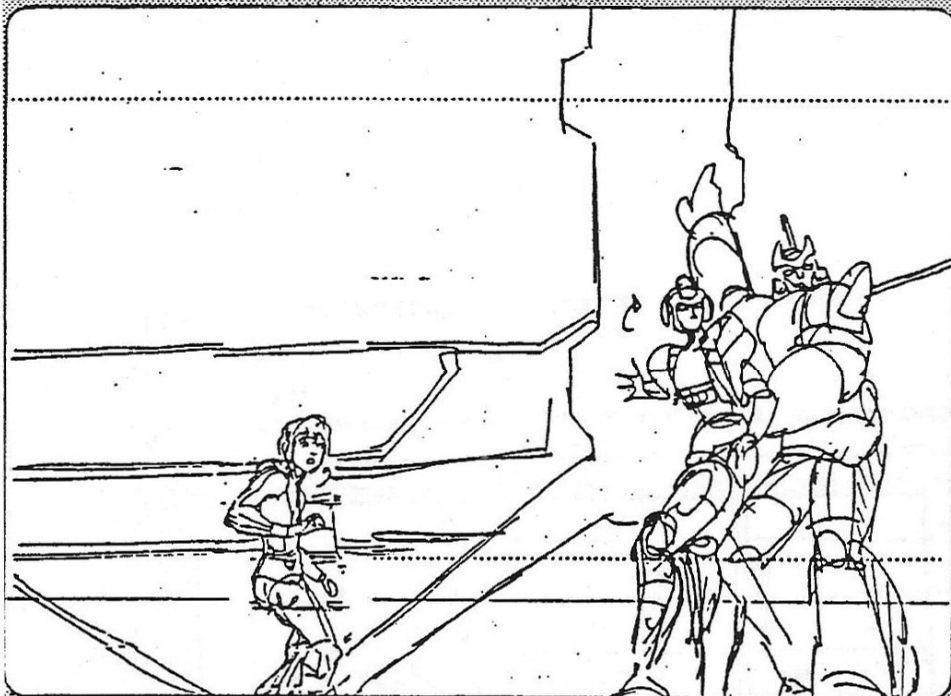
MUSIC/SFX

CAMERA

2/SFX

**TFRAW**  
RA  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 14-12

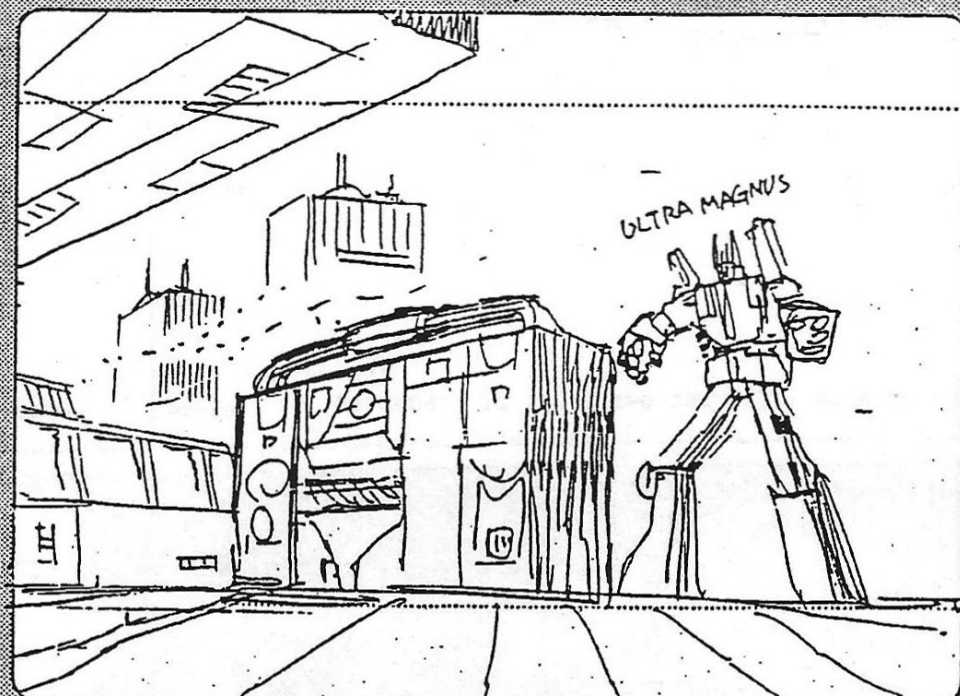


SC. 14-13

TRUCK IN

SEQ. 14 Page

13



ION M.L.S. DANIEL, ARCEE, SPRINGER. THEY TURN AND LOOK O.S. TOWARD BLASTER.

JAZZ (CONT) (V.O. FILTER)

A gi-normous wierd lookin' planet  
just showed up ...

IC/SFX

ACTION L.S. BLASTER AND ULTRA MAGNUS. WE TRUCK IN ON ULTRA MAGNUS.

DIAL JAZZ (CONT) (V.O. FILTER)

... in the suburbs of Cybertron...

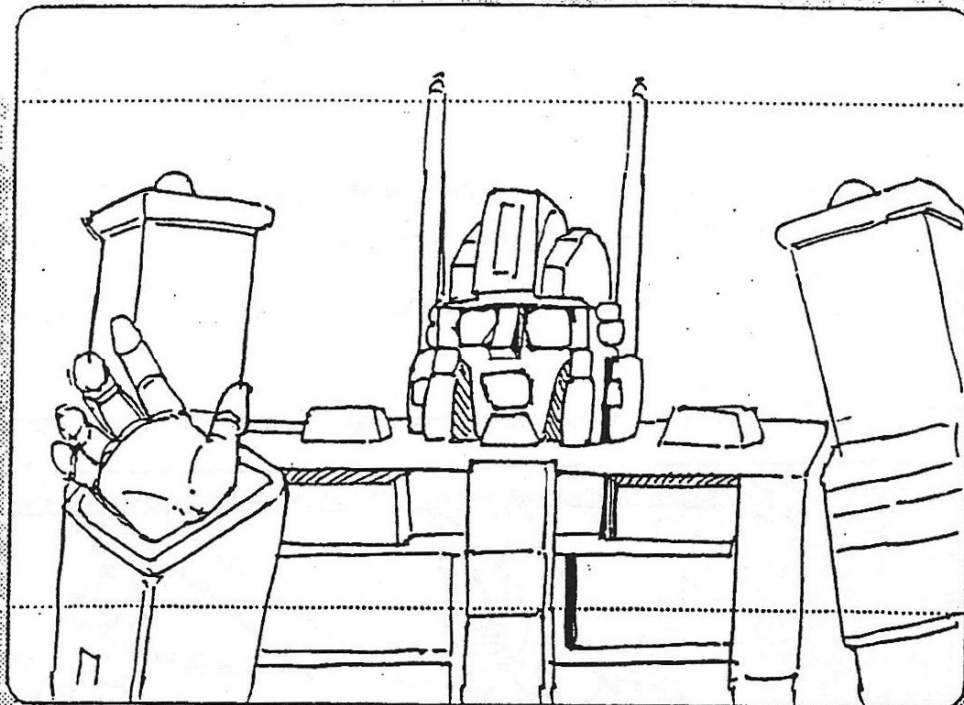
MUSIC/SFX CLIFFJUMPER (V.O. FILTER)

And it's attacking...

(STATIC OBSCURES THE MESSAGE)

CAMERA

SC. 14-14



ACTION C.U. ULTRA MAGNUS. HE IS ALARMED BY THE DISTRESS SIGNAL FROM JAZZ.

DIAL ULTRA MAGNUS Jazz! Cliffjumper!

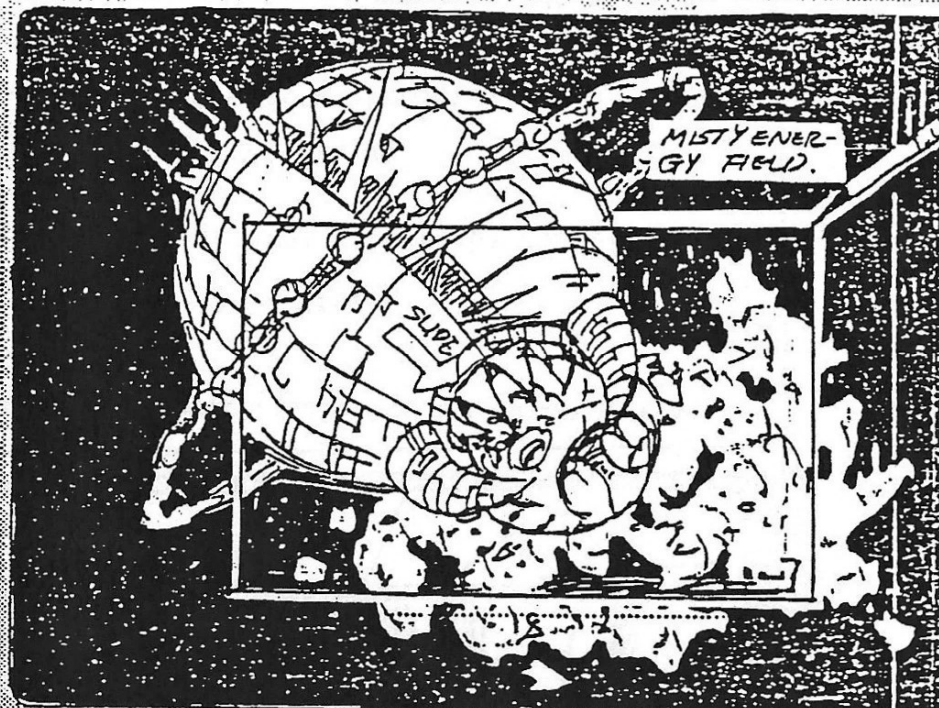
MUSIC/SFX

TFRAW

From Generation 1 to Beast Hunters and Beyond!!!!

SC. 14-15 TRUCK-IN

SEQ. 14 Page 14



ACTION L.S. UNICRON. IT IS EATING THE OUTER MOON OF CYBERTRON. WE TRUCK IN.

DIAL

MUSIC/SFX



SC. 14-16

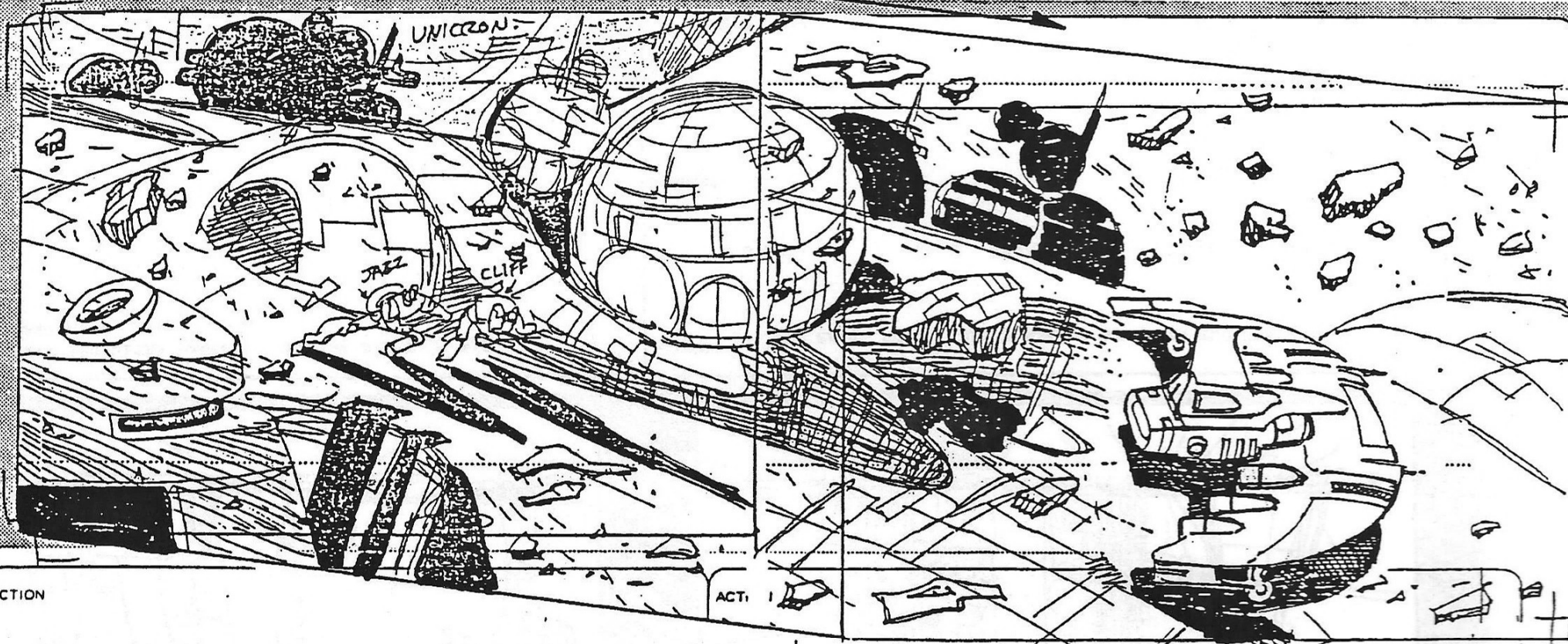
START

PAN

STOP

CAM SHAKE. SEQ. 14 Page

15



ACTION

ACT: 1

DIAL X.L.S. JAZZ AND CLIFFJUMPER WORK THEIR WAY ACROSS THE SURFACE OF THE OUTER MOON. PIECES AND SECTIONS OF THE MOON FLY PAST THEM TOWARD UNICRON. WE PAN AHEAD...

MUSIC/SFX

CAMERA

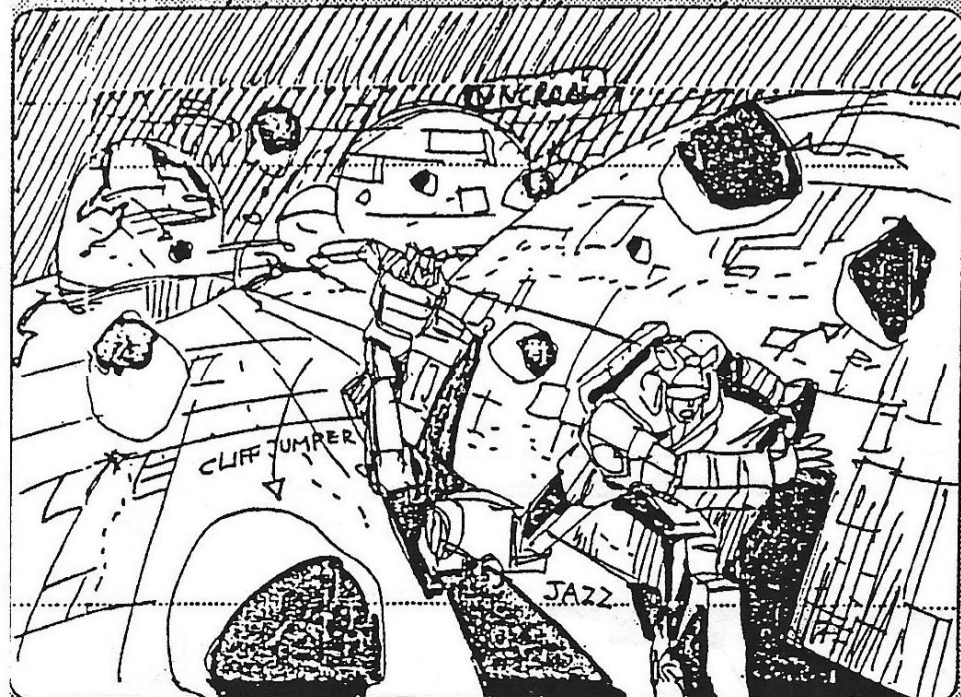
DIAL ...TO SEE A SMALL SPACE SHIP (ESCAPE VEHICLE).

MUSIC/SFX

CAMERA

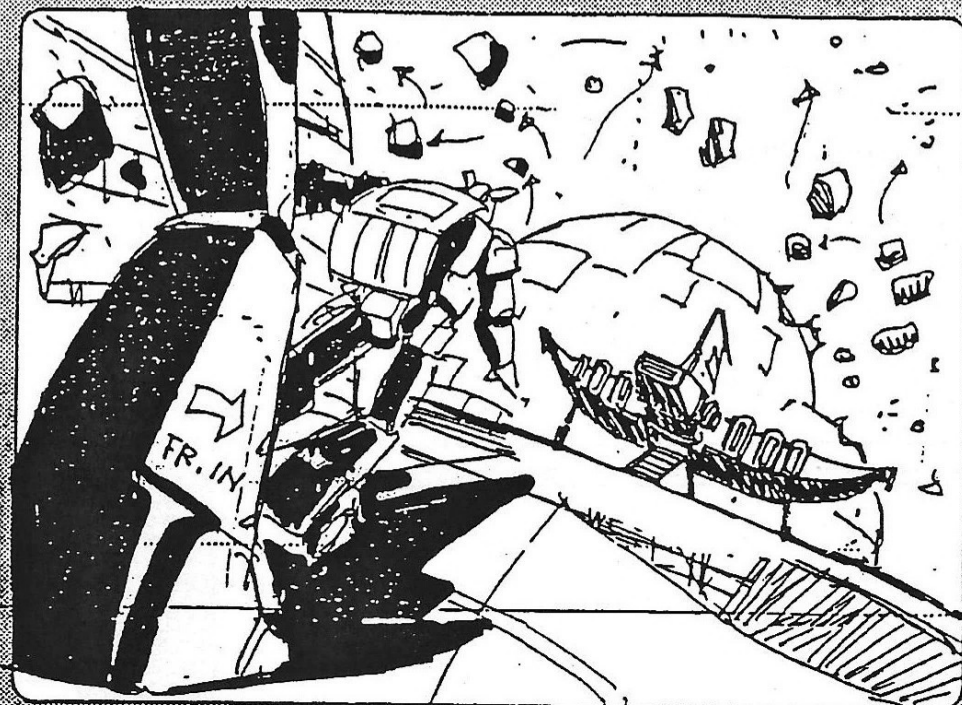
SC. 14-17

CAM SHAKE



SC. 14-18

CONT. CAM SHAKE SEQ. 14 Page 16



ION M.L.S. CLIFFJUMPER AND JAZZ HURRY FORWARD AS DEBRIS FROM THE MOON FLYS PAST ALL AROUND THEM, WHIPPED ALONG BY CYCLONIC WINDS.

ACTION X.L.S. THE SMALL ESCAPE SHIP AS JAZZ AND CLIFFJUMPER HEAD TOWARD IT.

DIAL

MUSIC/SFX

CAMERA

IC/SFX

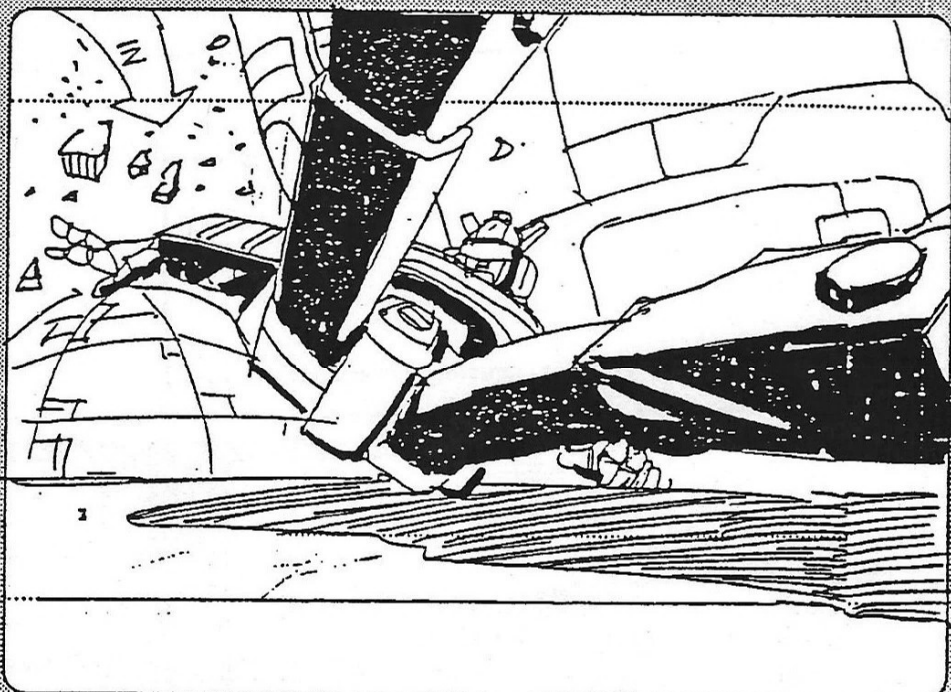
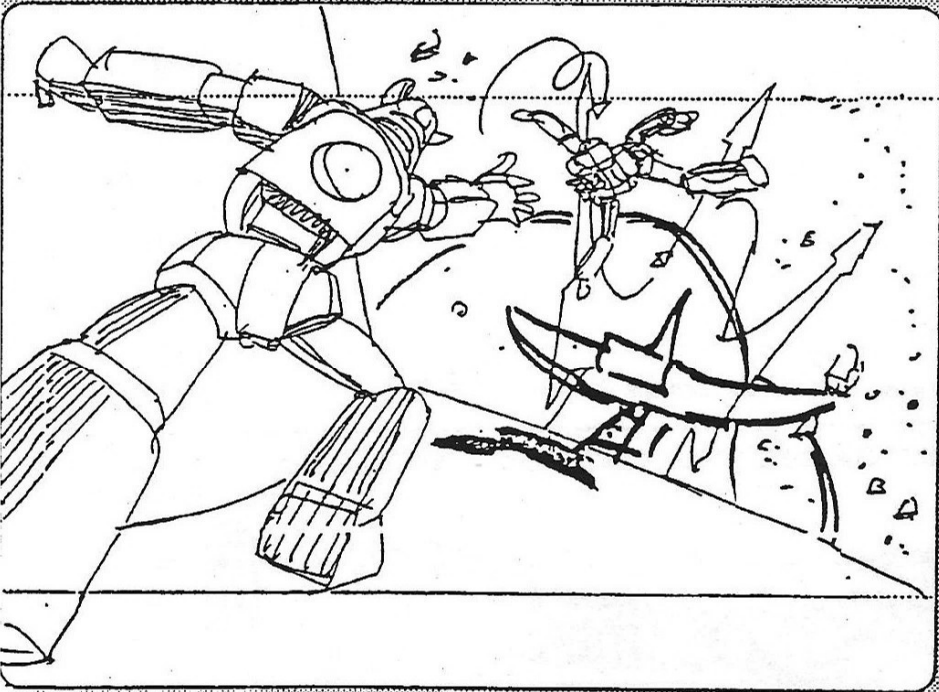


SC. CONT 14-18

CONT. CAM SHAKE.

SC. 14-19

CONT CAN SHAKE. SEQ. 14 Page 17



ION THE WINDS PICK JAZZ UP AND CARRY HIM OFF AND SEND HIM SAILDIN DOWN.

IC/SFX

ACTION M.S. JAZZ. HE CRASHES TO THE GROUND.

DIAL

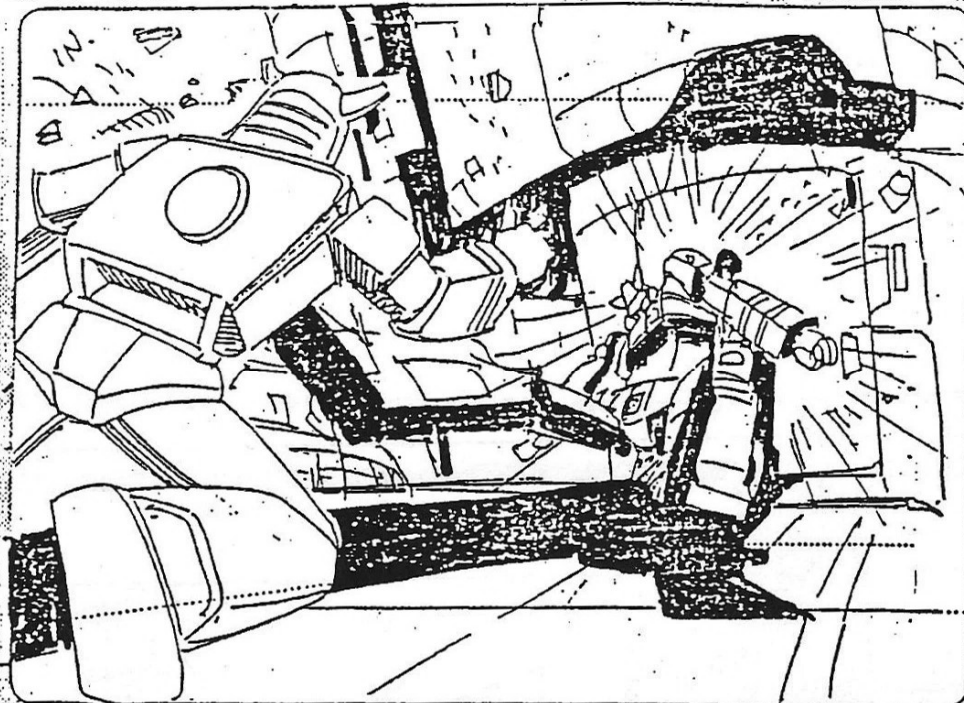
MUSIC/SFX

CAMERA



SC. CONT 14-17

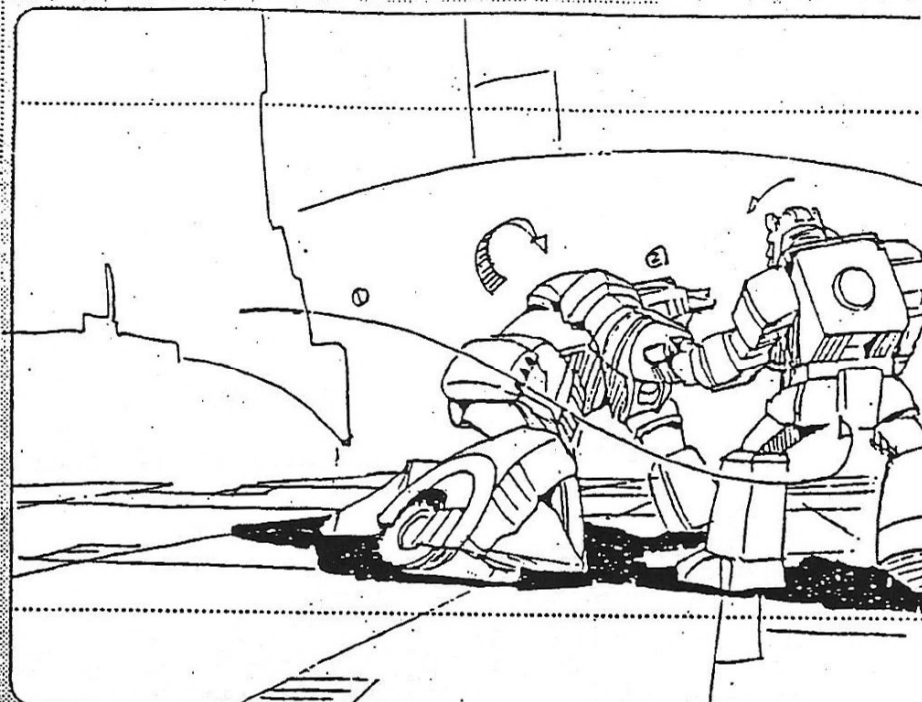
CAM SHAKE.



SC. CONT

CAM SHAKE.

PAGE 16



ACTION ...AND IS SLAMMED INTO A STRUXTURE ON THE MOON.

DIAL

MUSIC/SFX

**T FRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION CLIFFJUMPER RUSHES TO JAZZ AND HELPS HIM TO HIS FEET.

DIAL

MUSIC/SFX



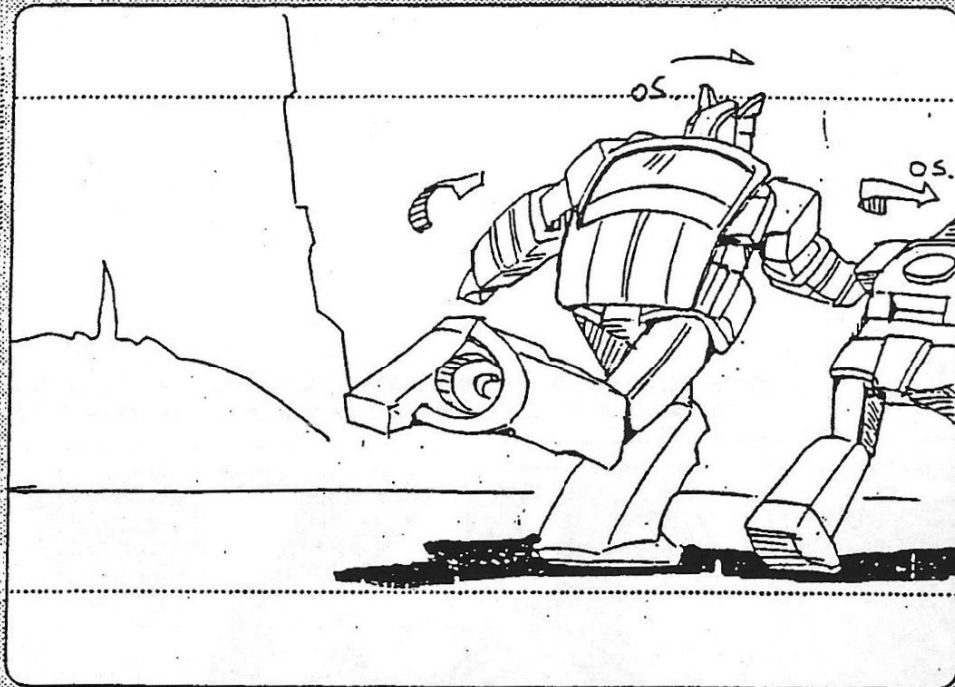
SC. CONT 14-19

CONT CAM SHAKE

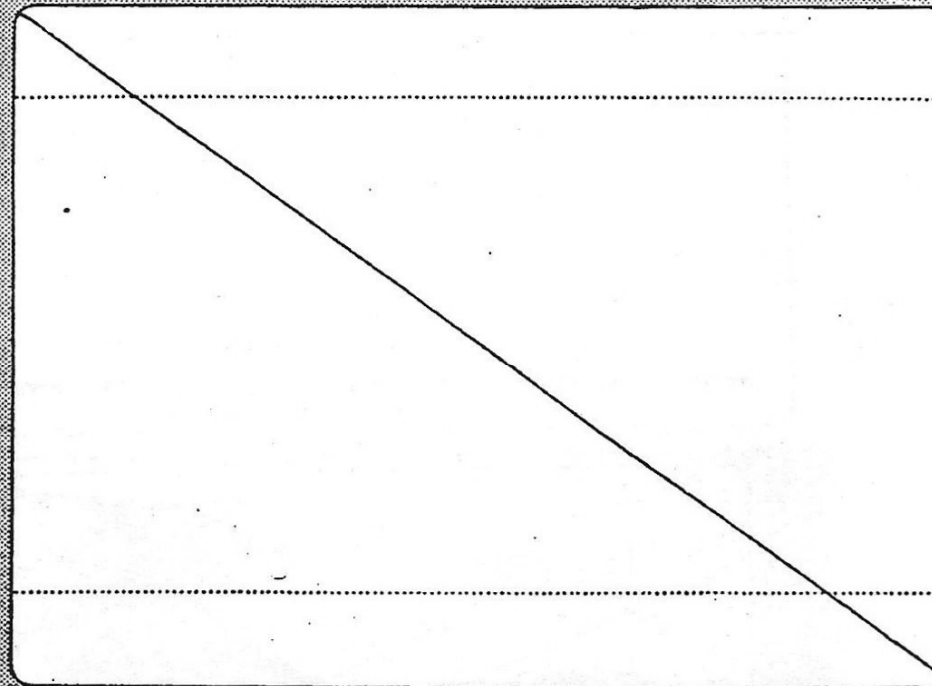
SC.

SEQ. 14

Page 18A



NO SCENE 14-20



ACTION THEY BOTH RUN O.S.

DIAL

MUSIC/SFX

CAMERA

ACTION

DIAL

MUSIC/SFX

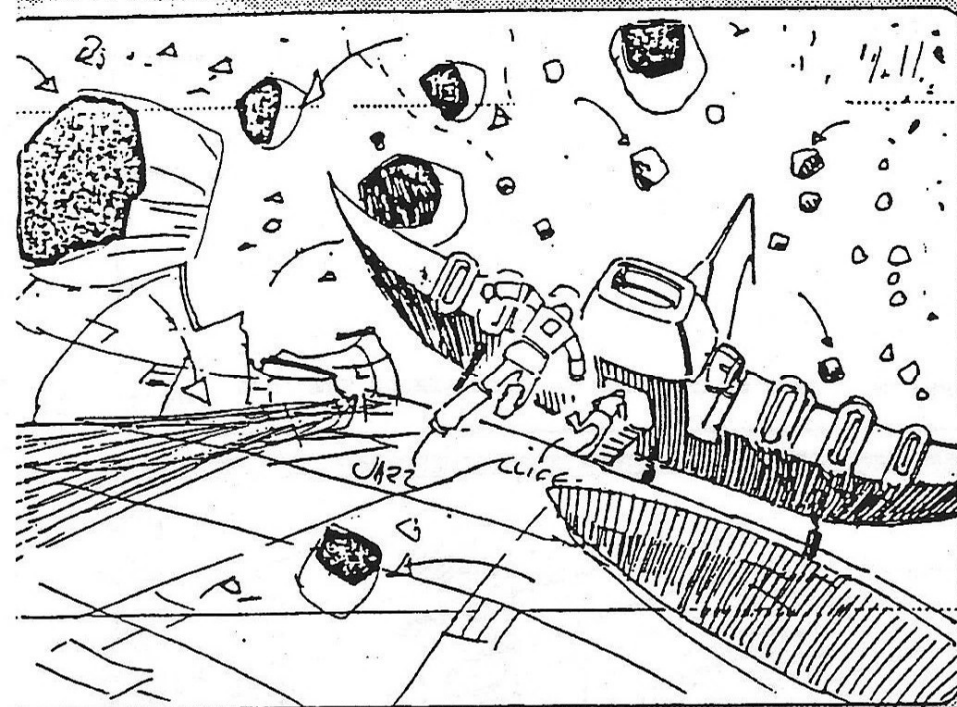
CAMERA

TFRAW

From Generation 1 to Beast Hunters and Beyond!!!!

SC. 14-21

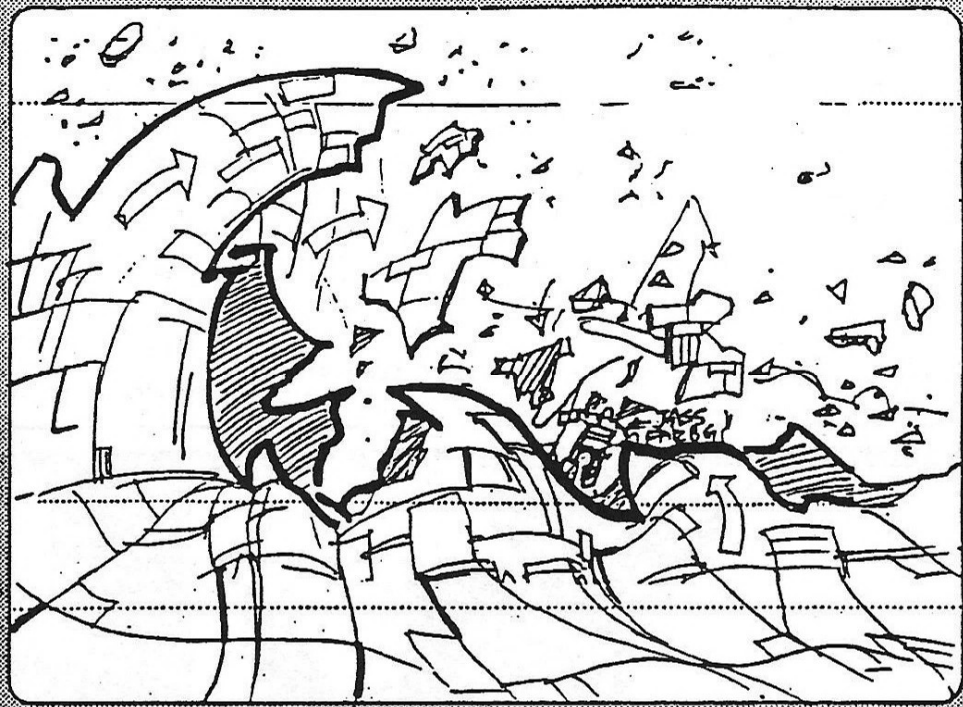
CONT CAM SHAKE.



SC. CONT

CONT CAM SHAKE. SEQ. 14

Page 19



ON X.L.S. CLIFFJUMPER AND JAZZ RACE FOR THE ESCAPE SHIP AS...

ACTION ...BEHIND THEM THE MOON IS PULLED TO PIECES AND CARRIED UP TO UNICRON O.S.

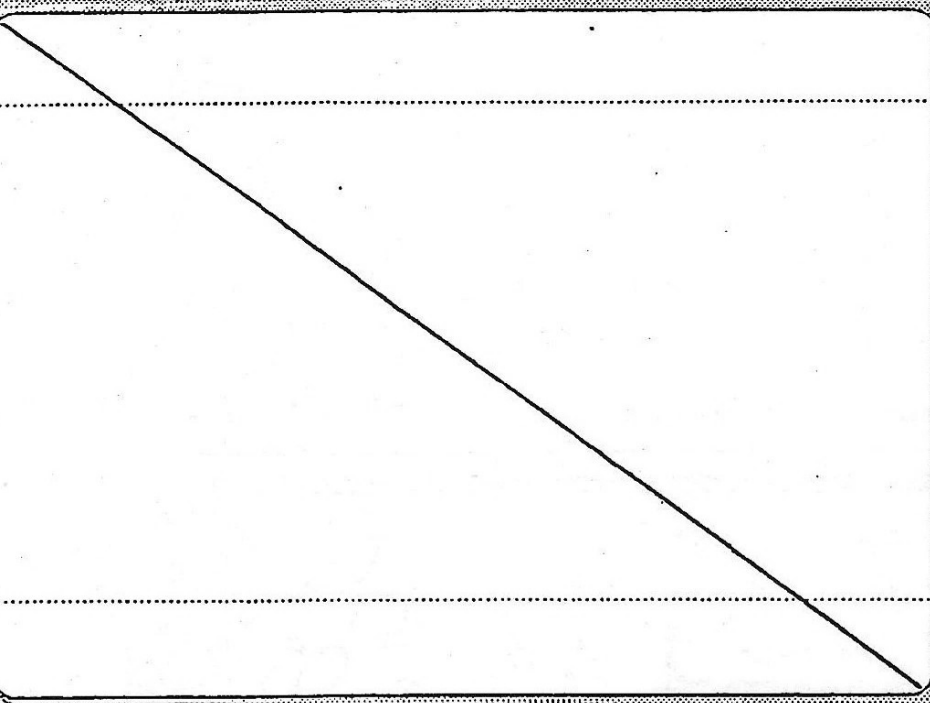
DIAL

MUSIC/SFX

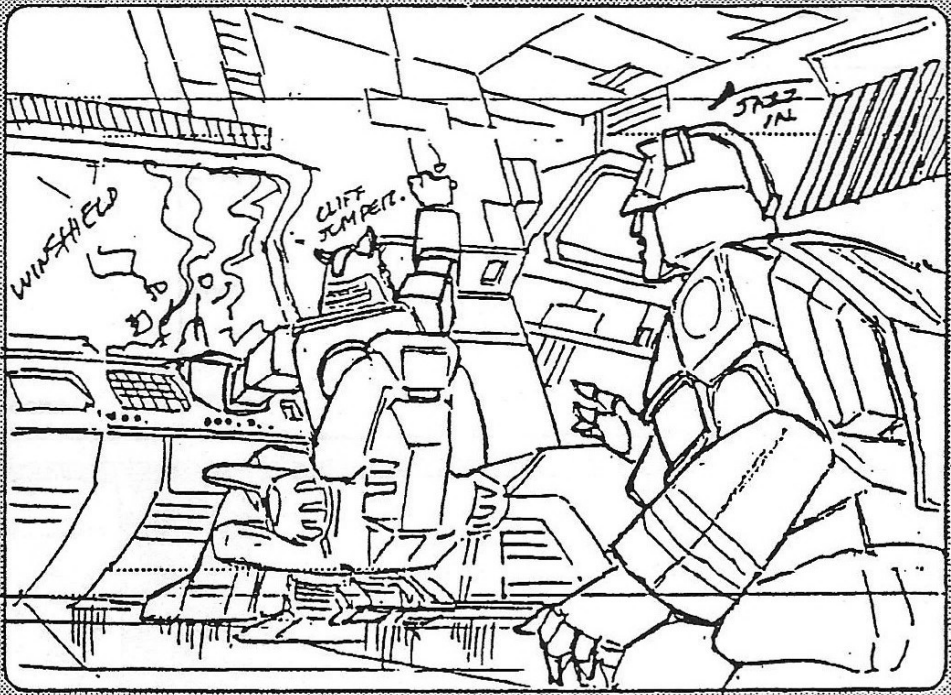
SC.

SC. 14-23

SEQ. 14 Page 20



NO SCENE 14-22



ION

L

MUSIC/SFX

ACTION L.S. CLIFFJUMPER AND JAZZ INSIDE THE ESCAPE SHIP. CLIFFJUMPER IS WORKING THE CONTROLS. JAZZ RUNS TO HIS STATION.

DIAL JAZZ Got... to... blast free.... if we can....

MUSIC/SFX CLIFFJUMPER ! Ignition and....

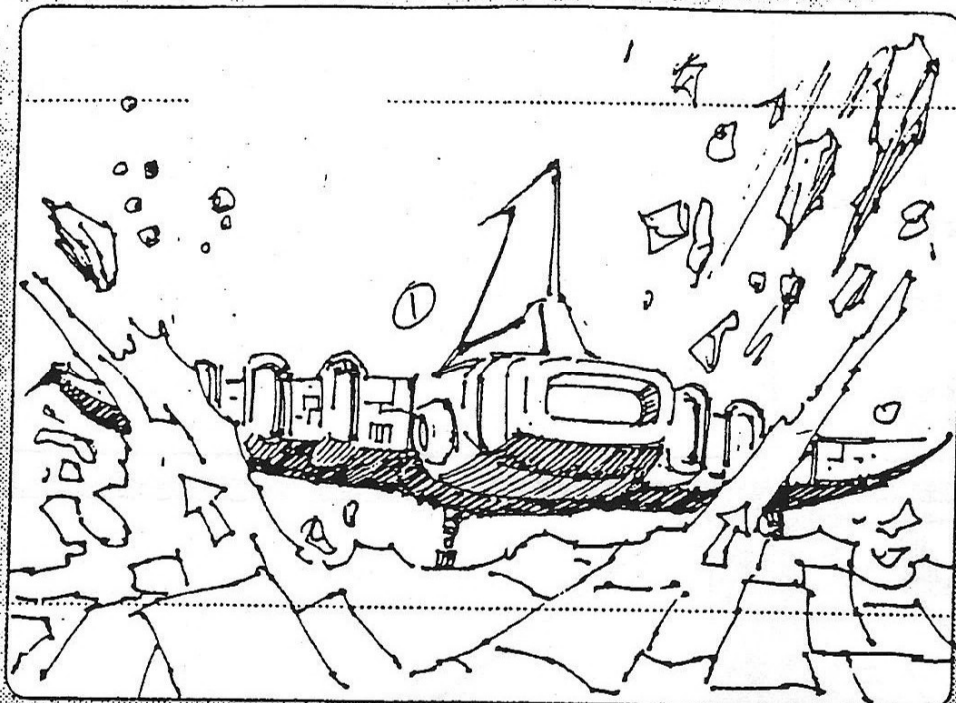
CAMERA

SC. 17-18

ONE SHOT.

SC.

SEQ. 14 Page 21



ACTION L.S. THE ESCAPE SHIP. THE MOON IS BEING TORN APART AROUND IT.

DIAL JAZZ (V.O.) Hit it!

MUSIC/SFX

**T FRAW**  
From GEN CAMERA East Hunters and Beyond!!!!

ACTION

DIAL

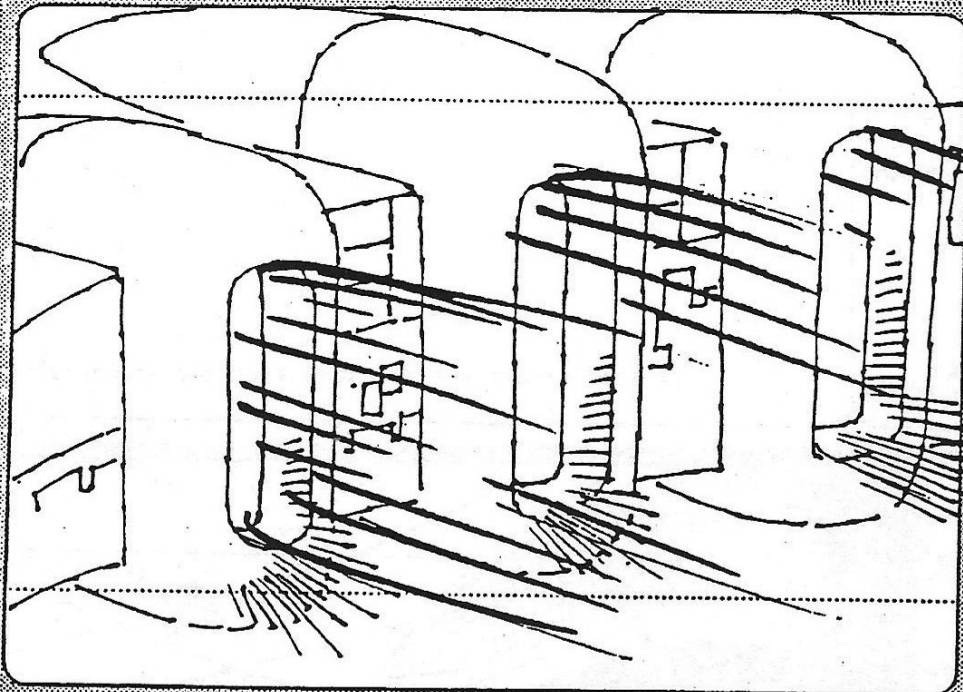
MUSIC/SFX

CAUSE



SC. 14-25

BG START PAN

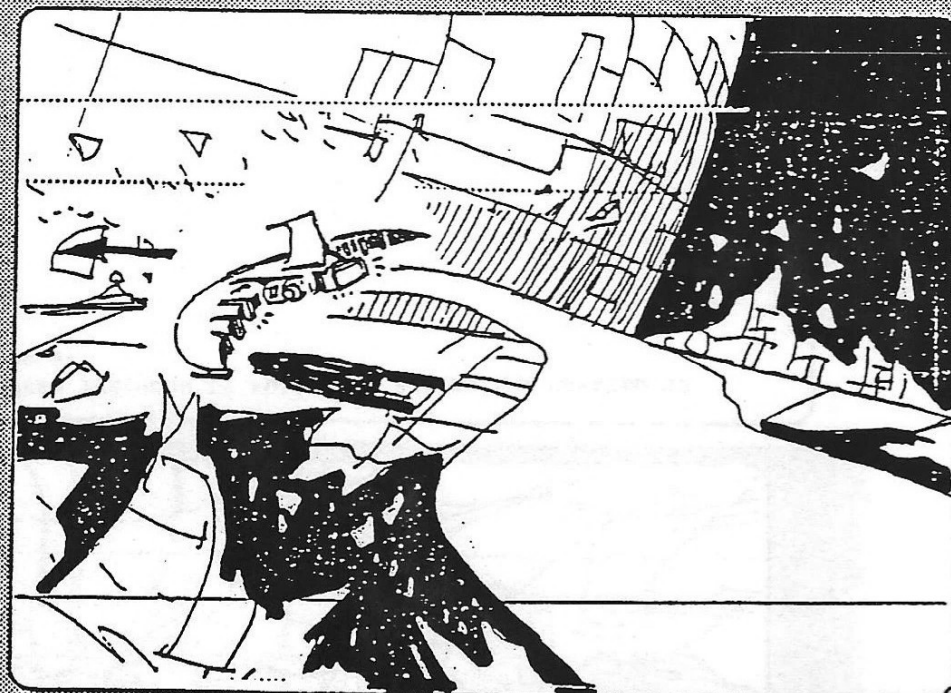


SC. CONT.

CONT. CAM SHAKE SEQ. 14

Page

22



ACTION C.U. THE ROCKET PORTS OF THE ESCAPE SHIP. WE PAN WITH IT AS IT...

DIAL

MUSIC/SFX

CAMERA

IFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...PULLS AWAY AND ZOOMS ACROSS THE SURFACE OF THE MOON.

DIAL

MUSIC/SFX

CAMERA

SC. CONT 14-25 CAM SHAKE.

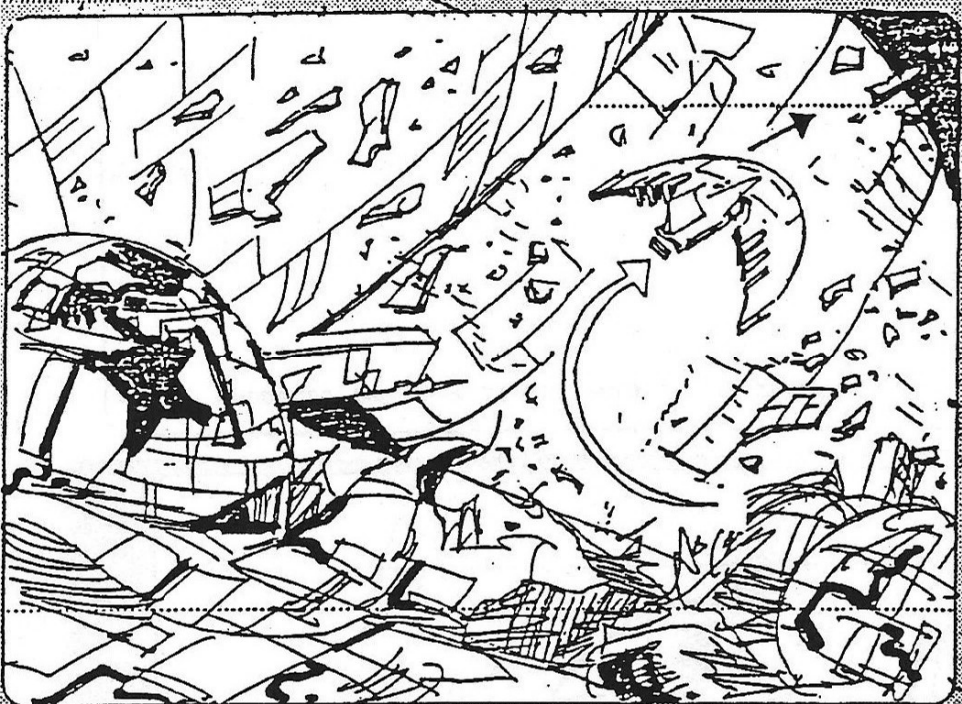
FOLLOW PAN.

SC. CONT.

CAM SHAKE.

SEQ. 14

Page 23



FOLLOW PAN →



FROM THE SHIP CLIMBS UP AWAY FROM THE MOON...

ACTION ...THEN BANKS AND TURNS.

DIAL

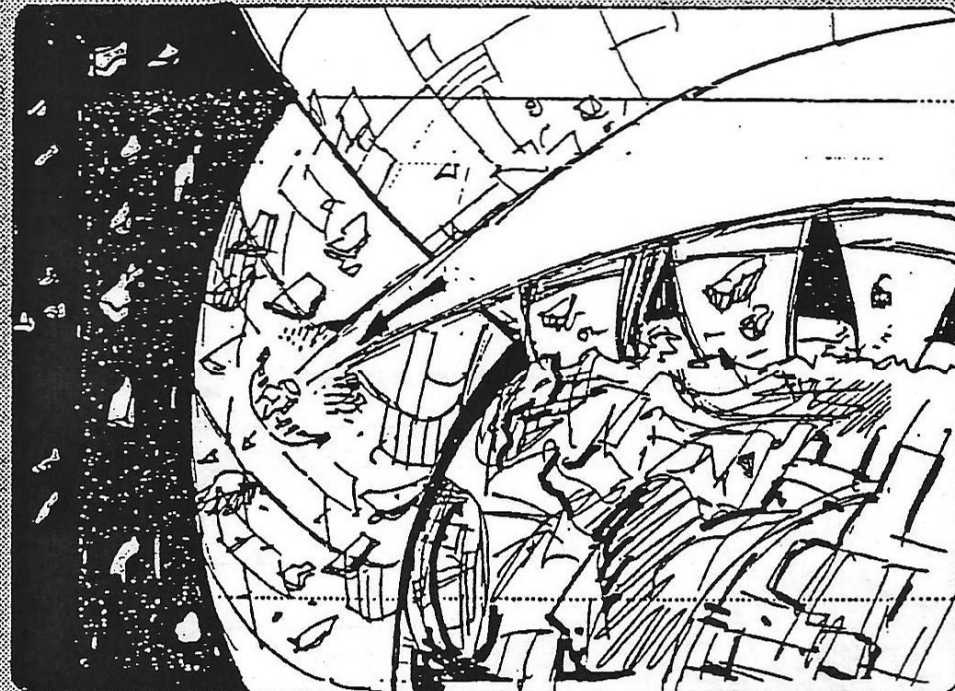
MUSIC/SFX



SC. 14-26 PAN WITH JET

SC. 14-27

SEQ. 14 Page 24



ON X.L.S. THE ESCAPE SHIP. WE PAN WITH IT AS IT GAINS AND SHOTS  
O.S.

ACTION X.L.S. THE ESCAPE SHIP RACES PAST THE BEAKS OF UNICRON AS THEY  
RIP INTO THE MOON'S SURFACE.

DIAL

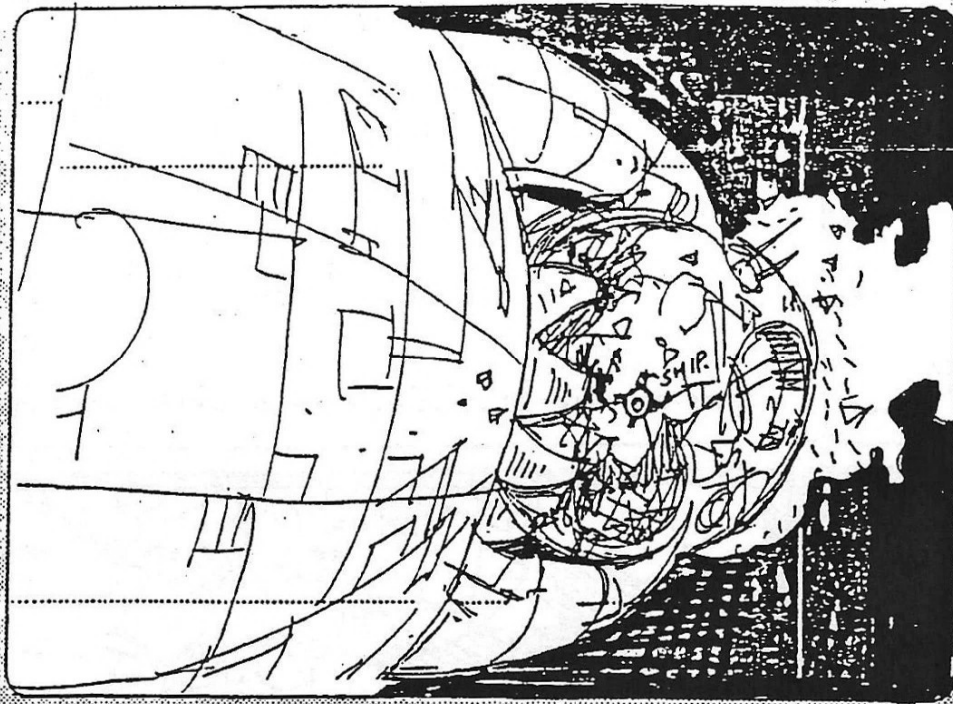
MUSIC/SFX

CAMERA

2/SFX



SC. 14-28



ACTION X.L.S. THE SHIP HURLS TOWARD US...

DIAL

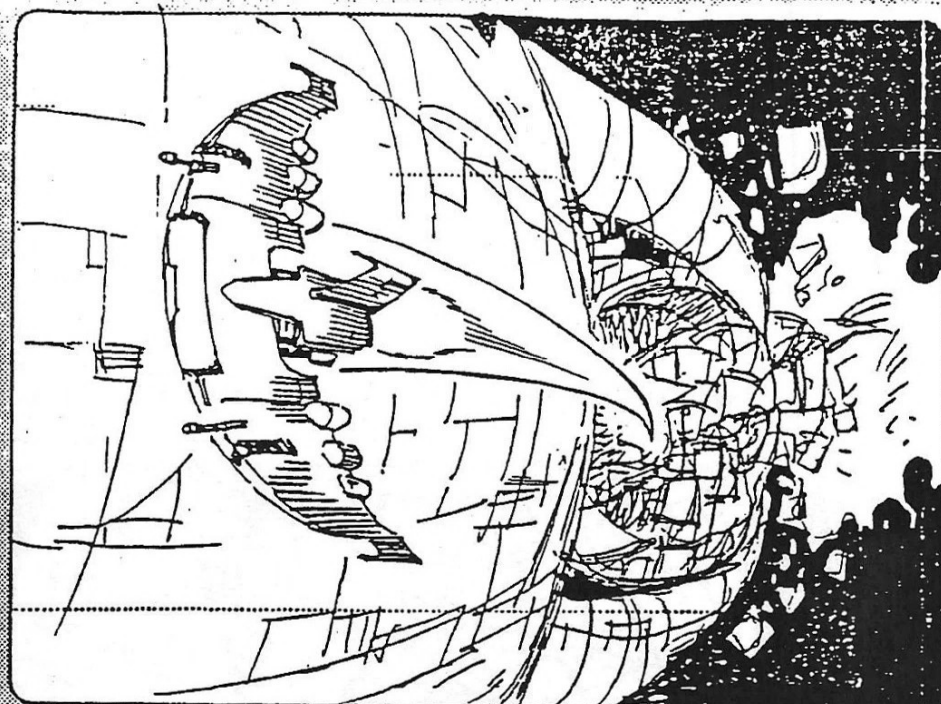
MUSIC/SFX

IFRAW

From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

SEQ. 14 Page 25



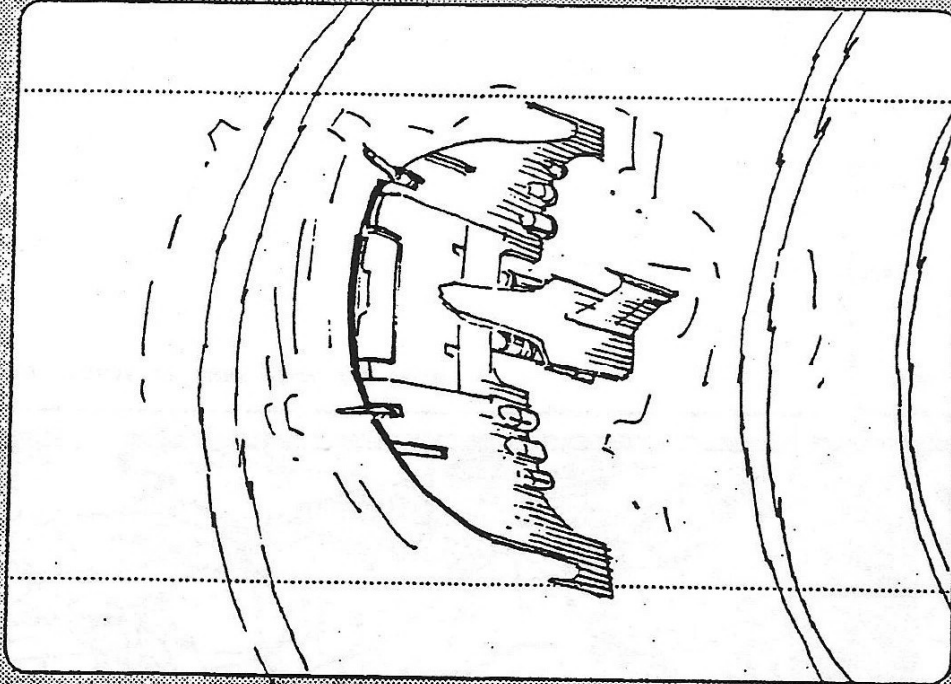
ACTION ...AND O.S. AS UNICRON'S BEAKS, SHATTERING, OPEN THE MOON.

DIAL

MUSIC/SFX

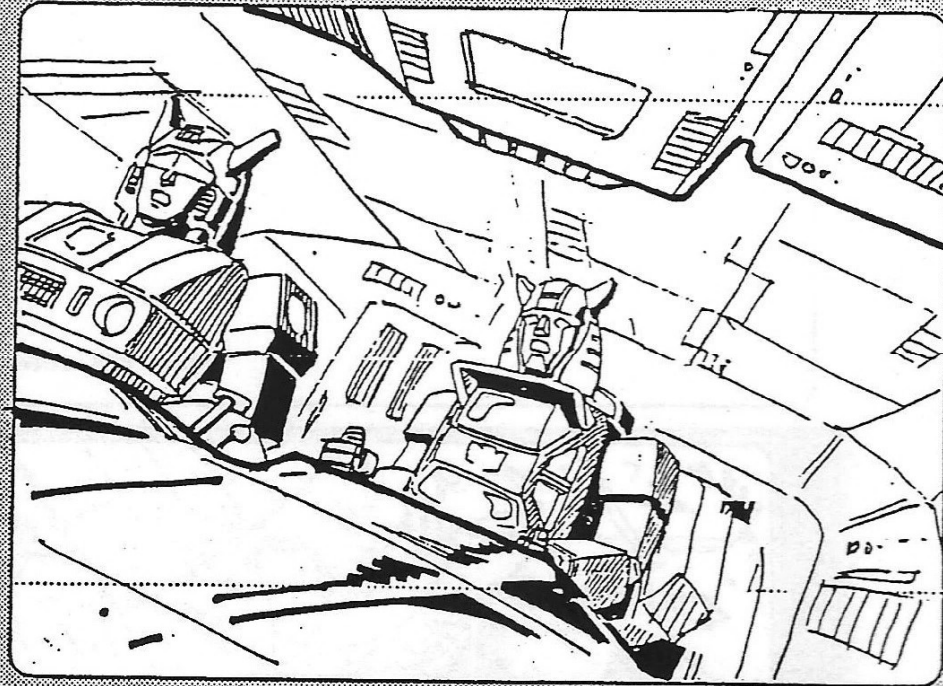


SC. CONT 14-28



SC. 14-28A

Page 25A



ACTION SUDDENLY THE SHIP STALLS DEAD IN ITS TRACKS.

DIAL

MUSIC/SFX

CAMERA

ACTION M.S. JAZZ AND CLIFFJUMPER AT THE CONTROLS OF THE SHIP.  
FEAR TAKES A HOLD OF THEM.

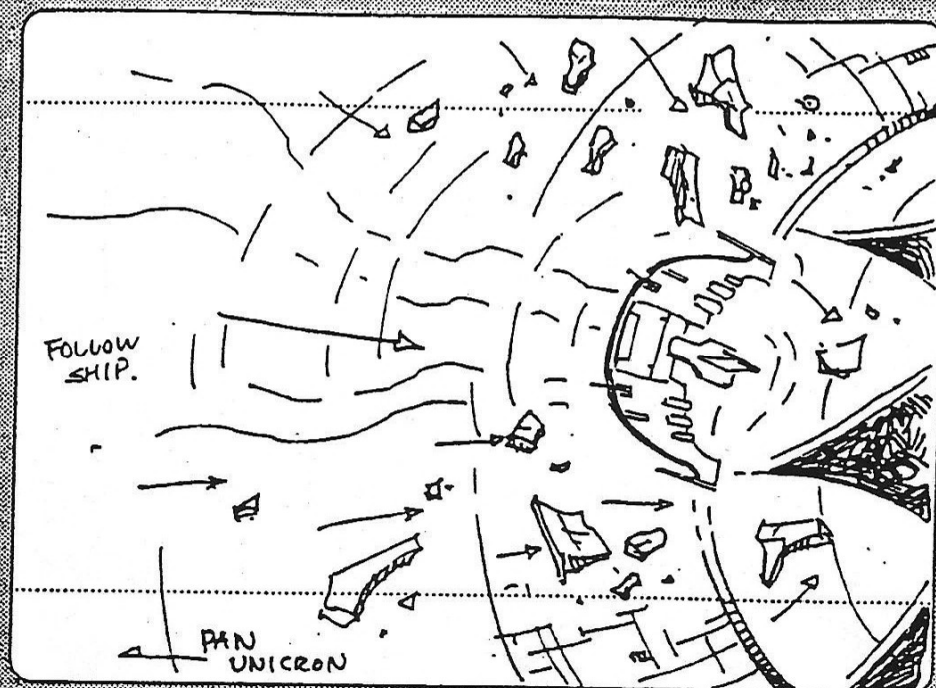
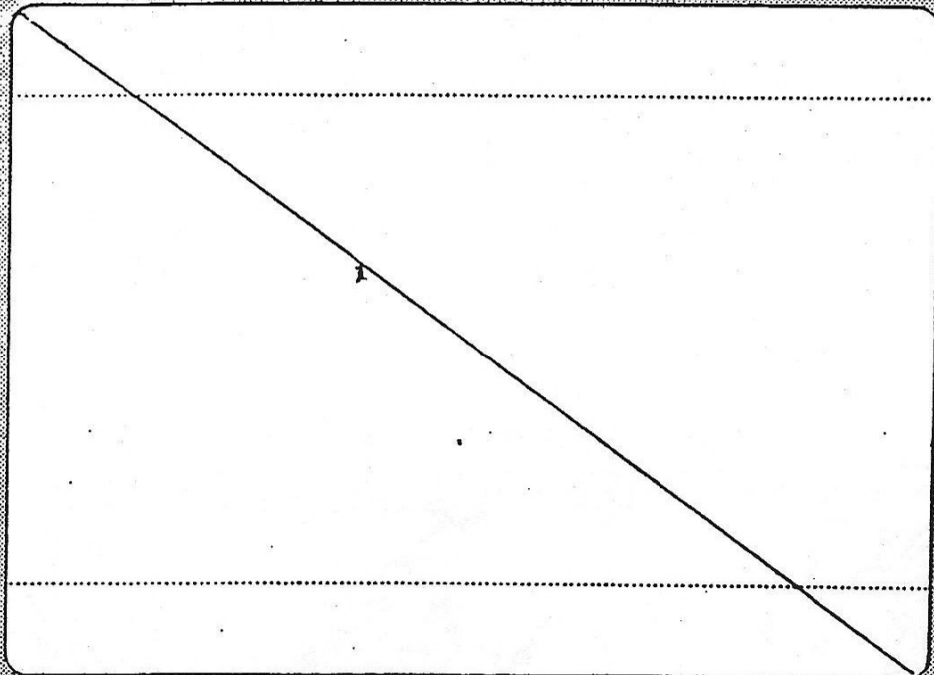
DIAL CLIFFJUMPER The ship is going  
backwards. (PICK UP LINE)

MUSIC/SFX

CAMERA

SC.

SC. 14-29 START PAN → SEQ. 14 Page 25B



ACTION

ACTION L.S. THE ESCAPE SHIP. IT IS PULLED BACK TOWARD THE MOUTH OF UNICRON. WE PAN WITH THE SHIP TO...

DIAL

DIAL

MUSIC/SFX

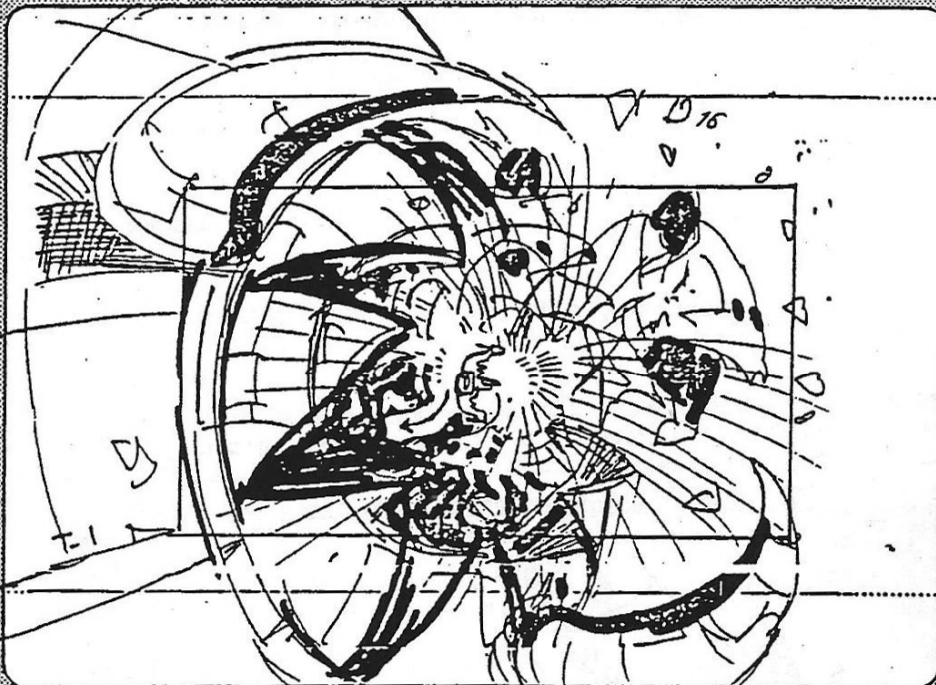
MUSIC/SFX

CAMERA

CAMERA

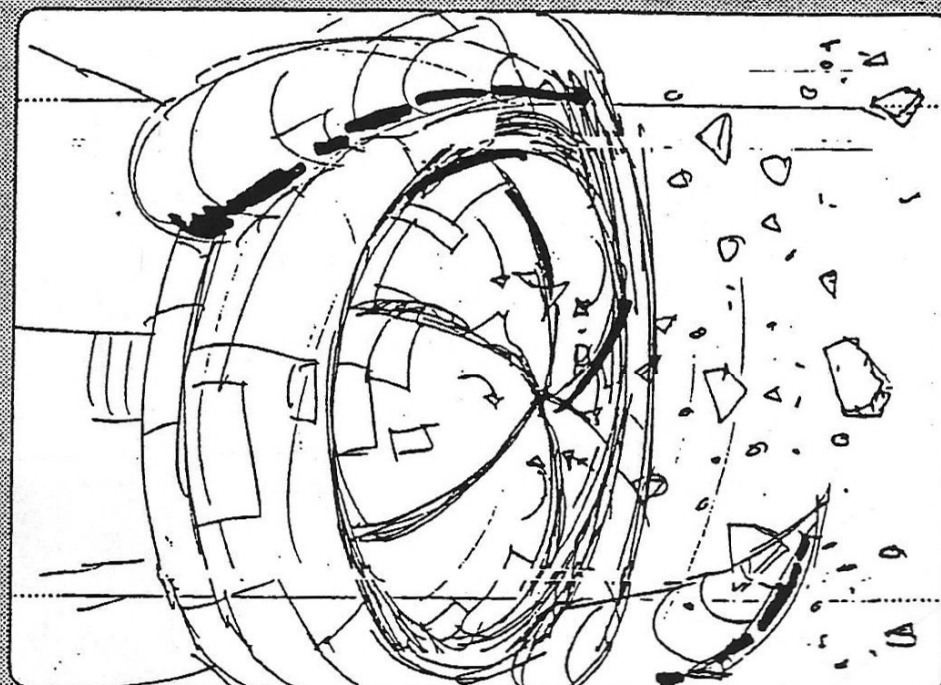
SC. 14-29 CONT

STOP PAN



SC. CONT

SEQ. 14 Page 26



NEXT PAGE 26A

ACTION .... UNICRON'S "MOUTH". IT TEARS INTO THE OUTER MOON...  
AS THE ESCAPE SHIP IS PULLED INSIDE THE MOUTH. UNICRON...

DIAL  
CLIFFJUMPER Ahhhh...!!! (yell)  
(PICK UP LINE)

MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...TAKES THE LAST PART IN, AND CLOSES ITS BEAKS.

DIAL

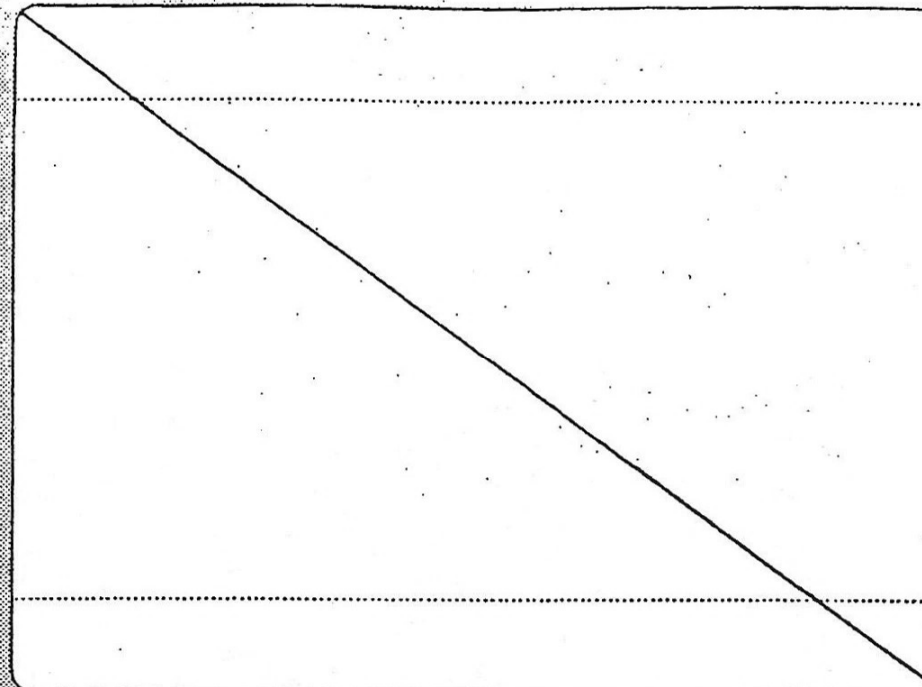
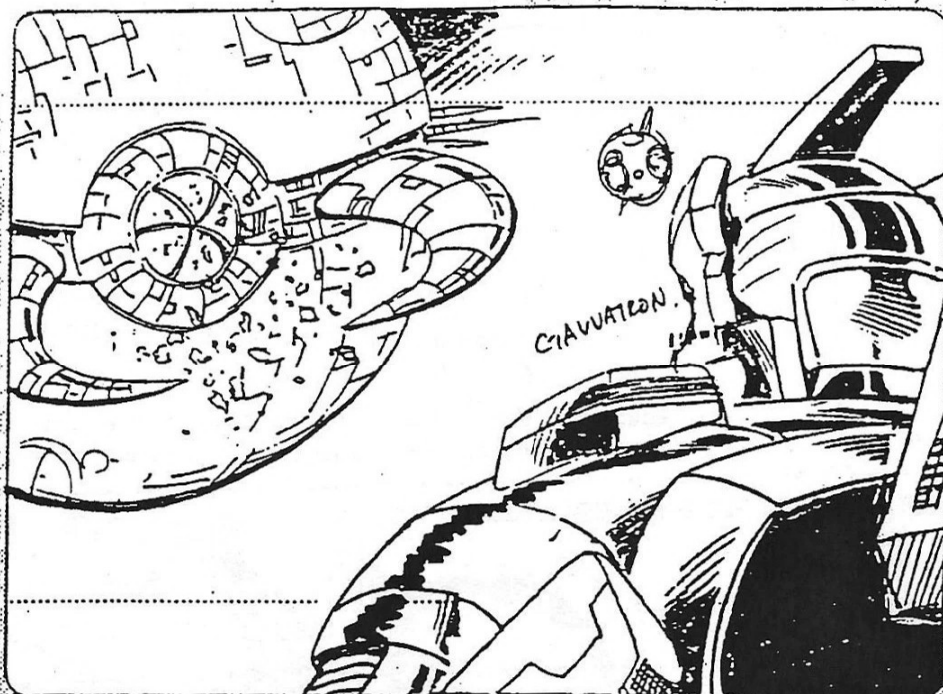
MUSIC/SFX

CAMERA

SC. 17-277

SC.

Page 20A



ACTION M.C.U. GALVATRON OVER HIS SHOULDER. HE LOOKS UP AT UNICRON WITH BITS OF THE FORMER PLANET SCATTERED IN FRONT OF HIM.

DIAL GALVATRON How dare Unicron.

MUSIC/SFX

ACTION

DIAL

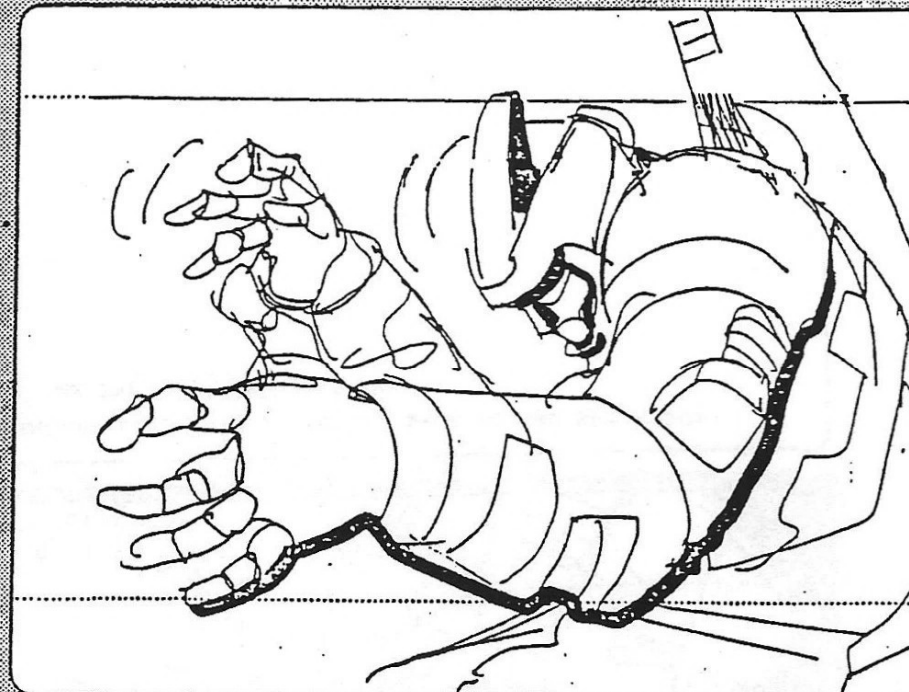
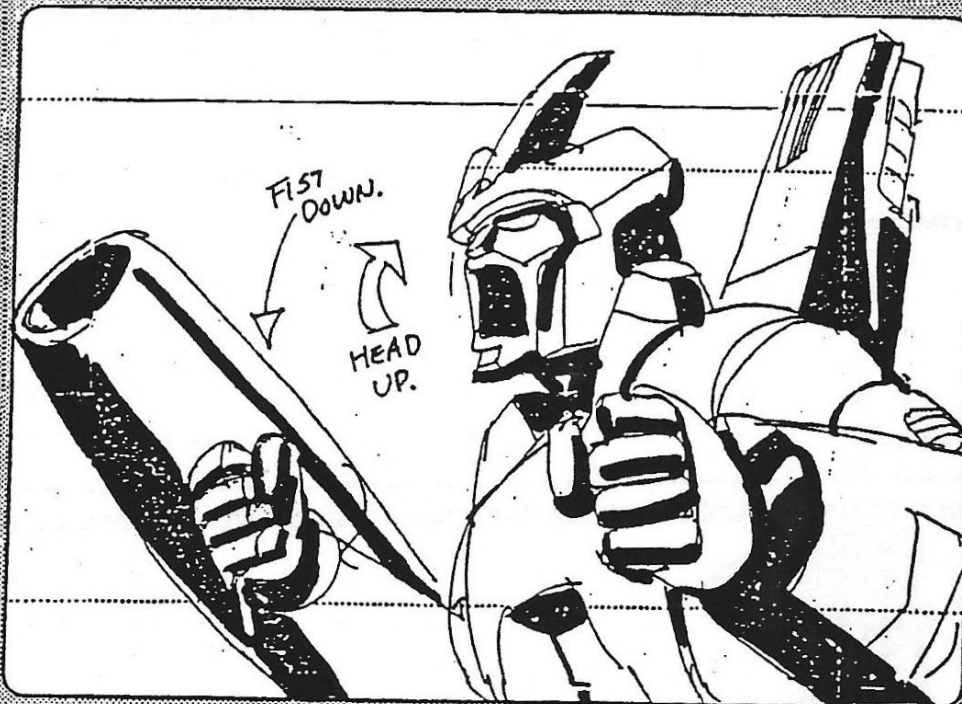
MUSIC/SFX



SC. 14-30

SC. CONT.

SEQ. 14 Page 27



ACTION M.S. GALVATRON. HE CRIES OUT IN DEFIANCE...

DIAL GALVATRON

Cybertron and all it's moons are  
mine!

MUSIC/SFX

CAMERA

ACTION ...BUT IS THEN STRUCK WITH PAIN THAT TWISTS UP HIS BODY...

DIAL

MUSIC/SFX

CAMERA

SC. 14-30 CONT.



ACTION ...THE MIST FROM UNICRON CLOSES IN AROUND HIM...

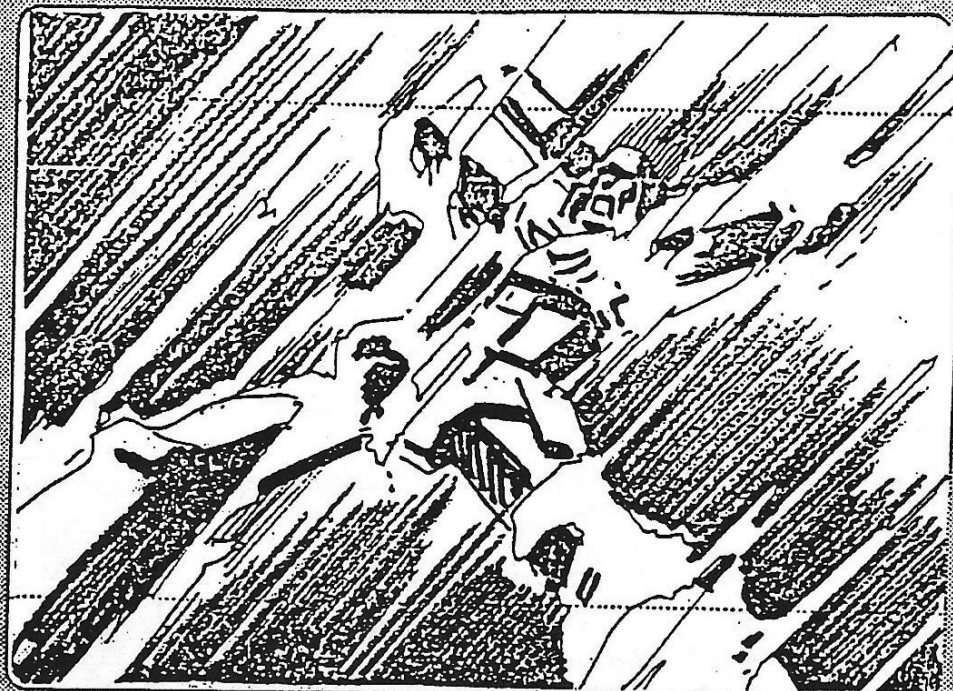
DIAL

MUSIC/SFX

**TFRAW**  
CAMERAration 1 to Beast Hunters and Beyond!!!!

SC. CONT.

SEQ. 14 Page 28



ACTION ...HE WRITHES IN PAIN.

DIAL

MUSIC/SFX

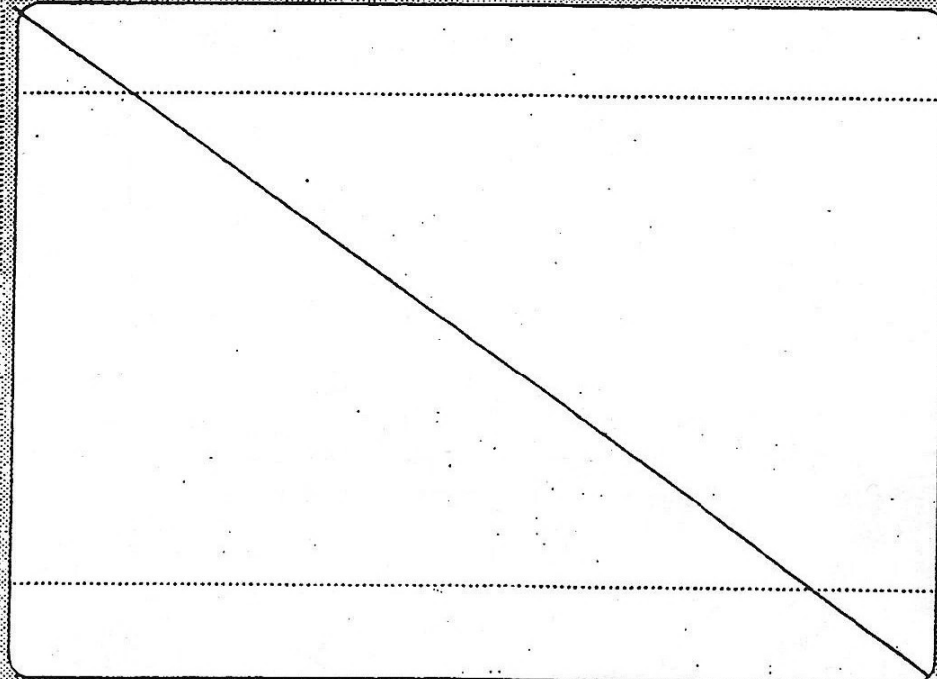
CAMERA

SC.

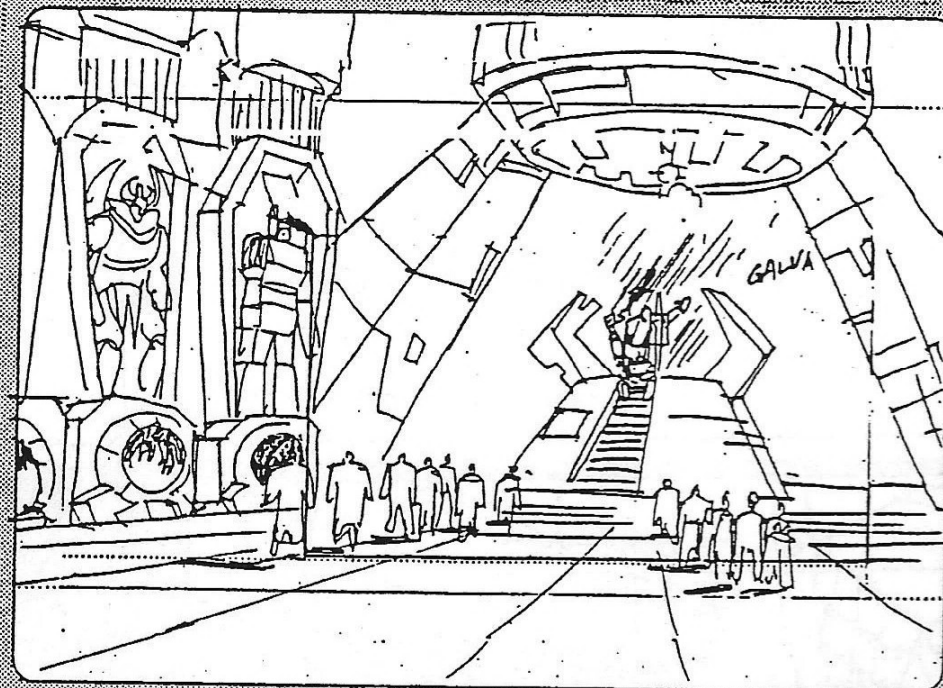
SC. 14-32

SEQ. 14 Page

29



NO SCENE 14-31



ACTION

DIAL

MUSIC/SFX

CAMERA

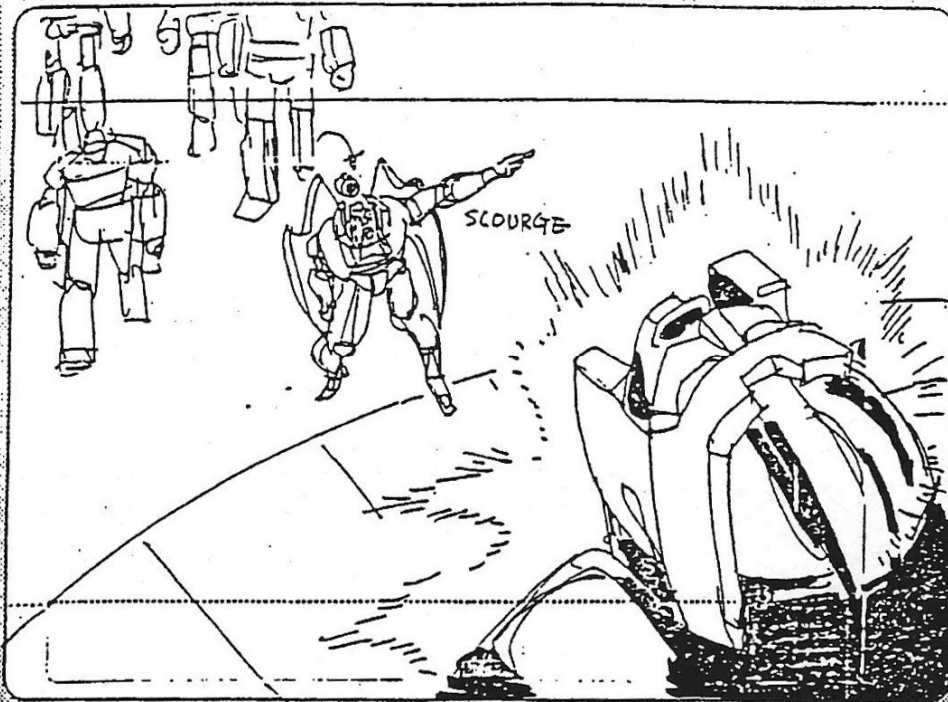
ACTION

X.L.S. THE DECEPTICON HALL OF HEROES. GALVATRON ON THE PLATFORM  
TWISTS IN AGONY.

DIAL

MUSIC/SFX

CAMERA

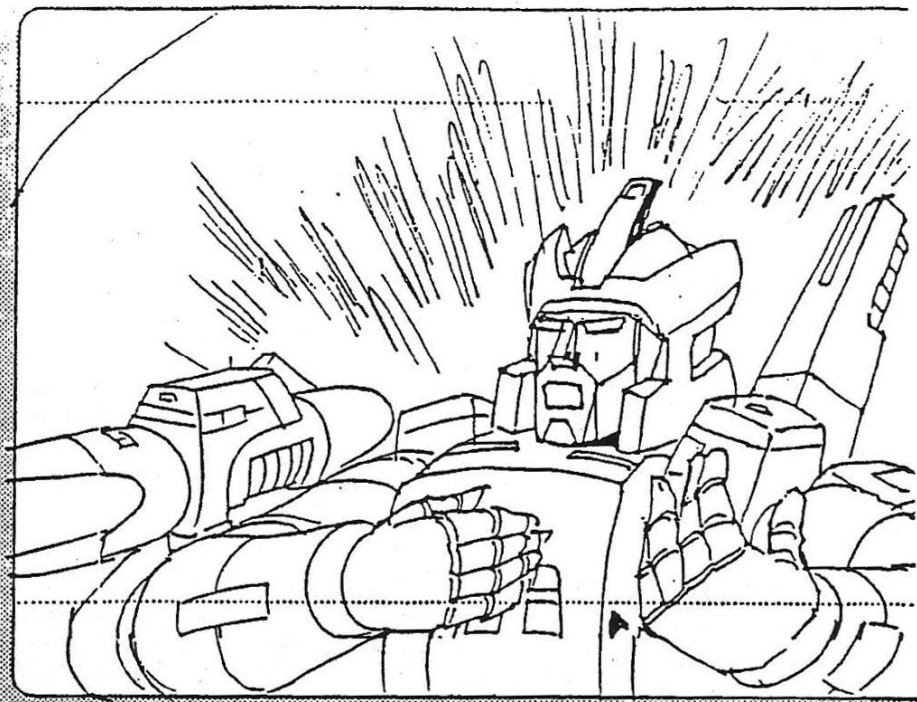


ACTION L.S. SCOURGE STEPS FORWARD TO ADDRESS GALVATRON WHO STANDS  
TORMENTED IN C.U.

DIAL SCOURGE But remember... we belong to him!

MUSIC/SFX

**TFR**  
From Generation 1 to Beast Hunters and Beyond!!!!



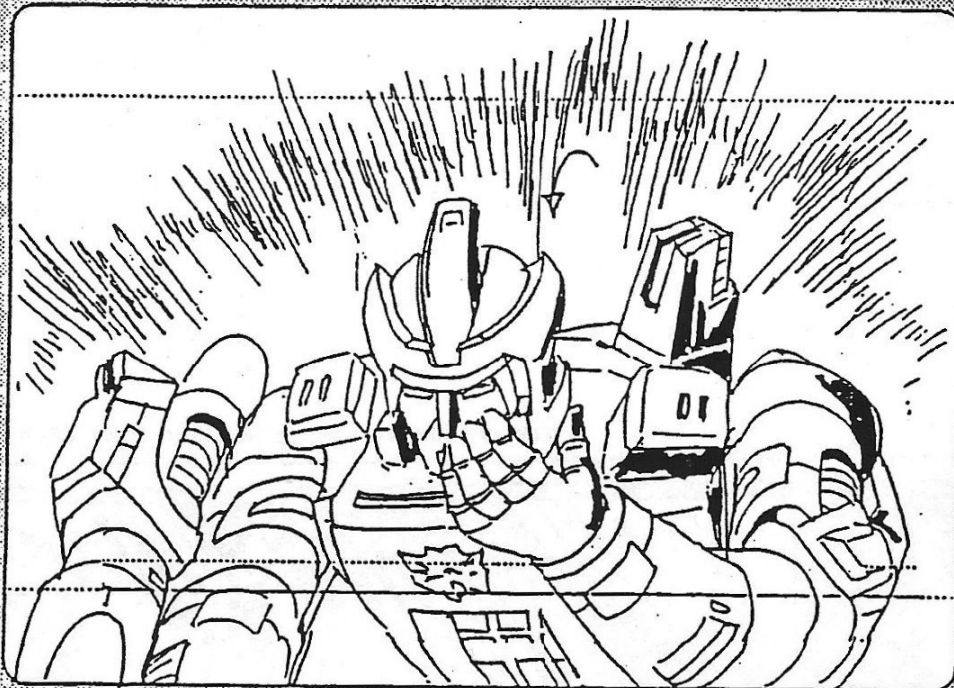
ACTION M.C.U. GALVATRON PROTESTS.

DIAL GALVATRON I belong to nobody!

MUSIC/SFX



SC. CONT 14-34



ACTION PAINFUL ENERGY FROM UNICRON INCREASES, CAUSING GALVATRON  
TO GRASP HIS HEAD...

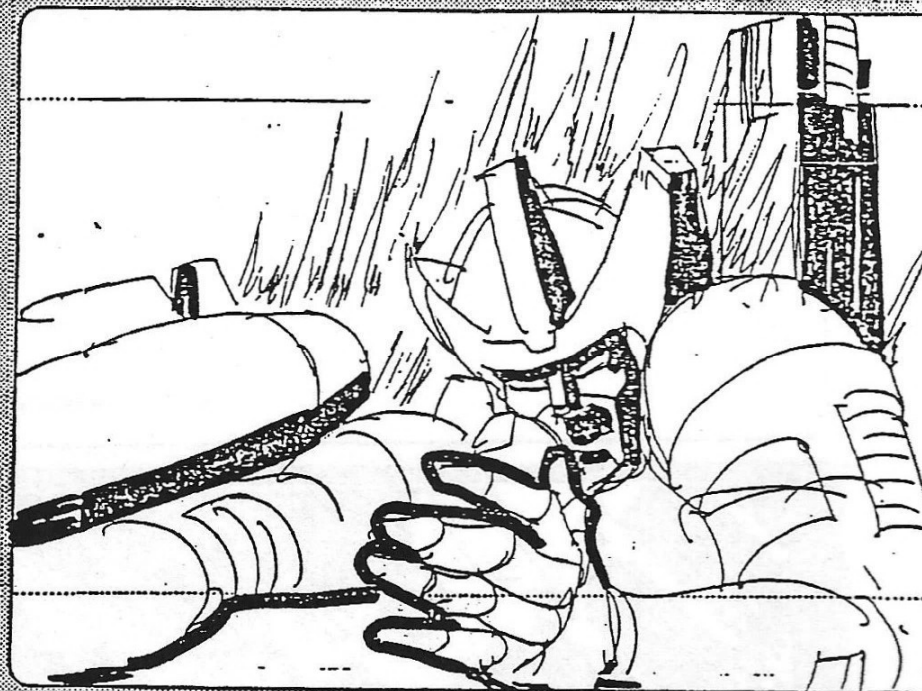
DIAL

MUSIC/SFX

CAMERA

SC. CONT

SEQ. 14 Page 31



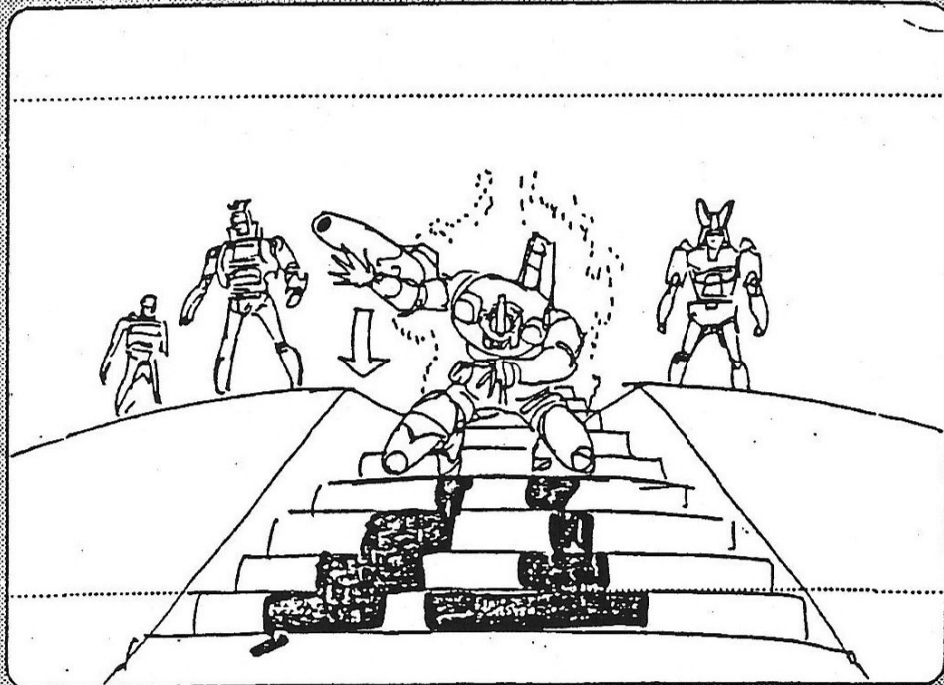
ACTION ...AND TWIST AND BEND IN AGONY.

DIAL

MUSIC/SFX

CAMERA

SC. 14-35



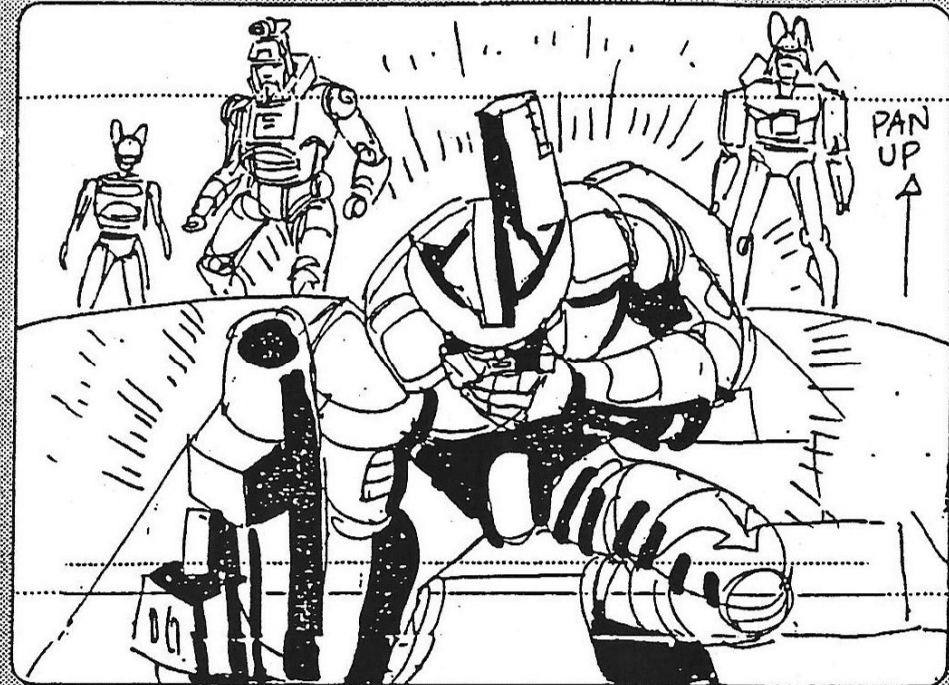
ACTION L.S. GALVATRON. HE FALLS FORWARD, COLLAPSING DOWN THE STEPS OF THE PLATFORM...

DIAL

MUSIC/SFX



SC. CONT PAN UP WITH GALVATRON. , SEQ. 14 Page 32

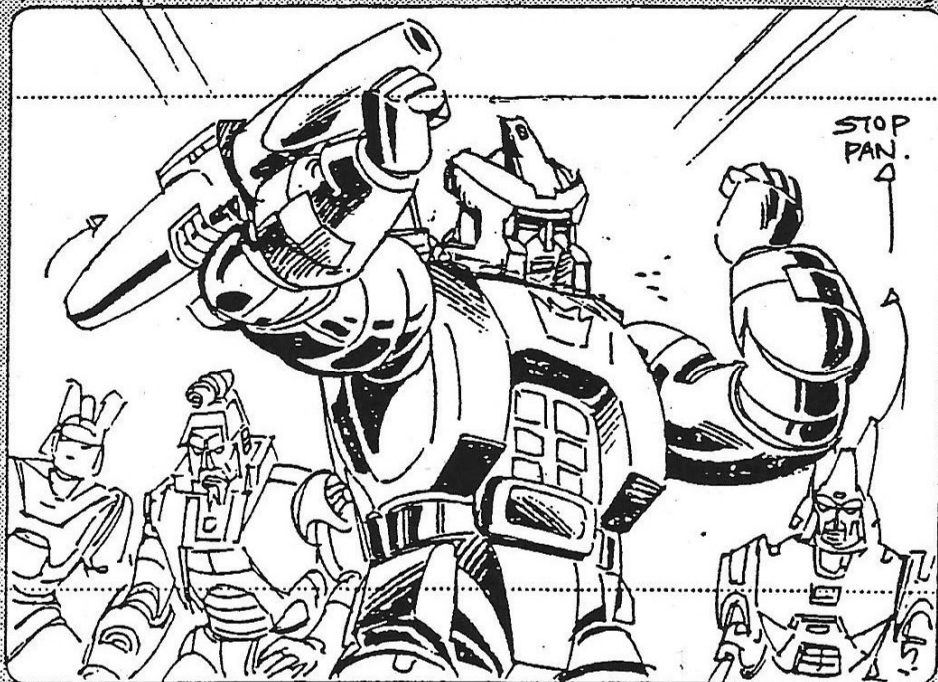


ACTION ...THEN CLUTCHES HIS THROAT TRYING TO REGAIN HIS COMPOSURE.

DIAL GALVATRON I... will obey, unicorn!

MUSIC/SFX

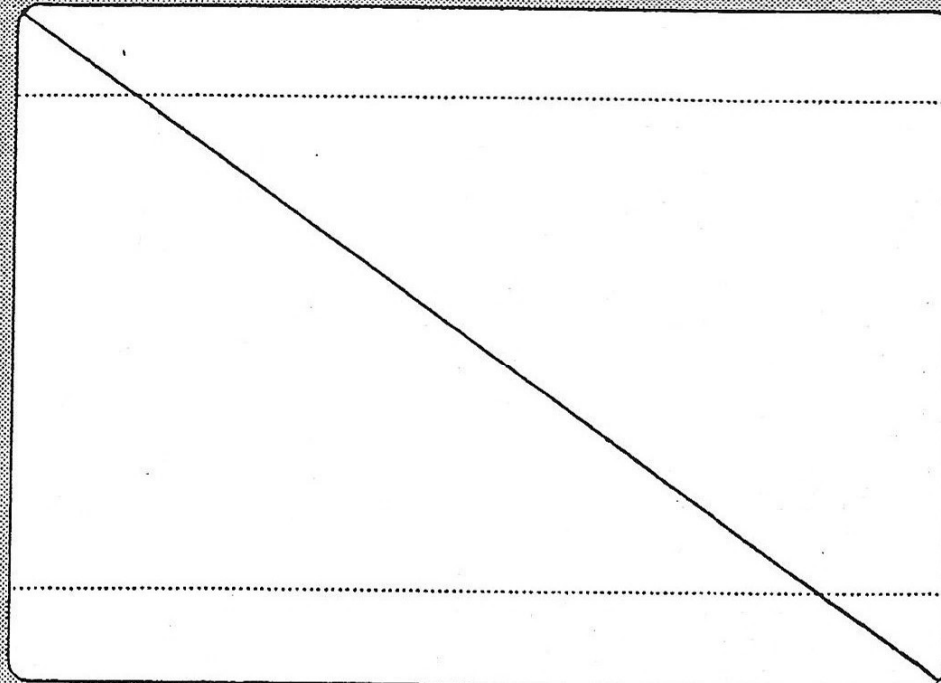
SC. CONT 14-35 STOP PAN.



SC.

SEQ-14

Page 33



ACTION WE PAN UP WITH GALVATRON AS HE STANDS UP TALL AND ERECT  
AND CRIES OUT HIS ORDERS.

DIAL GALVATRON Decepticons, to Earth!

MUSIC/SFX

CAMERA

**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

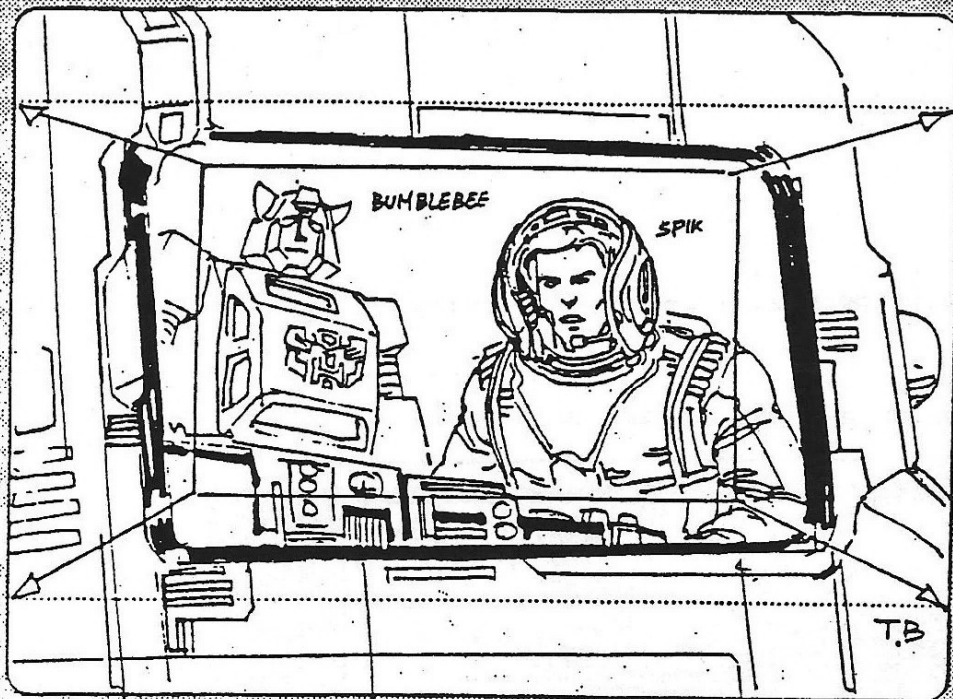
DIAL

MUSIC/SFX

CAMERA

SC. 15-1

TRUCK OUT



ACTION C.U. TELEVISION MONITOR. ON THE SCREEN ARE IMAGES OF BUMBLEBEE AND SPIKE. WE TRUCK OUT FROM THE SCREEN.

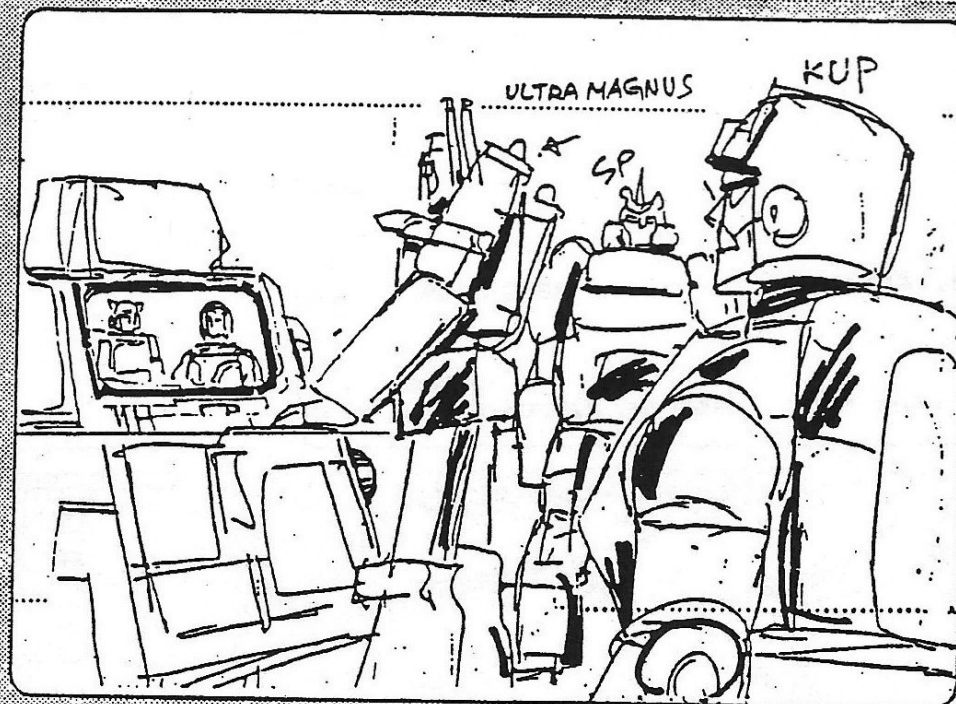
DIAL SPIKE This is Spike and Bumblebee.  
It's like a nightmare here.

MUSIC/SFX



SC. 15-2

SEQ. 15 Page 1



ACTION M.L.S. ULTRA MAGNUS, SPRINGER AND KUP. THEY ARE VIEWING THE TRANSMISSION FROM SPIKE AND BUMBLEBEE.

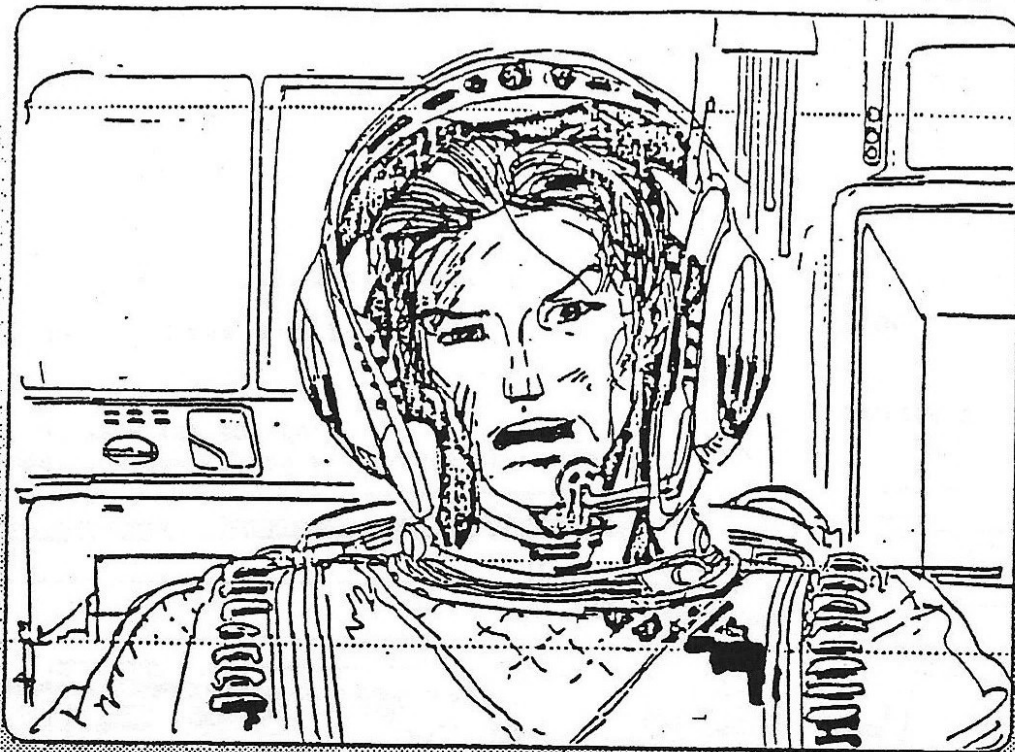
DIAL BUMBLEBEE This thing... This monster planet just  
ripped the first moon to shreds.

MUSIC/SFX

CAMERA



SC. 15-3



ACTION M.C.U. SPIKE. HE IS FEARFUL OF THE SITUATION.

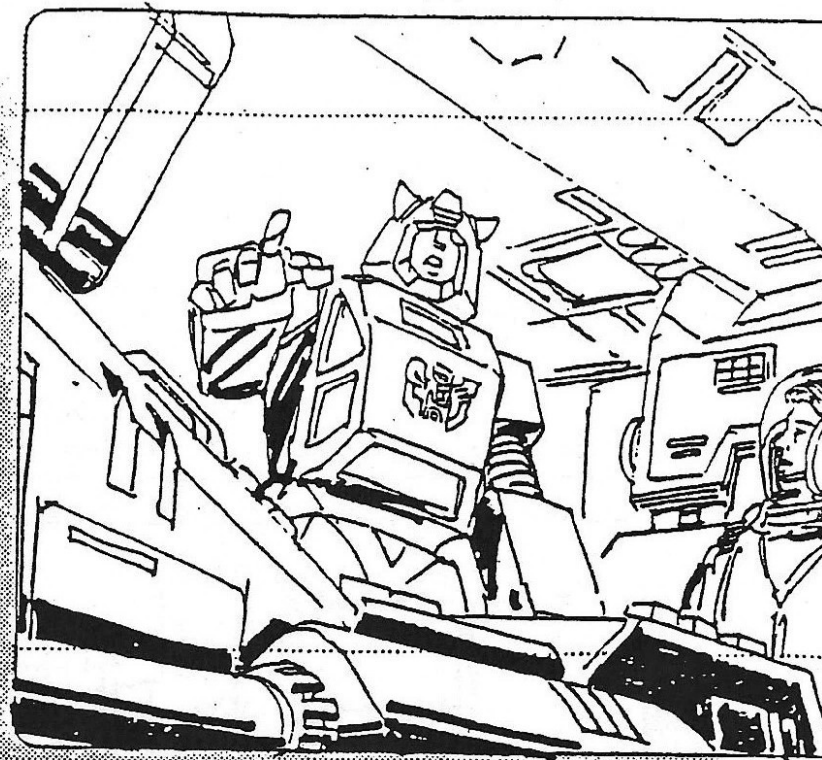
DIAL SPIKE And it's heading this way.

MUSIC/SFX

**T FRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-4

SEQ. 15-4

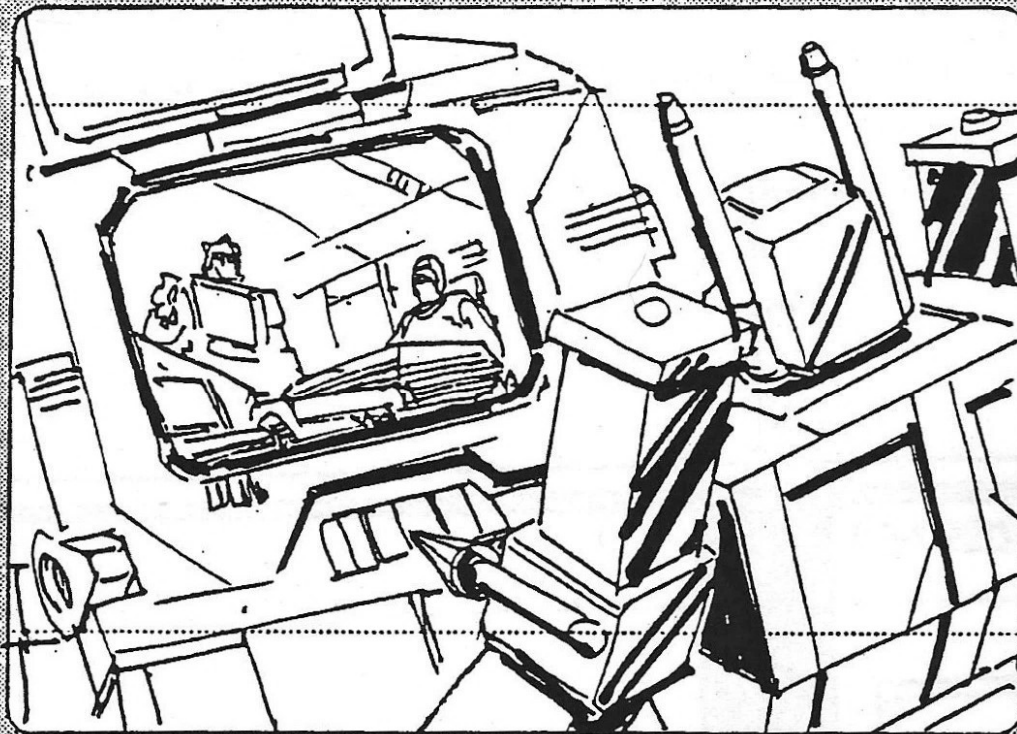


ACTION M.S. BUMBLEBEE AND SPIKE. SPIKE TURNS TO BUMBLEBEE SPEAKS.

DIAL BUMBLEBEE We'll try 'n' slow it

MUSIC/SFX

SC. 15-5



ACTION M.S. ULTRA MAGNUS. HE IS WATCHING AND LISTENING TO BUMBLEBEE AND SPIKE...

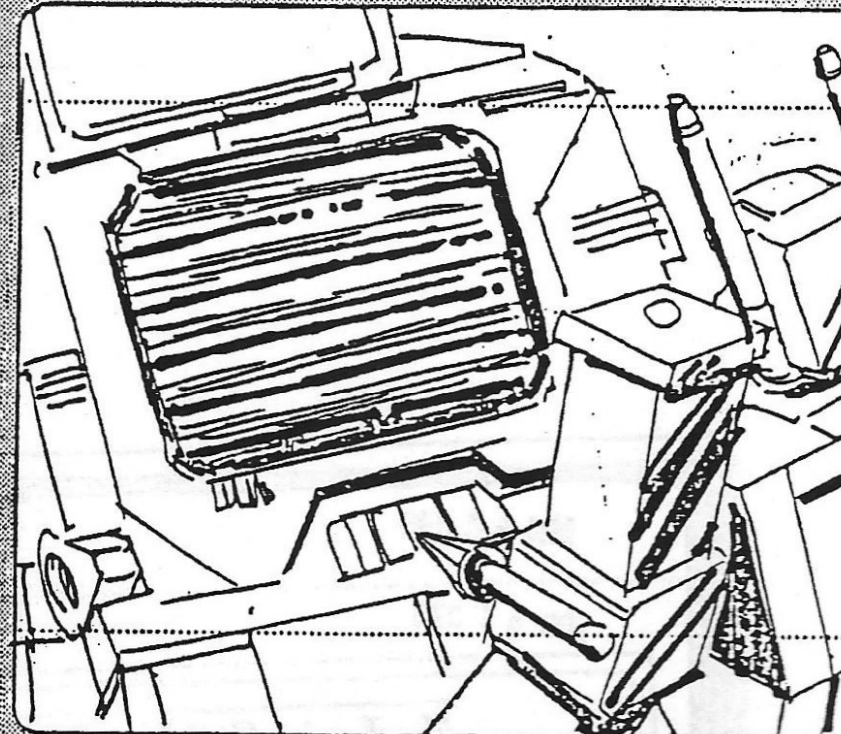
DIAL SPIKE But you'd better get here fast!  
Because... (STATIC)

MUSIC/SFX

CAMERA

SC. CONT

SEQ. 15 Page \_\_



ACTION ...SUDDENLY THE SCREEN ON THE MONITOR IS COVERED WITH  
THE PICTURE HAS BEEN LOST.

DIAL

MUSIC/SFX

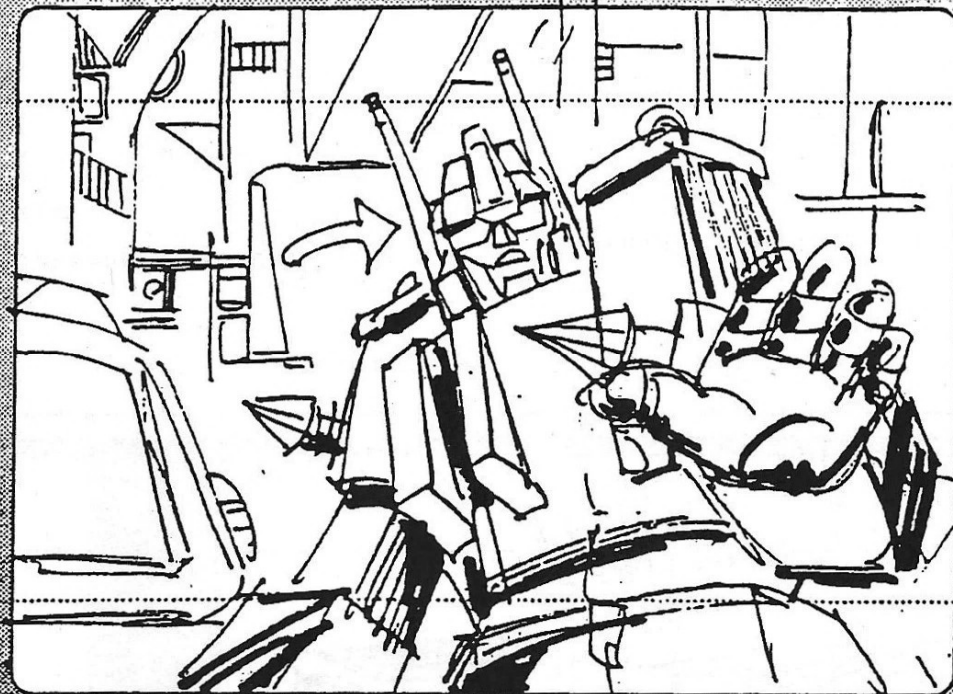
CAMERA

SC. 15-6



SC. 15-7

SEQ. 15 Page 4



ACTION M.S. DANIEL AND ARCEE. ARCEE BRACES DANIEL ON HER SHOULDER, DANIEL LEANS FORWARD AND REACHES OUT.

DIAL DANIEL Dad!

ACTION M.S. ULTRA MAGNUS. HE TURNS TOWARD DANIEL AND ARCEE.

DIAL ULTRA MAGNUS Autobots, prepare to board the shuttles. This new menace is ...

MUSIC/SFX  
TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

MUSIC/SFX



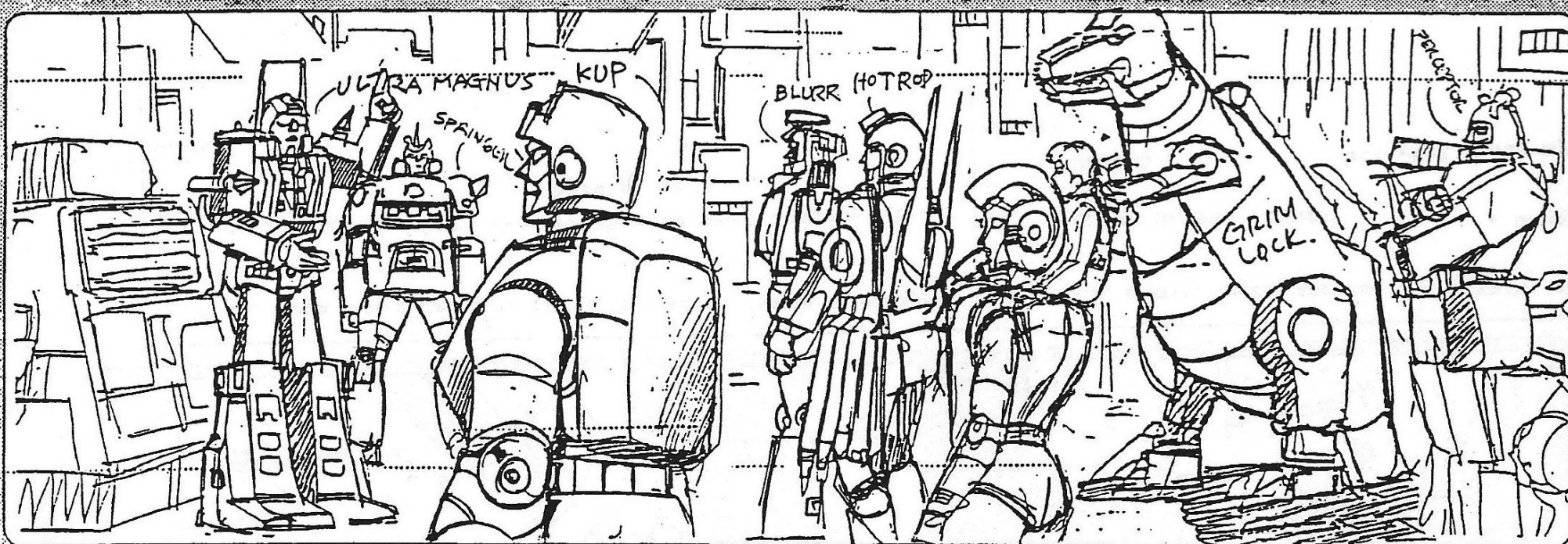
SC. 15-8

START

PAN →

STOP

SEQ. 15 Page 5



ACTION M.L.S. ULTRA MAGNUS, SPRINGER AND KUP. ULTRA MAGNUS ADDRESSES THE GROUP OF AUTOBOTS. WE PAN OVER TO SEE...

ACTION ...BLURR, HOT ROD, DANIEL, ARCEE, PERCEPTOR AND THE DINOBOTS.

DIAL ULTRA MAGNUS (CONT)...more dangerous than all the Decepticons put together.

MUSIC/SFX

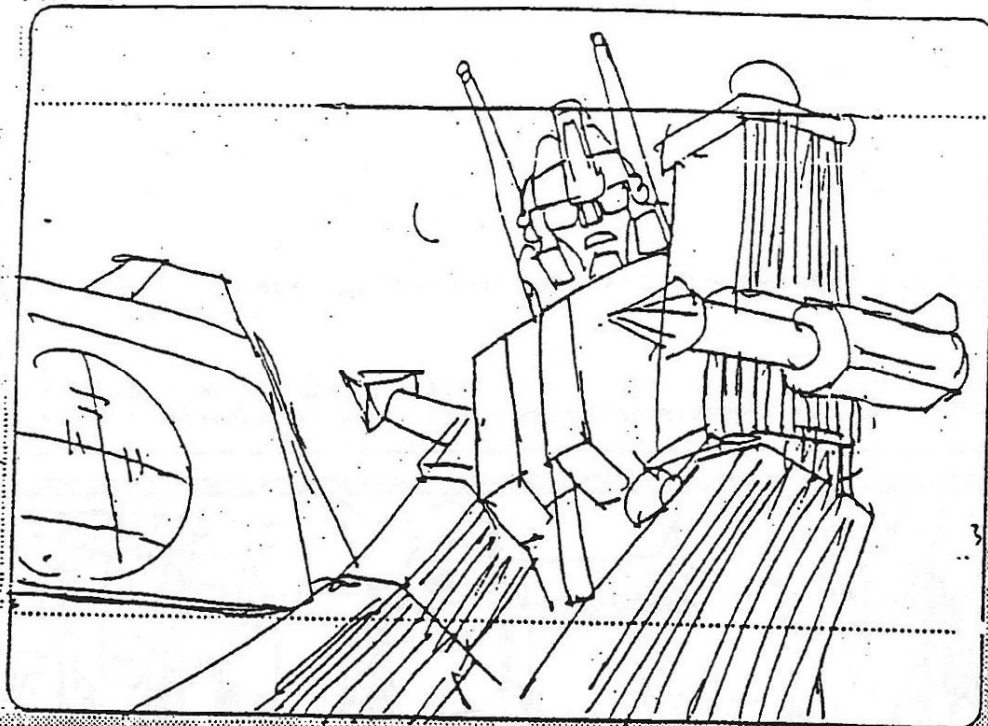
MUSIC/SFX

AMERICA

CAMERA



SC. 15-4



ACTION M.S. ULTRA MAGNUS CONTINUES TALKING TO THE O.S. GROUP OF AUTOBOTS.

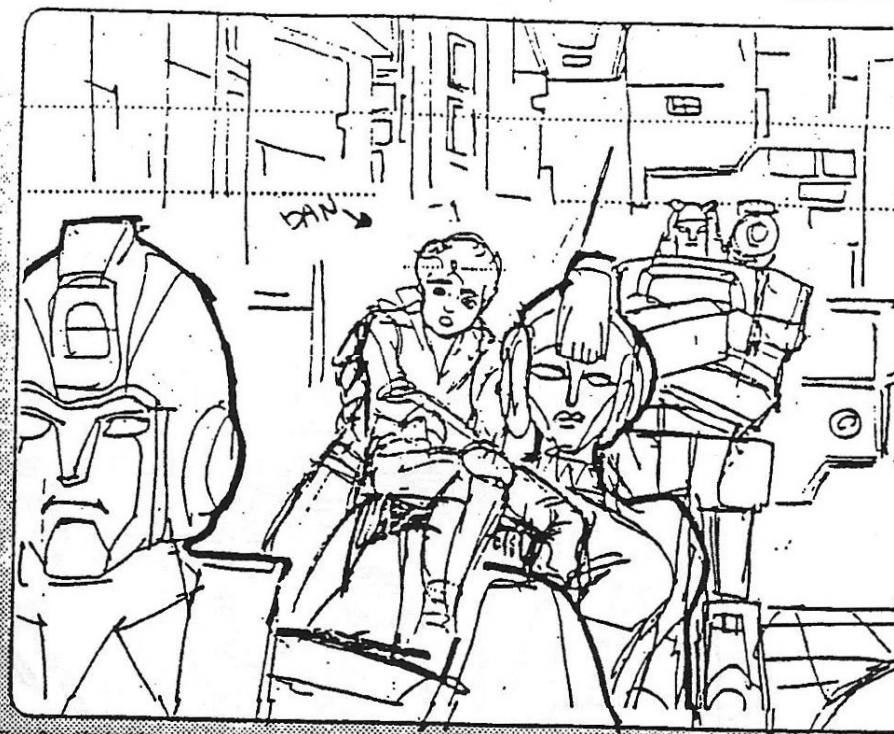
DIAL ULTRA MAGNUS (CONT) ... Somehow we must destroy it before it ...

MUSIC/SFX

**TFR**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-10

SEQ. 5



ACTION M.S. DANIEL, ARCEE, HOT ROD IN FOREGROUND, PERCEPTOR IN B

DIAL ULTRA MAGNUS (CONT) ... devours Cybertr

DANIEL But what about my dad? ...

MUSIC/SFX

SC. 15-11



ACTION C.U. DANIEL. TEARS FLOOD HIS EYES.

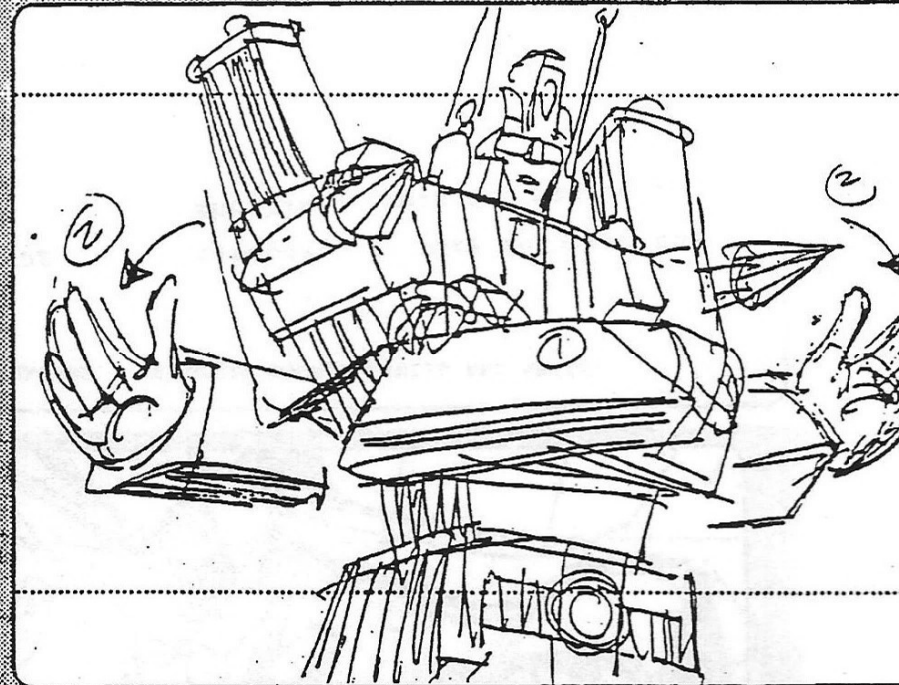
DIAL DANIEL (CONT) : ... He's on the moon between  
that monster planet and  
Cybertron.

MUSIC/SFX

CAM L11A

SC. 15-12

SEQ. 15 Page 7



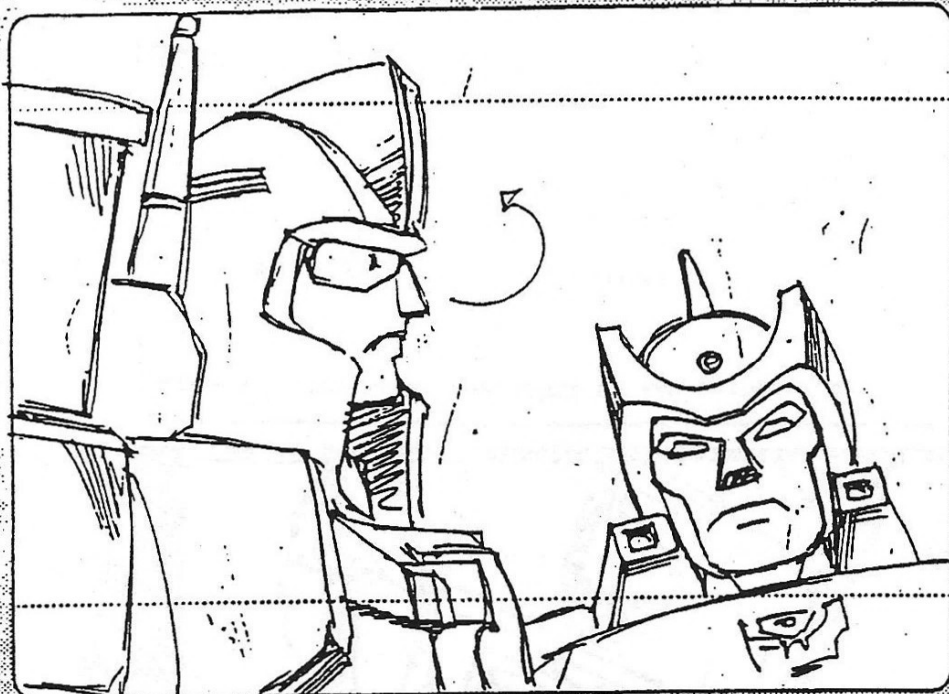
ACTION M.S. ULTRA MAGNUS. HE MOTIONS WITH HIS ARMS.

DIAL ULTRA MAGNUS  
Daniel, we'll do everything we  
for Spike.

MUSIC/SFX

CAM L11A

SC. 15-13



SC. 15-14

SEQ. 15 Page

8



ACTION C.U. SPRINGER.

DIAL SPRINGER

And what are we going to do when we get there? If that thing crunches moons, . . .

MUSIC/SFX

ACTION M.C.U. ULTRA MAGNUS AND SPRINGER. ULTRA MAGNUS TURNS HIS HEAD TO CAMERA.

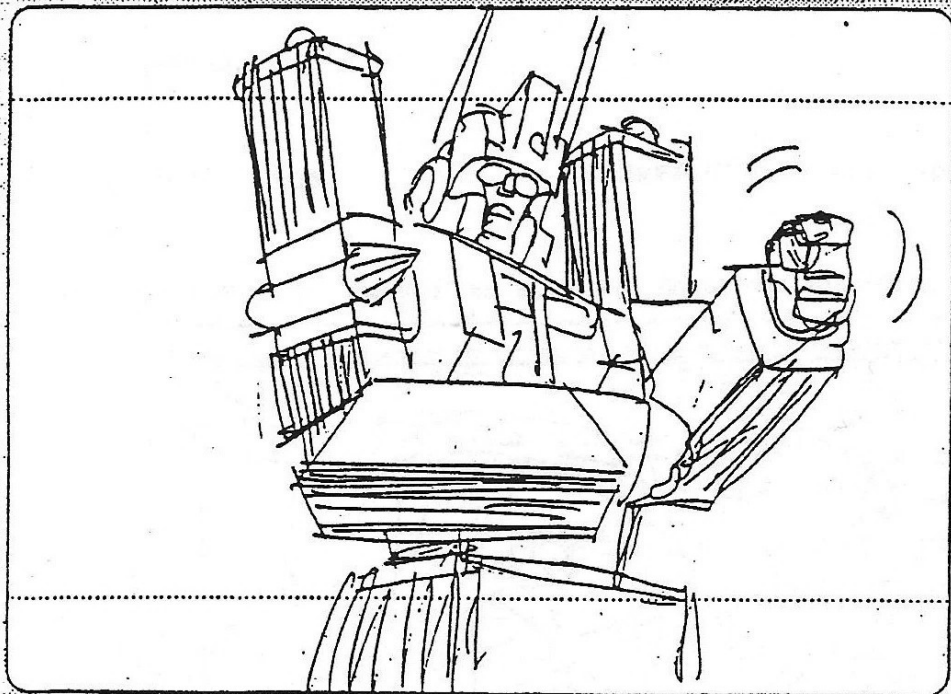
DIAL SPRINGER

(CONT) . . . it'll make short work of us.

MUSIC/SFX

CAMERA

SC. 15-15



ACTION M.S. ULTRA MAGNUS. HE SHAKES HIS FIST.

DIAL ULTRA MAGNUS                      Maybe the Matrix can stop it.



SC. 15-16

SEQ. 15 Page 9

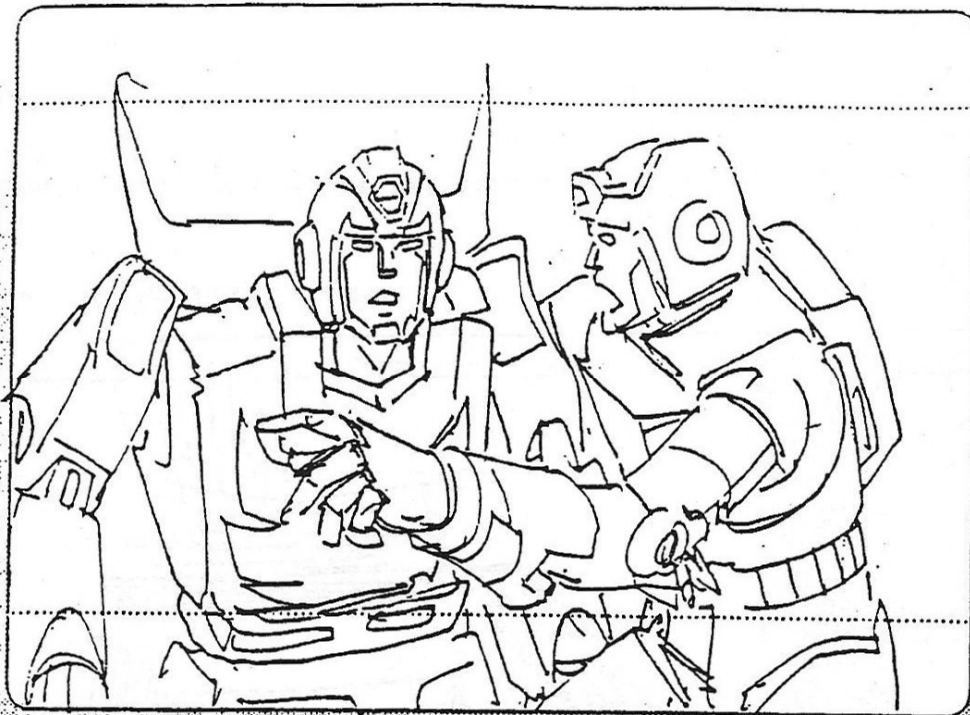


ACTION C.U. HOT ROD.

DIAL HOT ROD                      You're right! It can!

MUSIC/SFX





ACTION M.S. HOT ROD AND KUP. KUP QUESTIONS HOT ROD.

DIAL KUP                      What do you know about it, lad?

MUSIC/SFX

TFRAW

From Generation 1 to Beast Hunters and Beyond!!!!

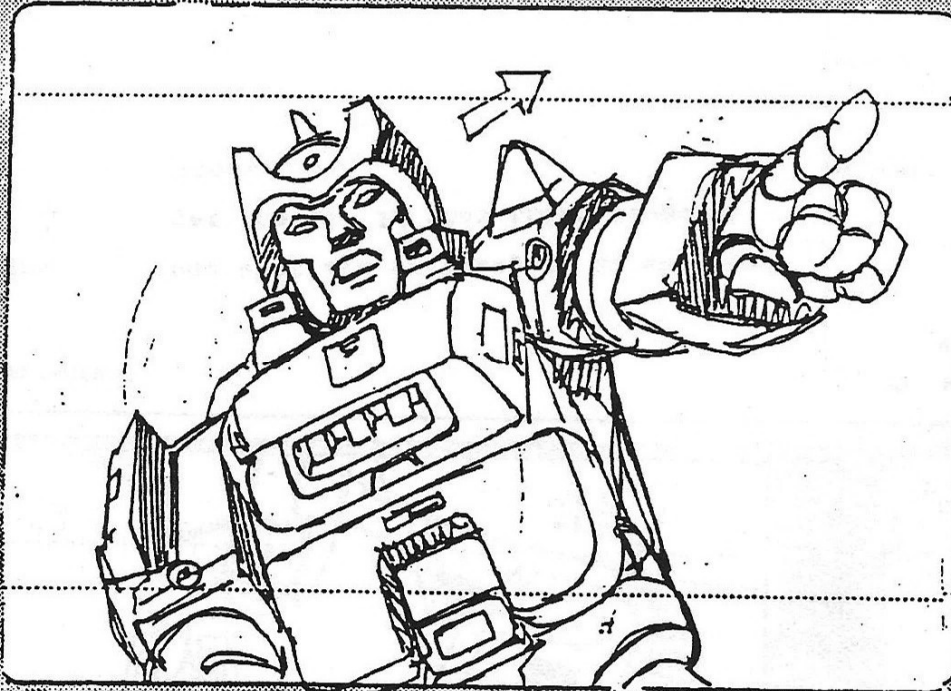


ACTION C.U. HOT ROD. HE NOTICES SOMETHING AND LOOKS UP.

DIAL HOT ROD                      I just got this feeling.

MUSIC/SFX

SC. 15-19



ACTION M.S. SPRINGER. HE LOOKS UP AND POINTS O.S.

DIAL SPRINGER

Look!

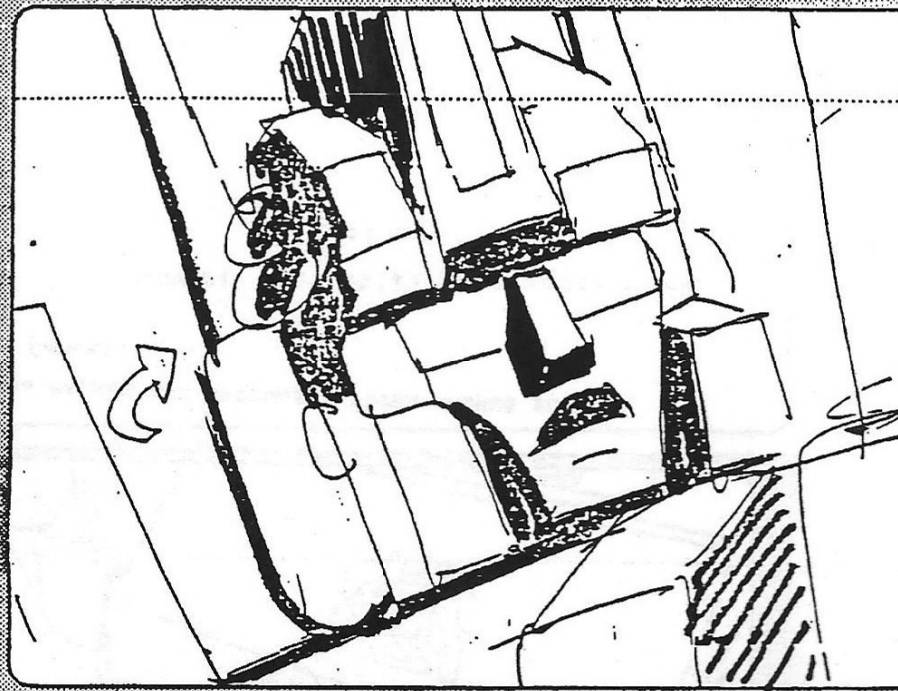
MUSIC/SFX

CAMERA

TRAFFIC  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-20

SEQ. 15 Page 11



ACTION C.U. ULTRA MAGNUS. HE TURNS AND LOOKS O.S.

DIAL

MUSIC/SFX

CAMERA

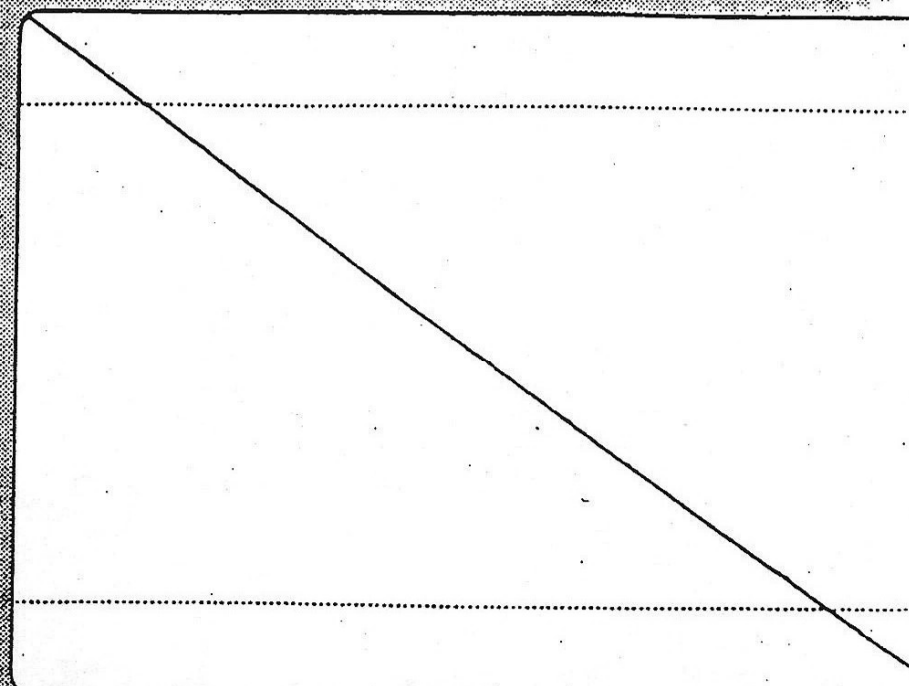
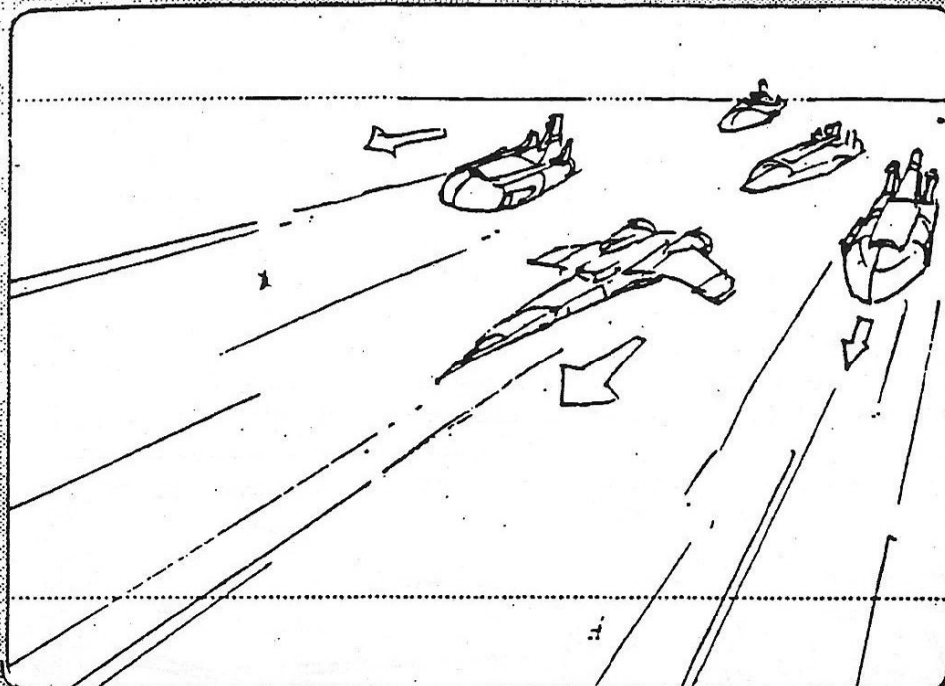
SC. 15-21

SC.

15

Page

12



ACTION X.L.S. DECEPTICON JETS DIVE IN TOWARD THE O.S. AUTOBOTS.

DIAL

MUSIC/SFX

CAMERA

ACTION

DIAL

MUSIC/SFX

CAMERA

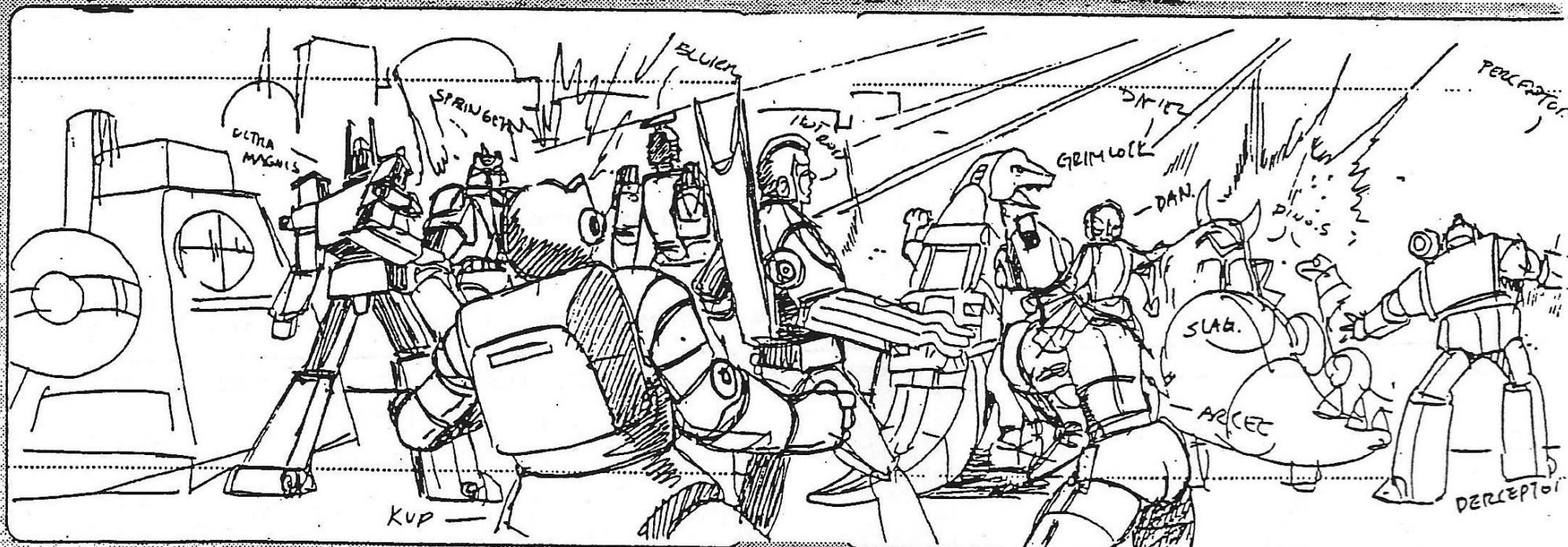
SC. 15-22

STOP

PAN ←

START SEQ. 15 Page

13



ACTION L.S. ARCEE, DANIEL, DINOBOOTS AND PERCEPTOR. FOR A MOMENT THEY ALL STAND IN UNBELIEF AS DECEPTICON BLASTS EXPLODE NEAR THEM. AS THEY START TO RUN OUT WE PAN TO HOT ROD, BLURR, SPRINGER, ULTRA MAGNUS AND KUP. THEY TURN AND START TO RUN.

DIAL

MUSIC/SFX

CAMERA

ACTION

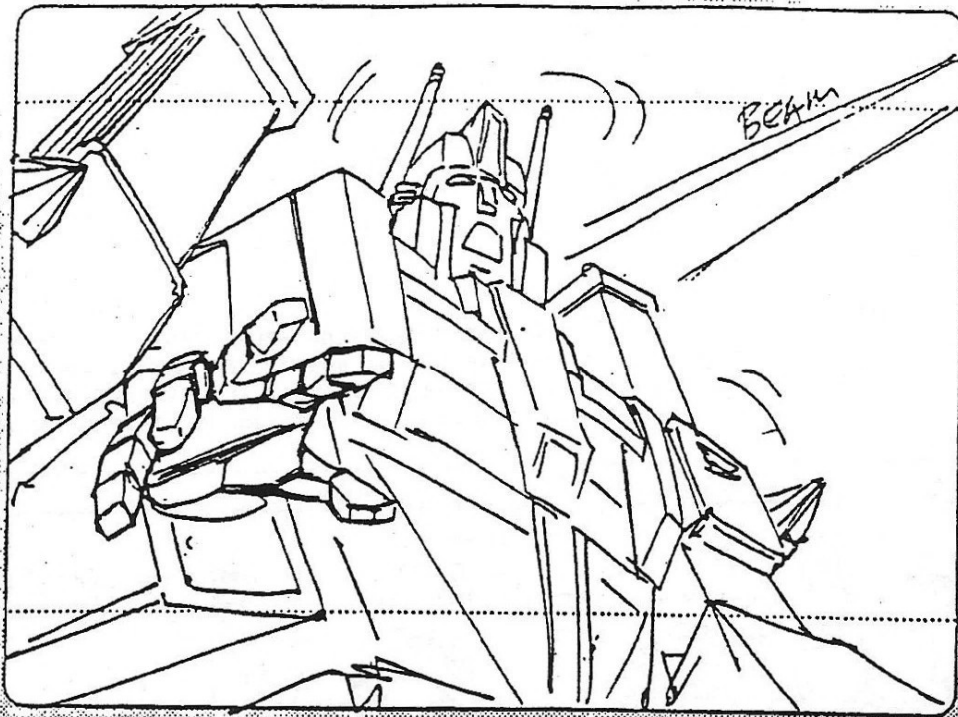
DIAL

MUSIC/SFX

CAMERA



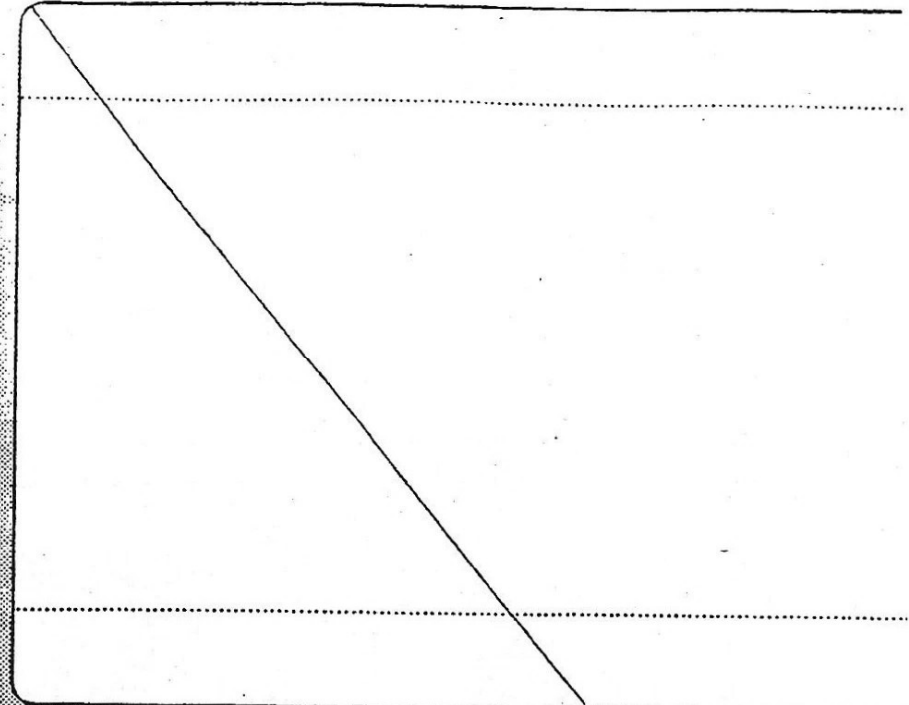
SC. 15



SC.

SC. 16

SC. 17



ACTION M.S. ULTRA MAGNUS. HE REACTS AND CALLS OUT ORDERS TO THE AUTOBOTS.

DIAL  
ULTRA MAGNUS To the shuttles!!!

MUSIC/SFX

ACTION

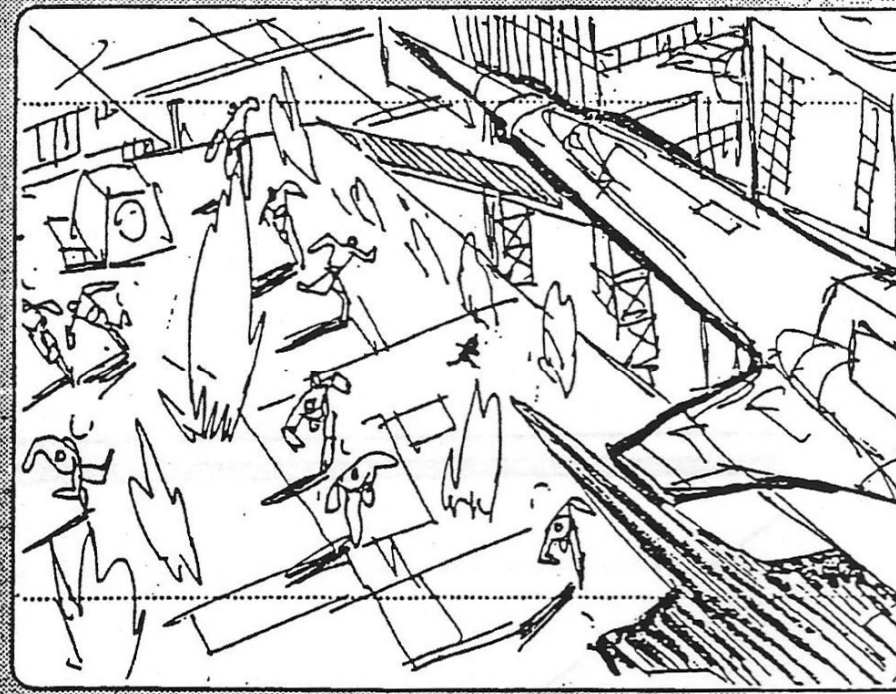
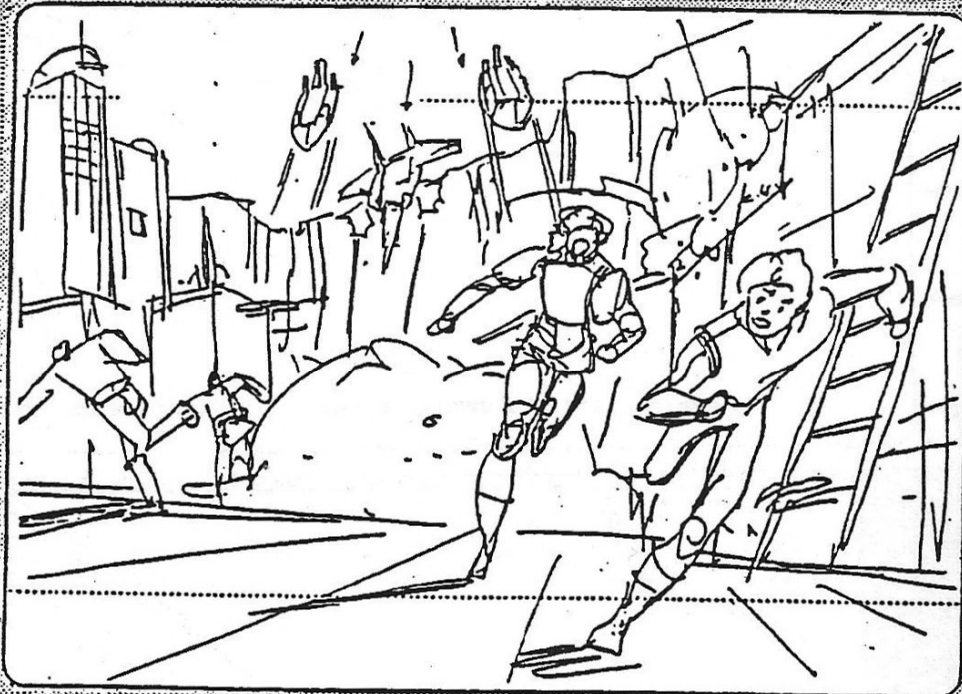
DIAL

MUSIC/SFX

SC. 15-24

SC. 15-25

SEQ. 15 Page 14



ACTION M.L.S. THE DECEPTICON JETS FIRING, STREAK TOWARD AUTOBOT CITY.  
THE AUTOBOTS SPOT UP AND FLEE FOR THE SHUTTLES.

DIAL

MUSIC/SFX

CAMERA

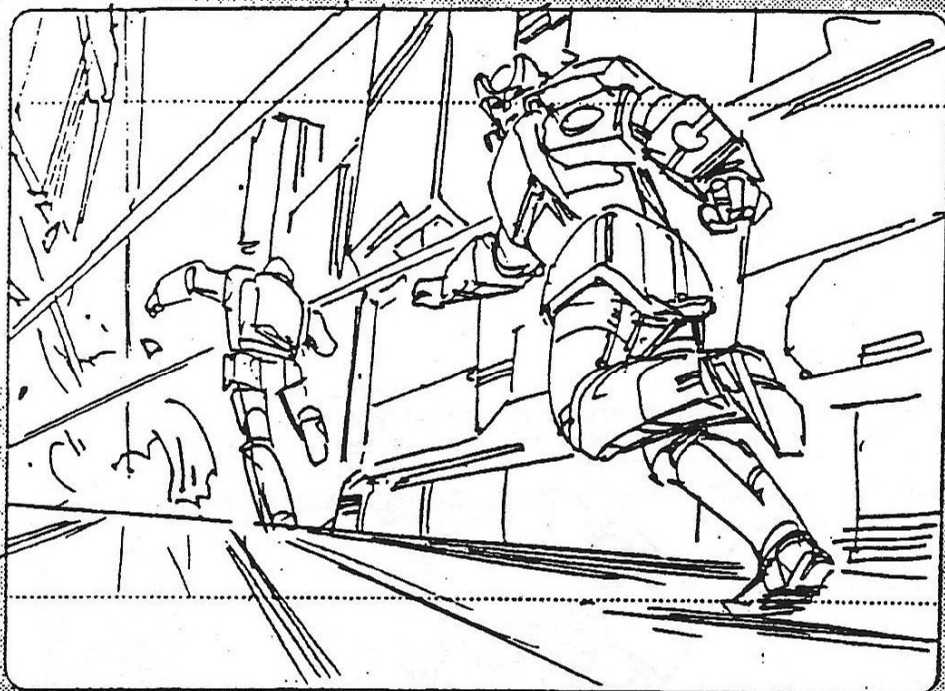
ACTION L. DOWN SHOT. WITH EXPLOSIONS BURSTING AROUND THEM, THE AUTOBOTS MAKE A BREAK FOR THE SHUTTLES AS THE DECEPTICON JETS FLY PAS OVERHEAD.

DIAL

MUSIC/SFX

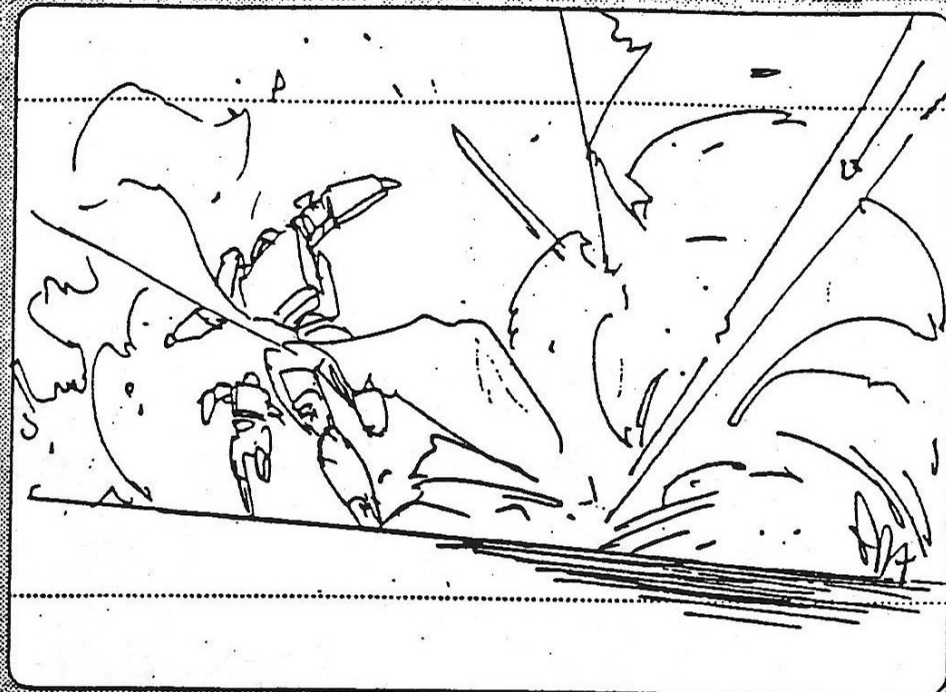
CAMERA

SC. 15-26



SC. CONT.

SEQ. 15 Page 15



ACTION M.L.S. KUP AND SPRINGER DASH FOR SAFETY.

DIAL

MUSIC/SFX

**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

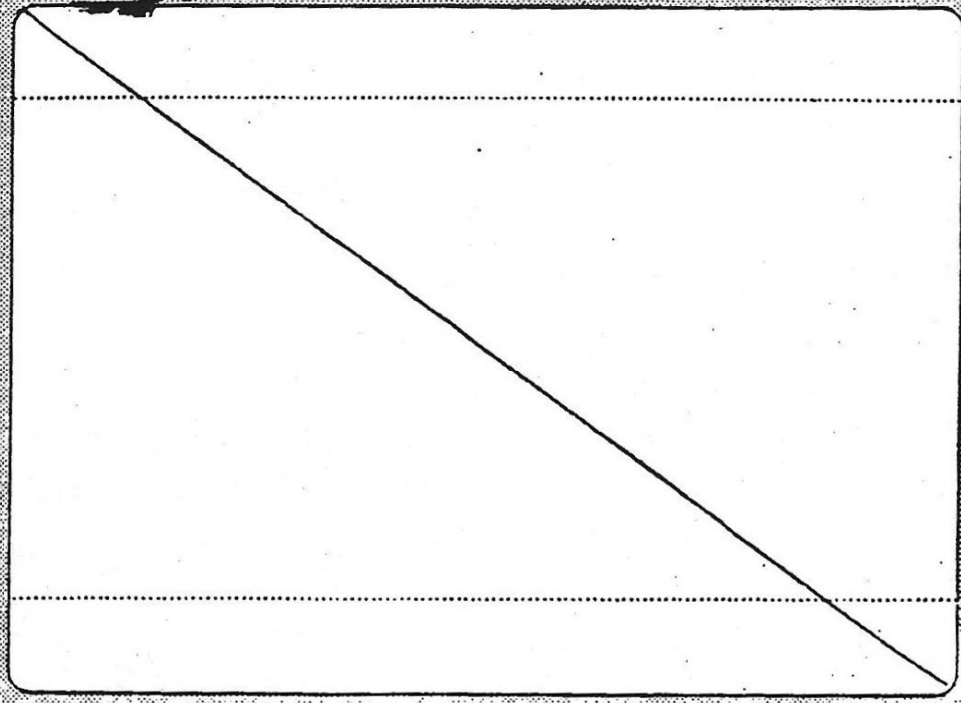
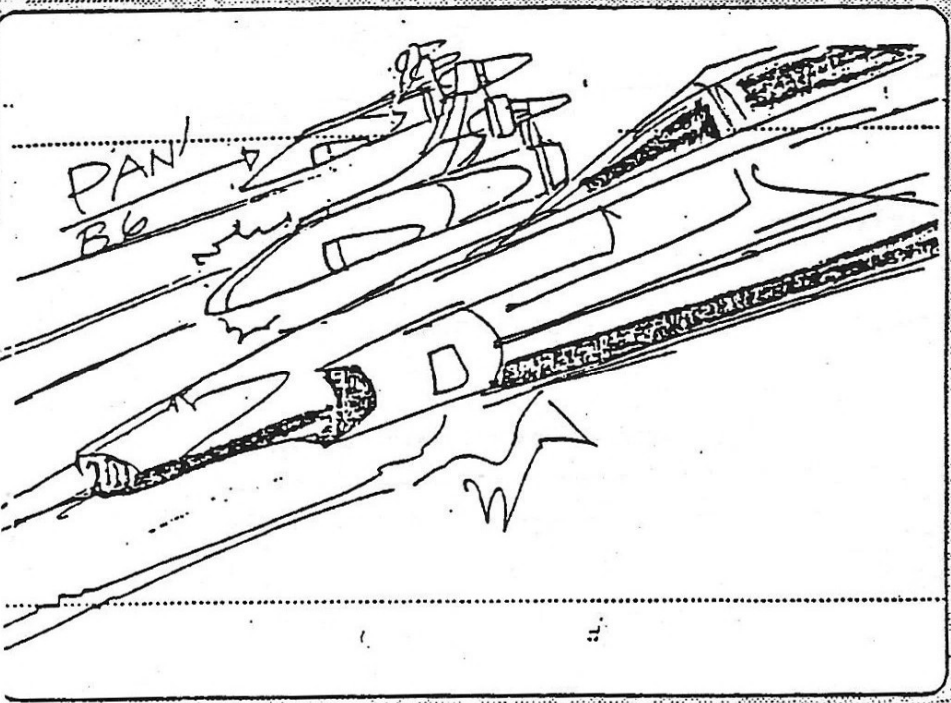
ACTION DECEPTICON EXPLOSIONS TRAIL AFTER THEM.

DIAL

MUSIC/SFX

SC. 15-29

SC.



ON M.S. CYCLONUS AND SWEEPS DIVE FOR THE AUTOBOTS AND FIRE AT THEM O.S.

SFX

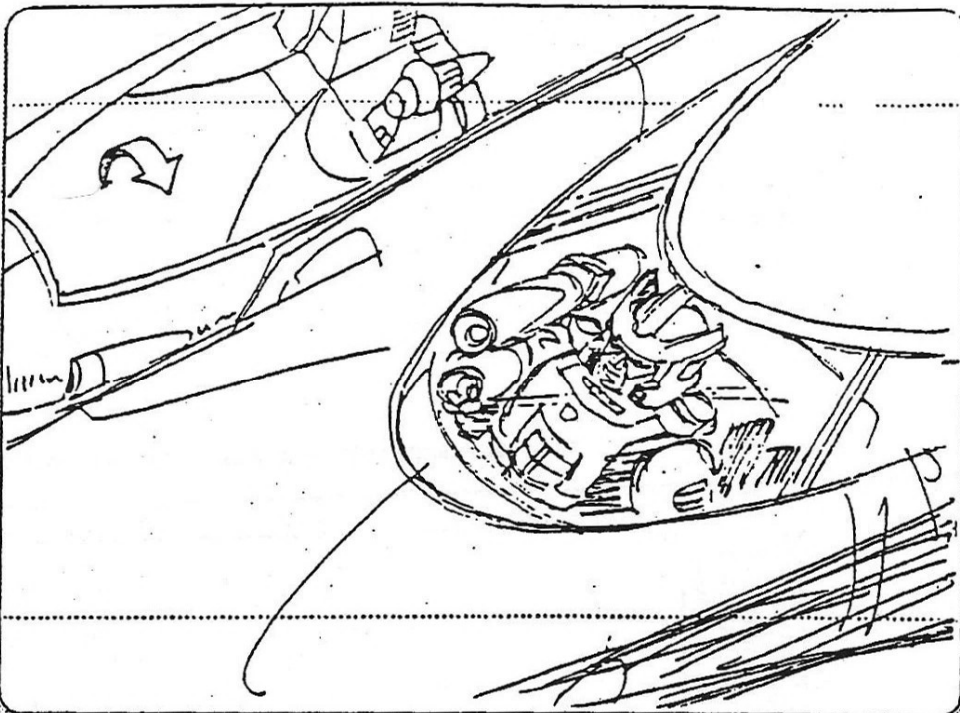
ACTION

DIAL

MUSIC/SFX

CAMERA



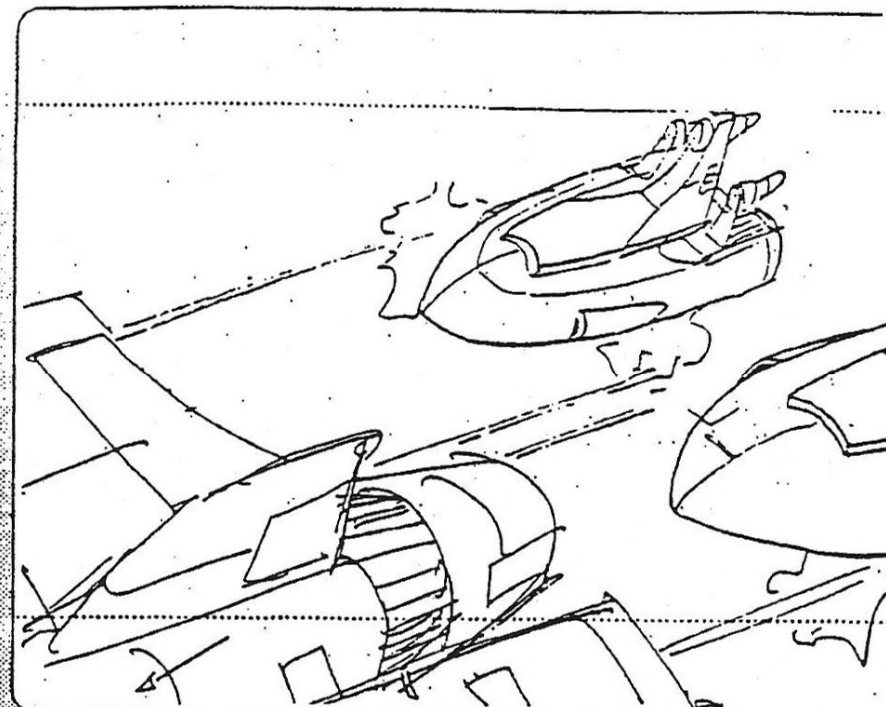


ACTION THE JETS BANK TOWARD CAMERA...

DIAL GALVATRON (V.O.) (CONT) (... I, Galvatron, will  
crush you just as  
the magnificent Megatron ...

MUSIC/SFX

CAMERA



ACTION ...AND GAIN AS OTHER DECEPTICON JETS IN THE DISTANCE FIRE  
WEAPONS.

DIAL GALVATRON (V.O.) (CONT) ... crushed Prime.

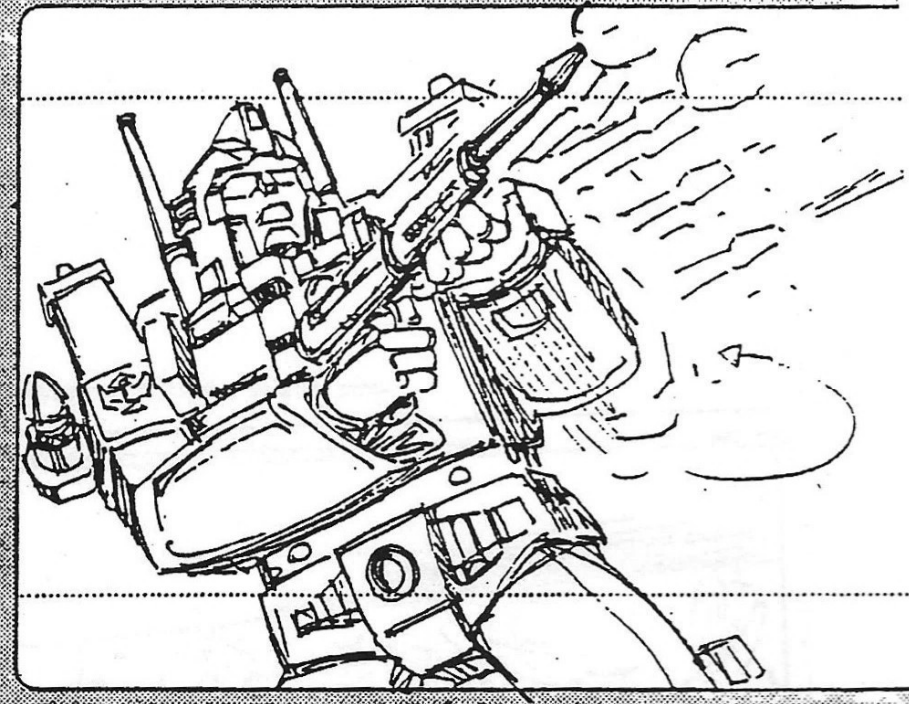
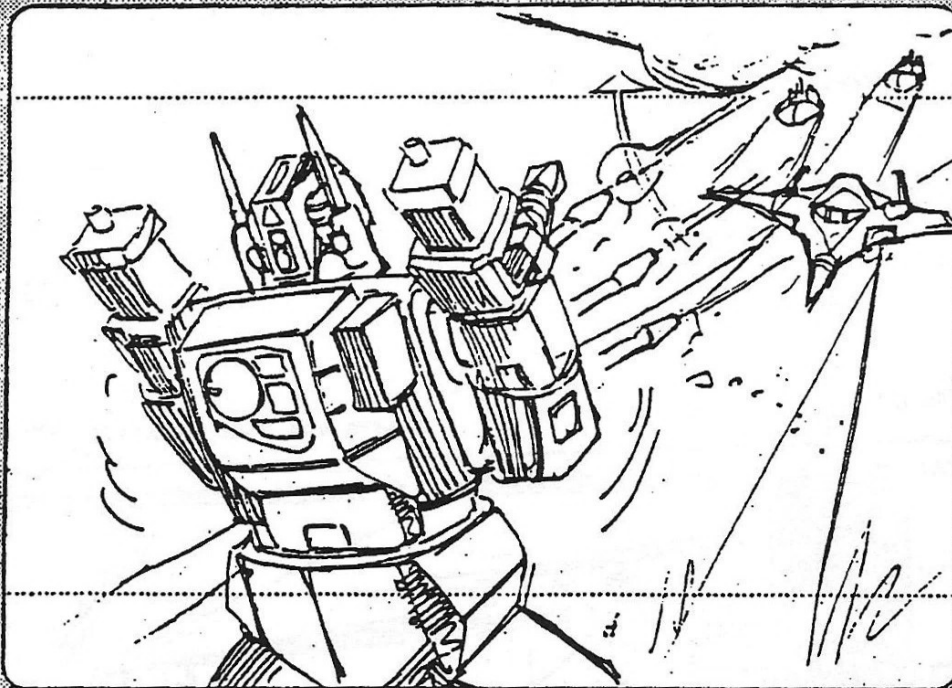
MUSIC/SFX

CAMERA

SC. 15-32

SC. CONT

SEQ 15 Page 21



ACTION M.S. ULTRA MAGNUS. AS BLASTS EXPLODE ALL AROUND HIM, HE TAKES AIM AND FIRES BACK AT CYCLONUS AND THE OTHER SHIPS WHICH BANK TO THE RIGHT.

DIAL

MUSIC/SFX

CAMERA

ACTION ULTRA MAGNUS TURNS WITH THEM AND KEEPS FIRING.

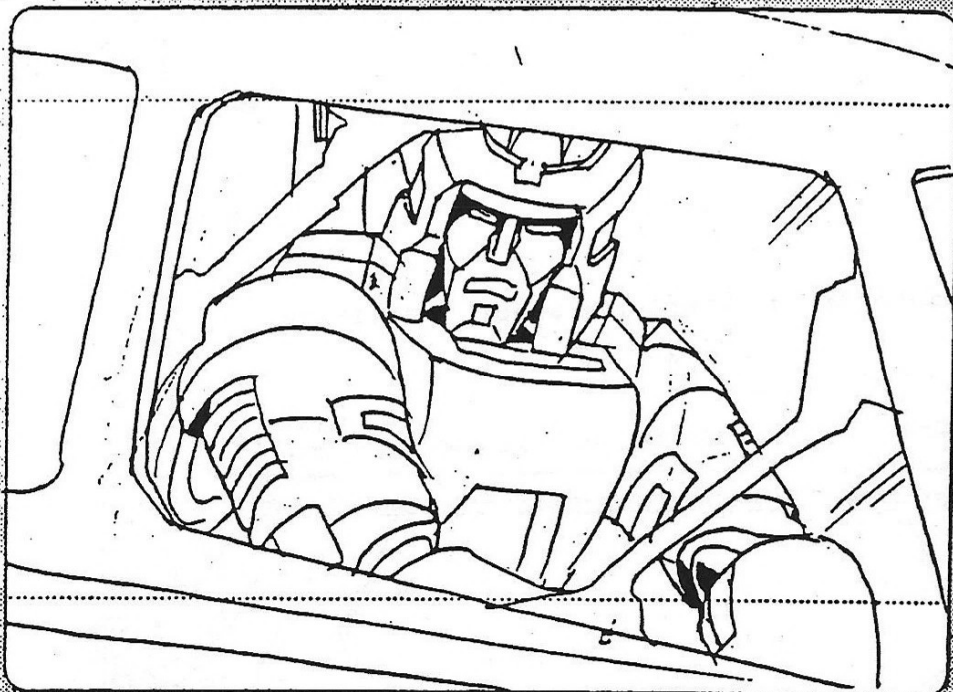
DIAL ULTRA MAGNUS.

And you'll die trying just like Megatron!

MUSIC/SFX

CAMERA

SC. 15-33



ACTION C.U. GALVATRON THROUGH CYCLONUS' WINDOW, HE LOOKS SURPRISED...

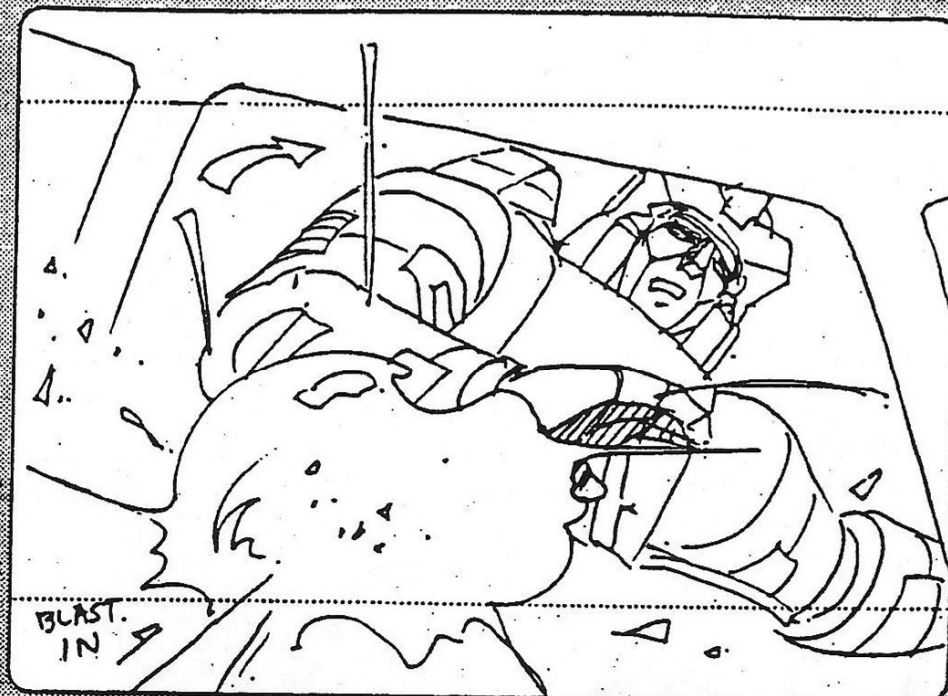
DIAL

MUSIC/SFX

**TFR**  
AW  
From Generation 1 to Beast Hunters and Beyond!!!!  
CAMERA

SC. CONT

SEQ. 15 Page 21 A



ACTION ...A SHOT FROM ULTRA MAGNUS EXPLODES AGAINST THE SIDE OF CYCLONUS, GALVATRON RECOILS.

DIAL

GALVATRON

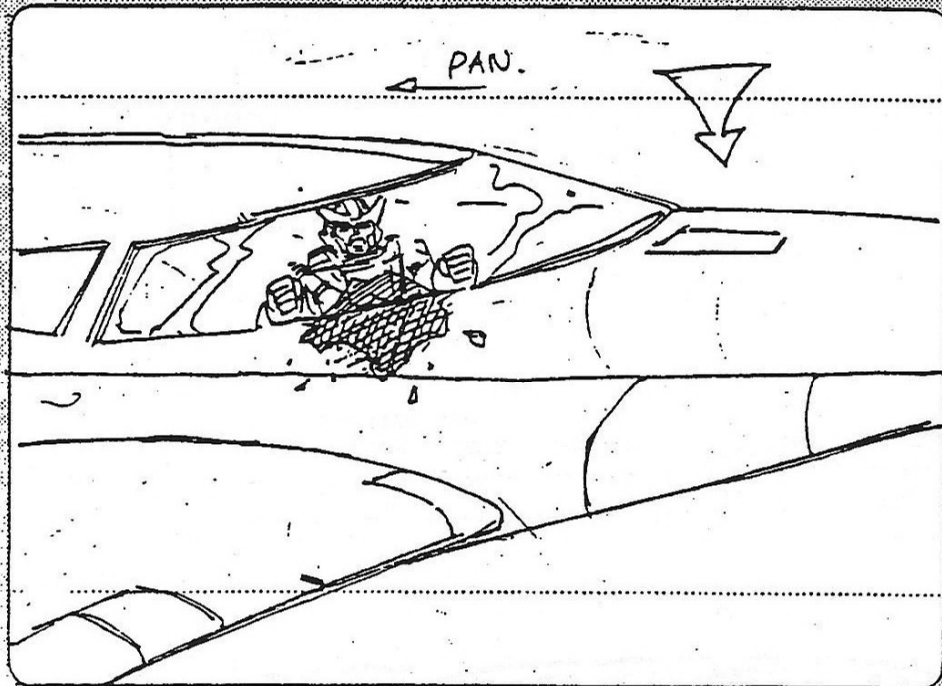
Ahhhh!

MUSIC/SFX

CAMERA

NEXT PAGE 22

SC. CONT 15-33



ACTION GALVATRON SHAKES HIS FIST AS CYCLONUS FALLS AWAY FROM CAMERA...

DIAL GALVATRON Aaaaaah! Autobot scrap!

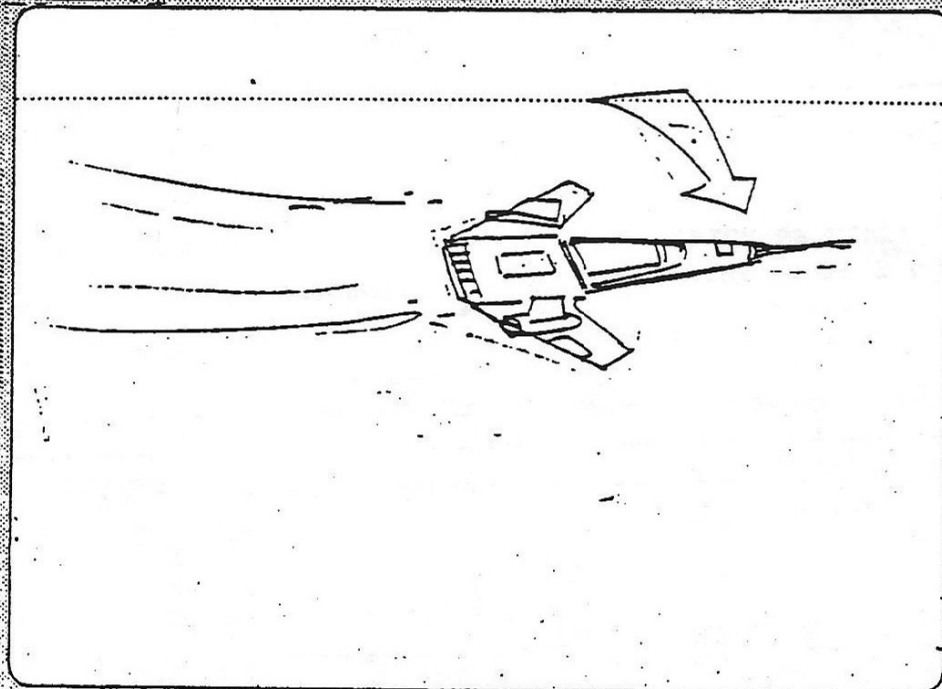
MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

SEQ. 15 Page 22



ACTION ...AND DIVES INTO THE DISTANCE.

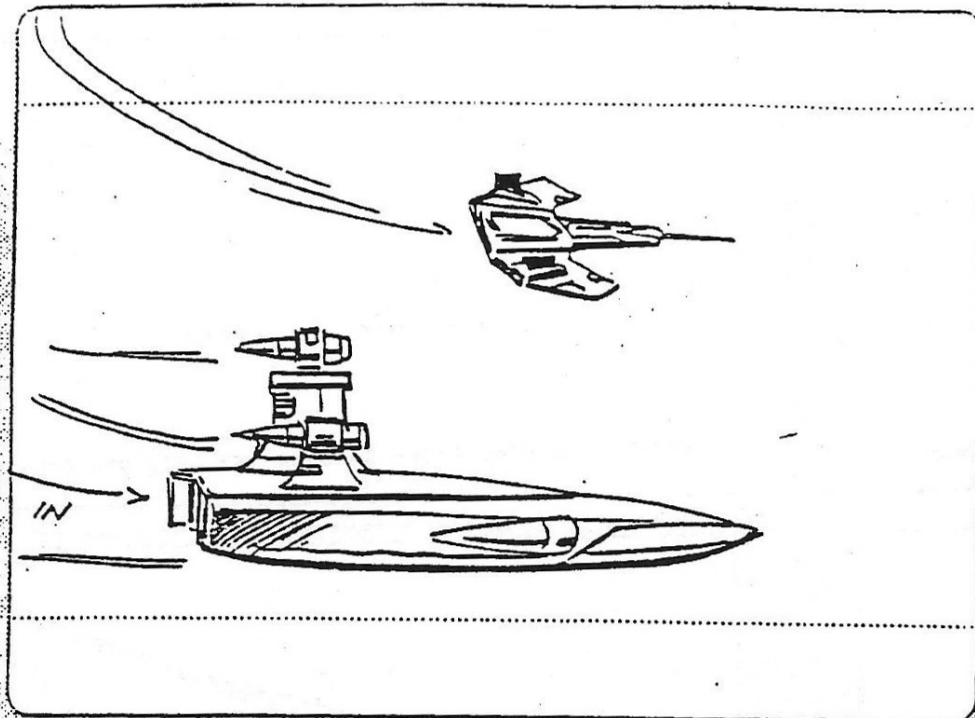
DIAL

MUSIC/SFX

CAMERA

NO SCENE 15-34



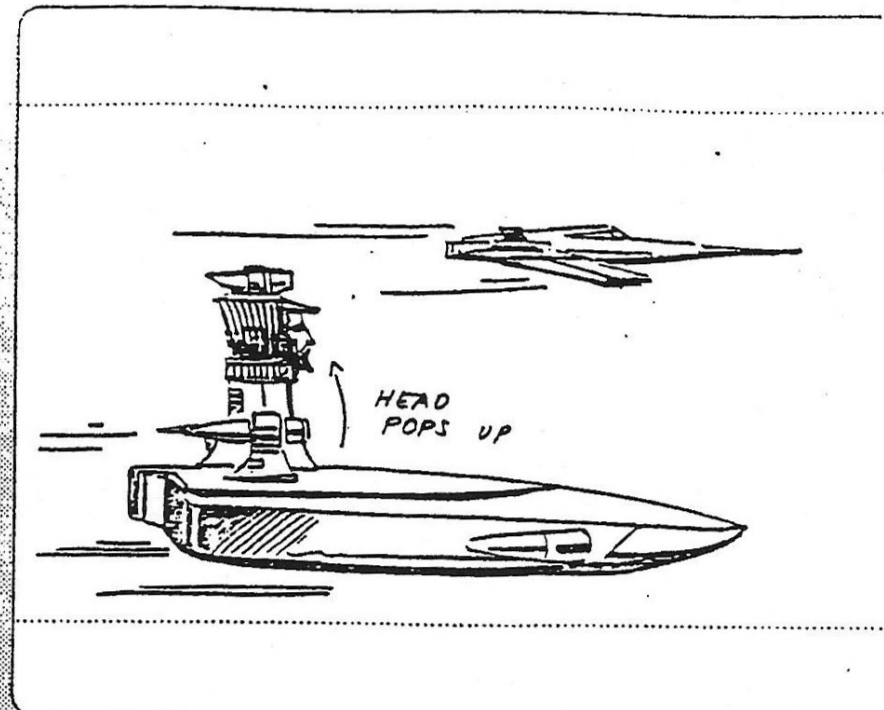


ACTION AS CYCLONUS LEVELS OUT, SCOURGE ENTERS THE SCENE, FLYING ALONG SIDE HIM.

DIAL

MUSIC/SFX

**TFR**  
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION SCOURGE'S "HEAD" TRANSFORMS OUT OF THE SHIP AND HE SPEAKS TO GALVATRON.

DIAL SCOURGE

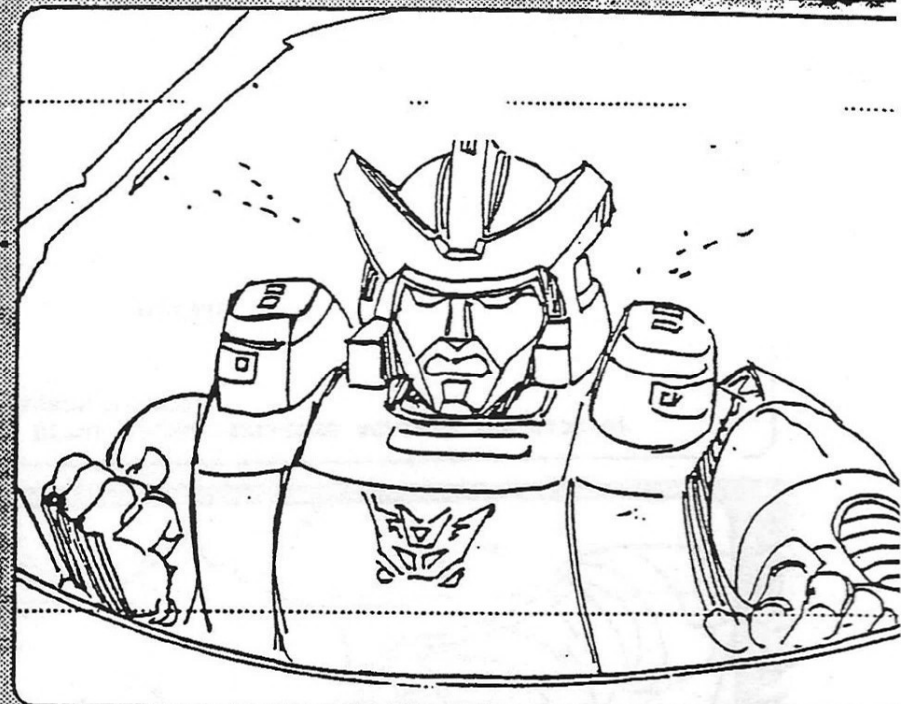
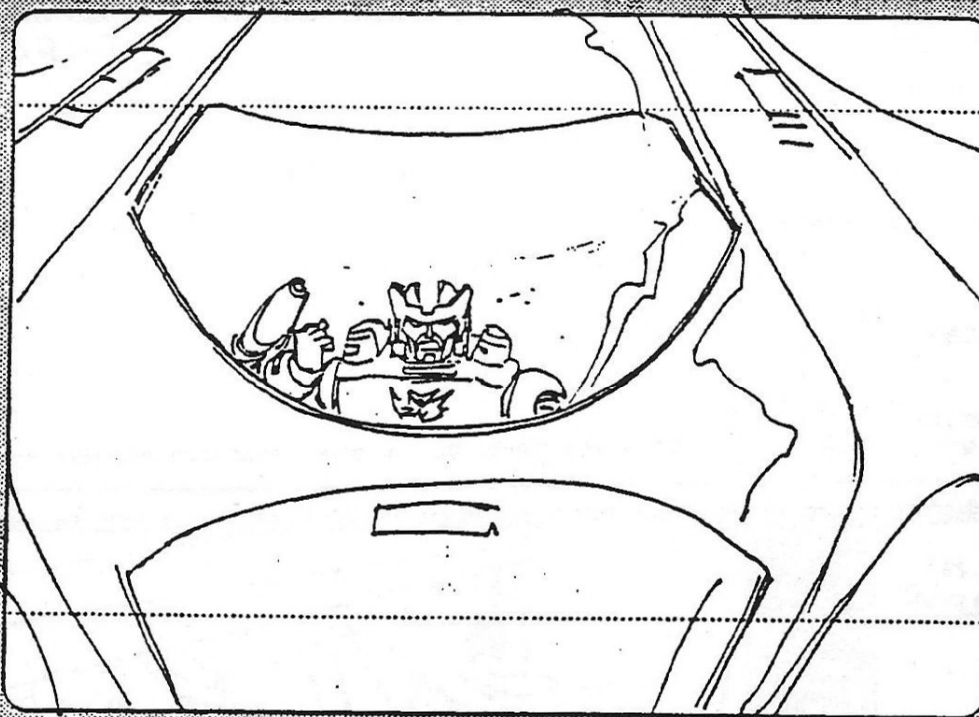
MUSIC/SFX

You want me to gut Ultra Magn  
(PICK UP LINE)

SC. 15 - 35

SC. CONT

SEQ. 15 Page 23



ACTION M.S. GALVATRON THROUGH CYCLONUS' WINDOW AS CYCLONUS DIVES AND...

DIAL GALVATRON *E NOT P.V.* There are plenty of Autobots for you..

MUSIC/SFX

CAMERA

ACTION ...FLIES TOWARD US. GALVATRON IS FURIOUS.

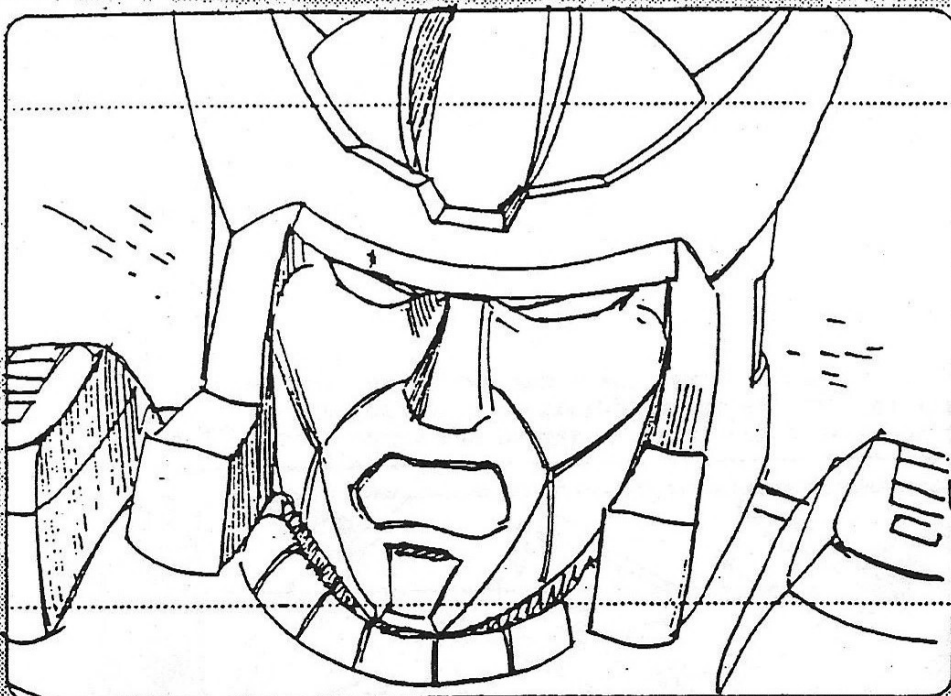
DIAL GALVATRON (CONT)

Ultra Magnus...

MUSIC/SFX

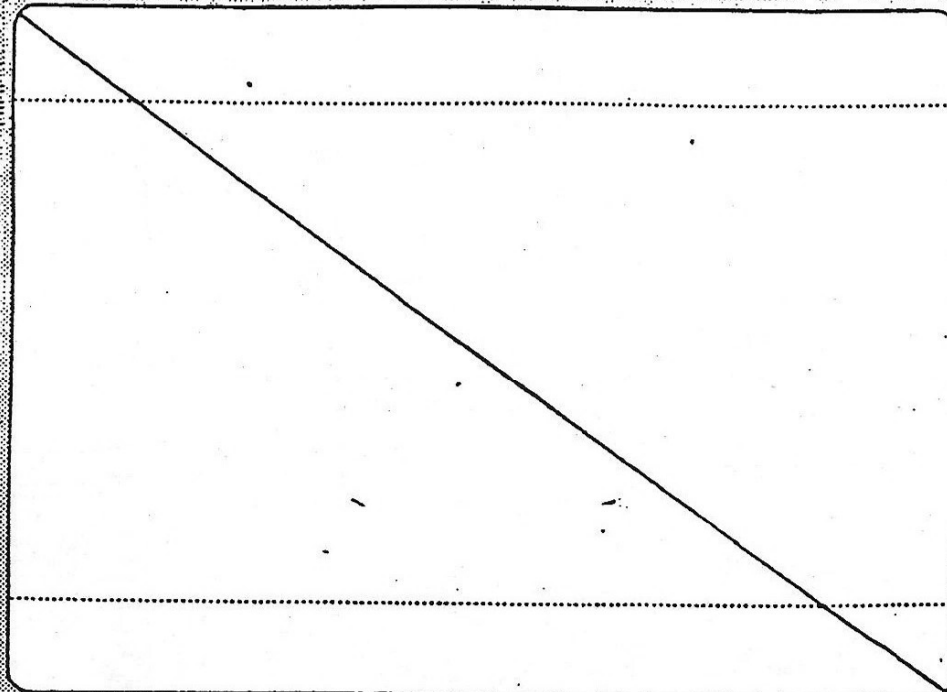
CAMERA

SC. CONT 15-35



SC.

SEQ. 15 Page 23 - A



NEXT PAGE 24

ACTION ...AS HIS FACE MOVES INTO X.C.U.

DIAL GALVATRON ... (CONT) ... is mine!

not  
pu

MUSIC/SFX  
**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

DIAL

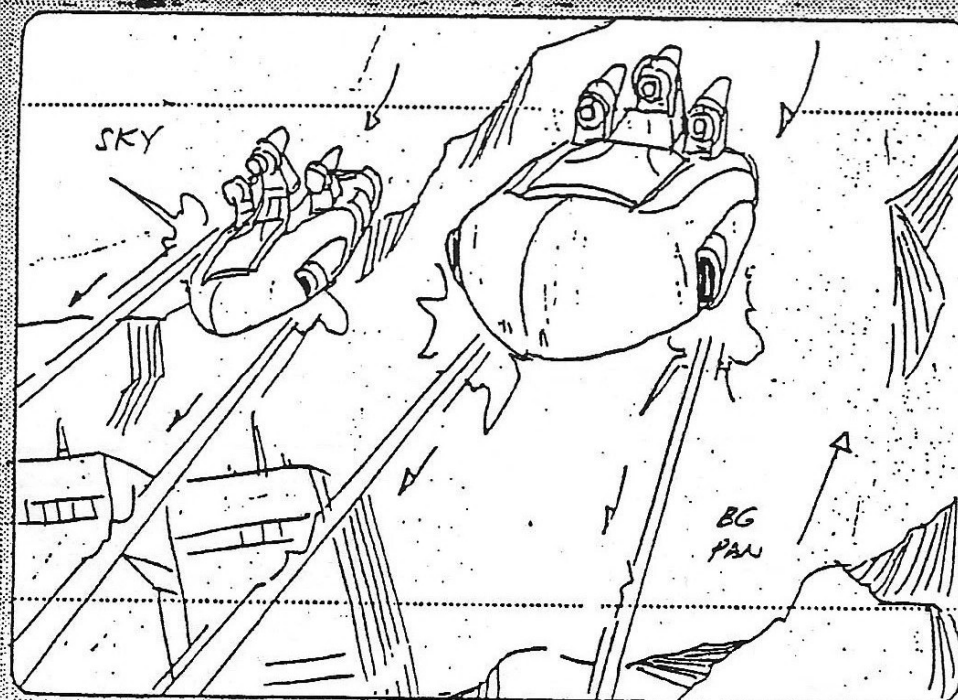
MUSIC/SFX

SC. 15-36



SC. 15-37

SEQ. 15 Page 24



ACTION L.S. ARCEE AND DANIEL RUNNING ALONG A PLATFORM. CYCLONUS ZOOMS PAST OVERHEAD AND BANKS O.S. TO THE LEFT.

DIAL

MUSIC/SFX

CAMERA

ACTION L.S. THE TWO DECEPTICON PLANES. WE FOLLOW THEM AS THEY DIVE AND FIRE O.S.

DIAL

MUSIC/SFX

CAMERA



SC. 1073



ACTION

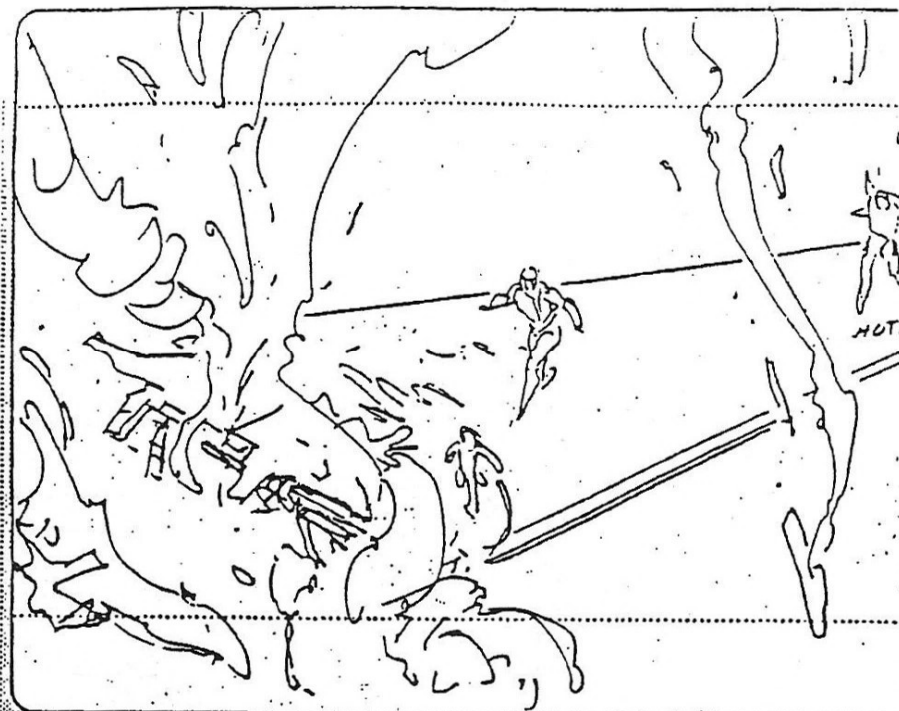
X.L.S. ARCEE AND DANIEL RUNNING. THE RAYS FROM THE O.S. DECEPTICON PLANES STREAK IN AND EXPLODE...

DIAL

MUSIC/SFX

SC. 1074

SEQ. 5



ACTION

...DESTROYING THE PLATFORM IN FRONT OF ARCEE AND DANIEL. HOT ROD ENTERS THE SCENE BEHIND THEM.

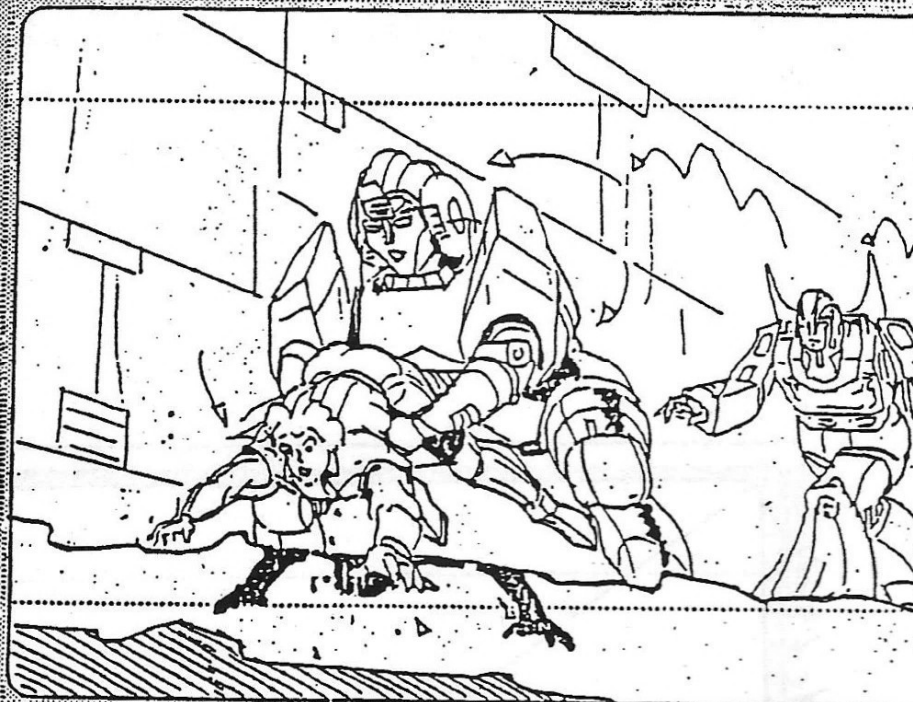
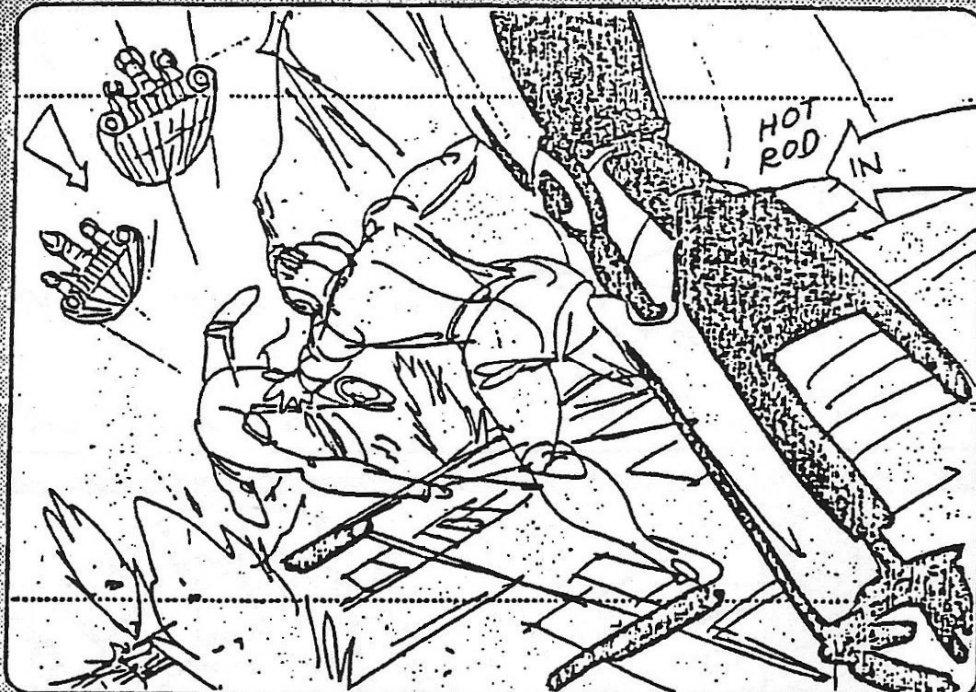
DIAL

MUSIC/SFX

SC. 15-39

SC. 15-40

SEQ. 15 Page 26



**ACTION** M.L.S. ARCEE AND DANIEL. DANIEL FALLS OVER THE EDGE OF THE DESTROYED PLATFORM. ARCEE REACHES OUT FOR HIM AS HOT ROD ENTERS THE SCENE BEHIND THEM.

**DIAL**

**MUSIC/SFX**

**CAMERA**

**ACTION** M.L.S. HOT ROD, ARCEE AND DANIEL. ARCEE GRABS A HOLD OF DANIEL AND KEEPS HIM FROM FALLING TO HIS DEATH. HOT ROD RUNS UP FROM BEHIND...

**DIAL**

ARCEE

Stay close to me, Daniel...

**MUSIC/SFX**

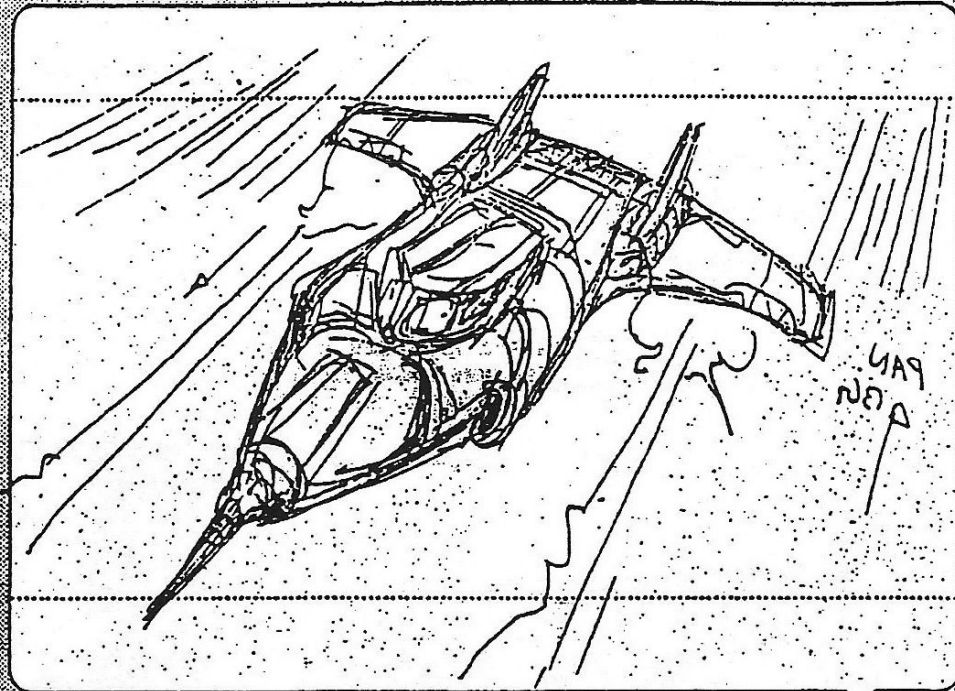
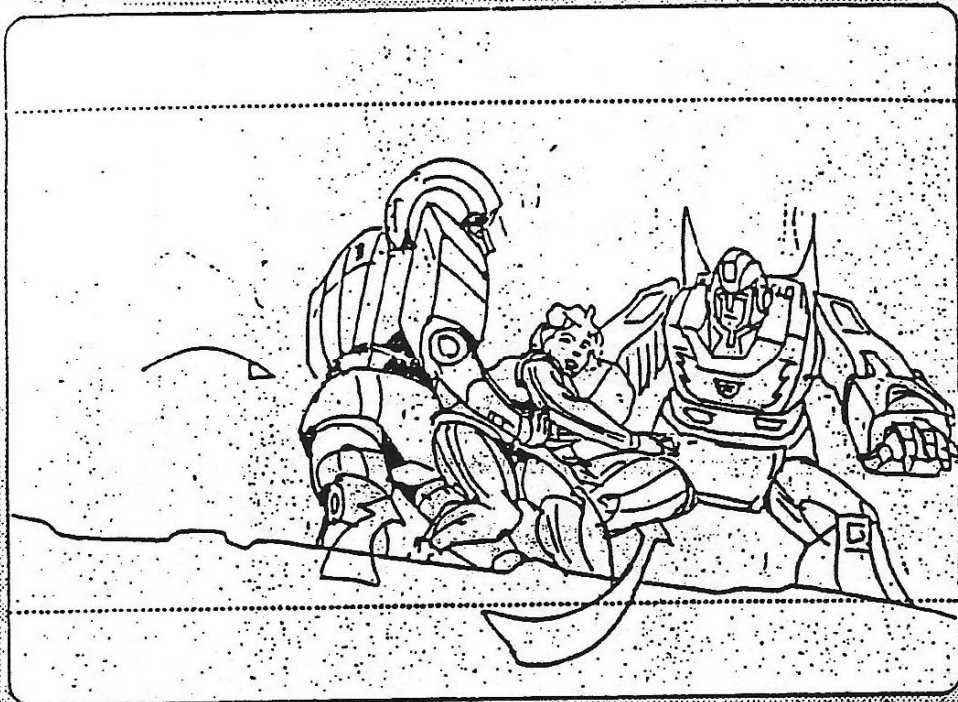
**CAMERA**

SC. CONT 15-40

SC. 15-41

SEQ. 15 Page

27



ACTION ...AND HELPS ARCEE WHO PULLS DANIEL TO SAFETY.

DIAL HOT ROD

(TO ARCEE) And you better stay  
close to me...

MUSIC/SFX

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

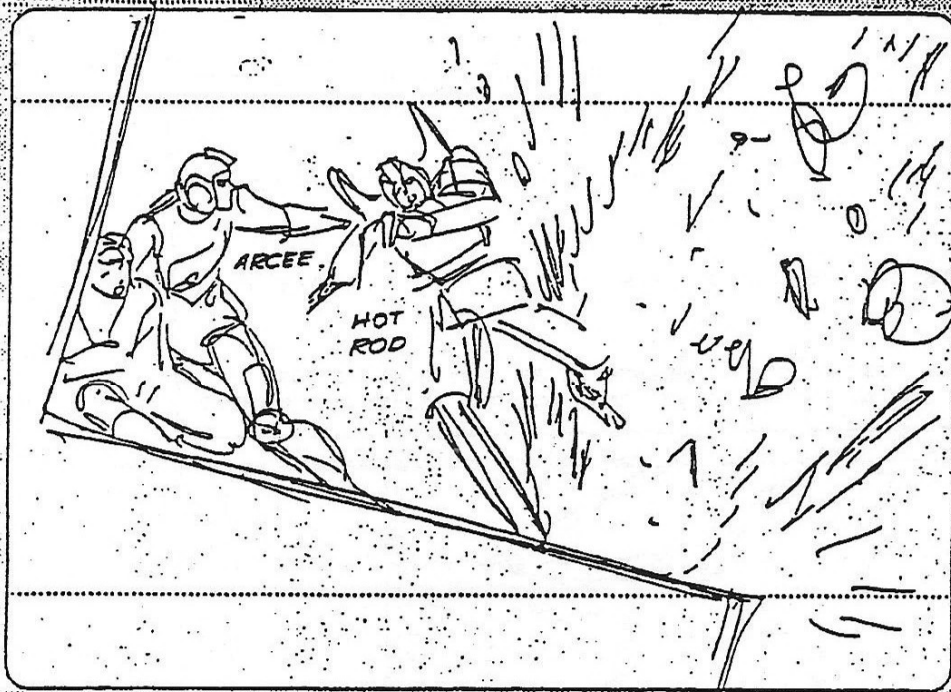
ACTION M.I.S. CYCLONUS DIVES AND FIRES O.S.

DIAL

MUSIC/SFX

SC.

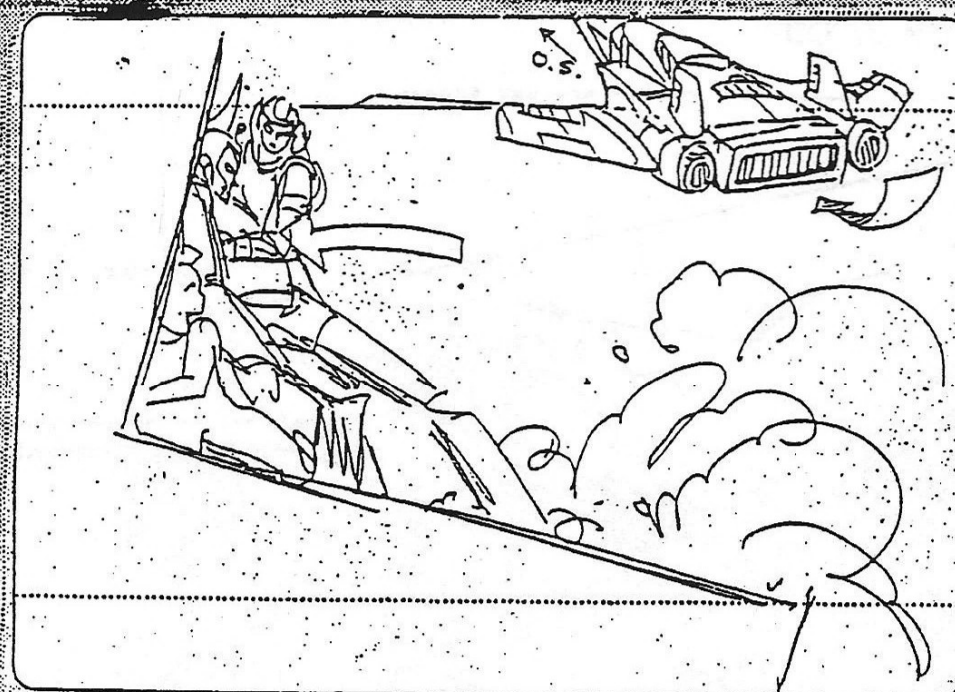
15-42



SC. CONT.

SEQ. 15 Page

28



ACTION L.S. HOT ROD, ARCEE AND DANIEL. THE BLAST FROM CYCLONUS EXPLODES NEAR HOT ROD...

DIAL

MUSIC/SFX

CAMERA

ACTION ...KNOCKING HIM AGAINST THE WALL.

DIAL

MUSIC/SFX

CAMERA





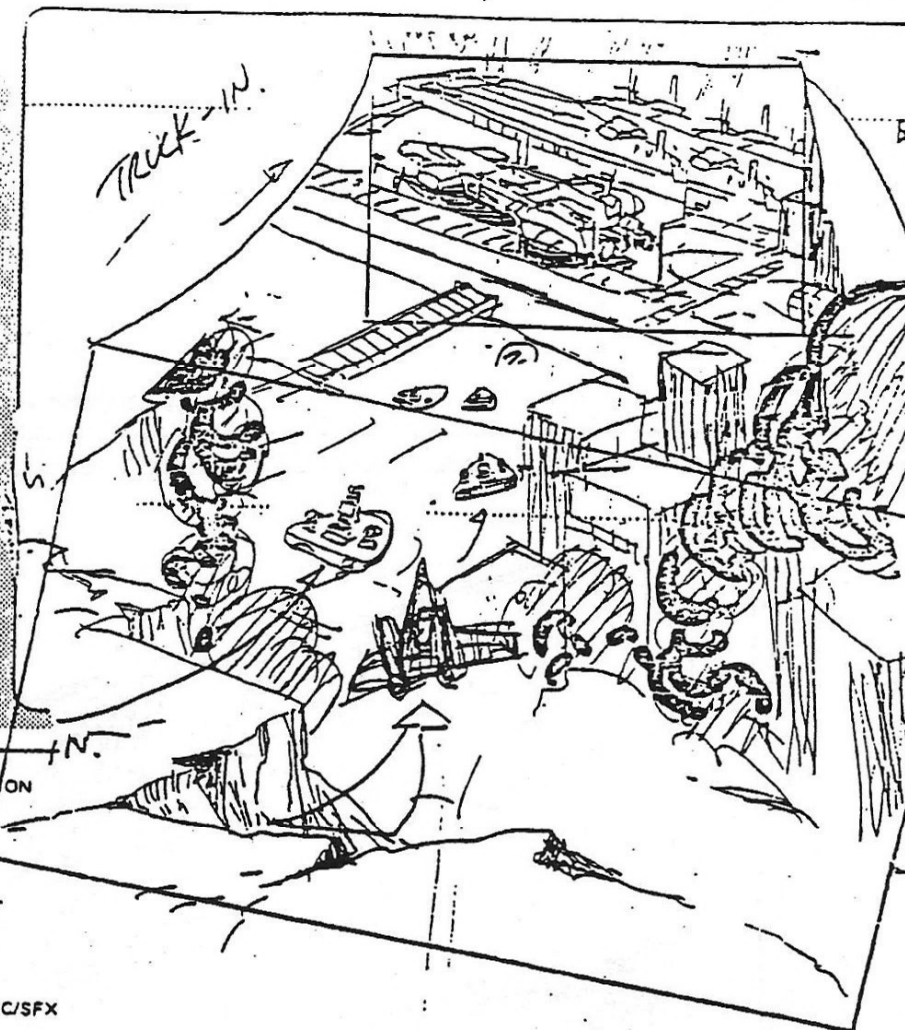
ACTION M.C.U. ARCEE AND HOT ROD. ARCEE CHECKS TO SEE IF HOT ROD IS INJURED. HE IS ALRIGHT. SHE SMILES.

DIAL ARCEE

No. You'd better stay close to me.

MUSIC/SFX

**TFR**  
From Generation 1 to Beast Hunters and Beyond!!!!



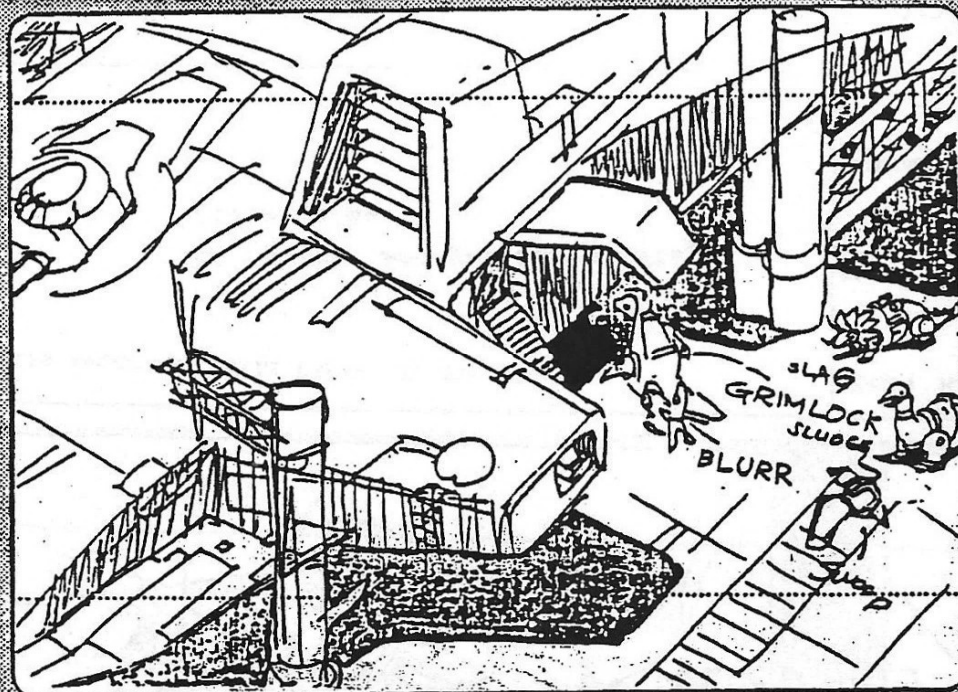
ACTION

DIAL

MUSIC/SFX

X.E.S. CYCLONUS AND THE

SC. 15-45



ACTION L. DOWN SHOT. BLURR AND GRIMLOCK. BLURR IS LEADING GRIMLOCK TOWARD HOT ROD'S SHUTTLE. BLURR SHOOTS THIS WAY AND THAT WAY AROUND THE DINOBOT, TRYING TO GET HIM TO HURRY.

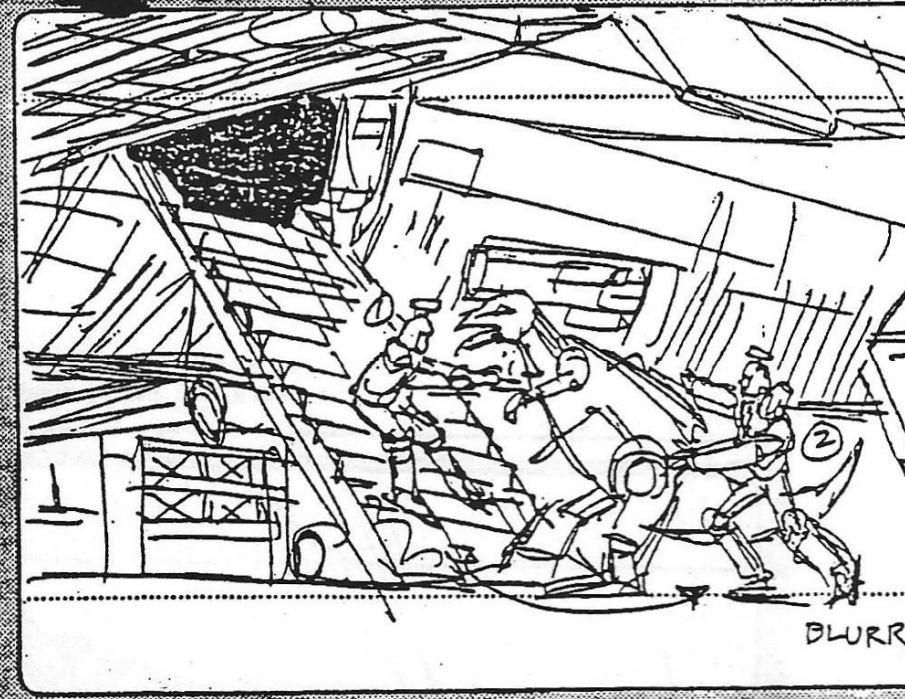
DIAL  
BLURR (PLEADING WITH HIM, SHOVING HIM, TALKING VERY, VERY RAPIDLY) Nice Dino, good Dino, sweet Dino! Won't you step into the nice spaceship for Blurr? Pretty please?...

MUSIC/SFX

CAMERA

SC. 15-46

SEQ. 15 Page 30



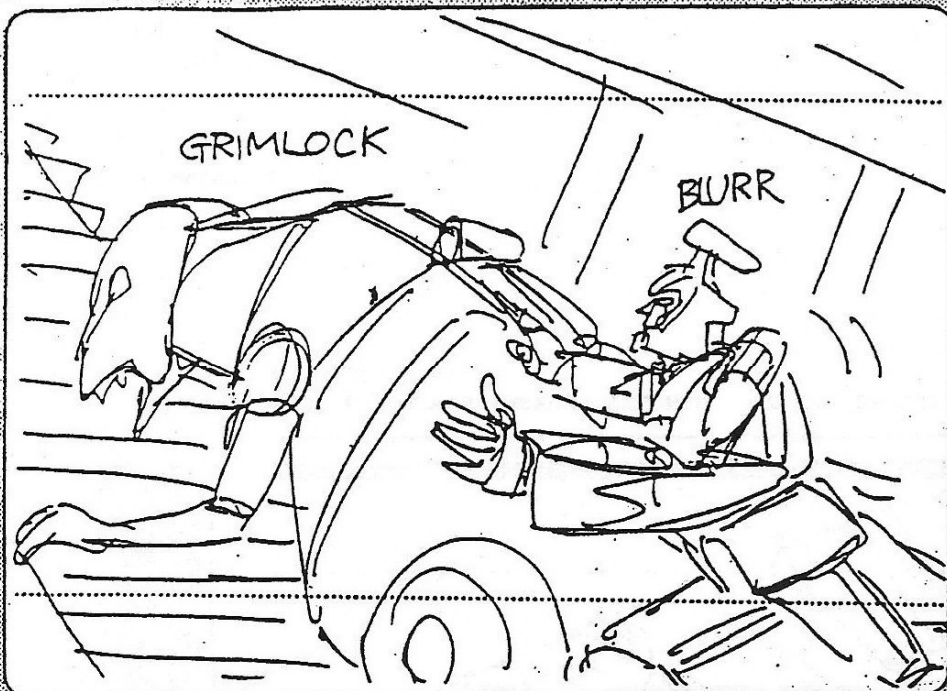
ACTION M.L.S. BLURR AND GRIMLOCK. BLURR RACES AROUND GRIMLOCK FIRST PULLING THEN PUSHING, TRYING TO GET HIM TO GO UP THE BOARDING STEPS OF THE SHUTTLE.

DIAL  
BLURR (CONT) ... Pretty, pretty, pretty please! Nice Dino. Goon Dino. With sugar ontop. And a cherry. And some whipped cream..

MUSIC/SFX

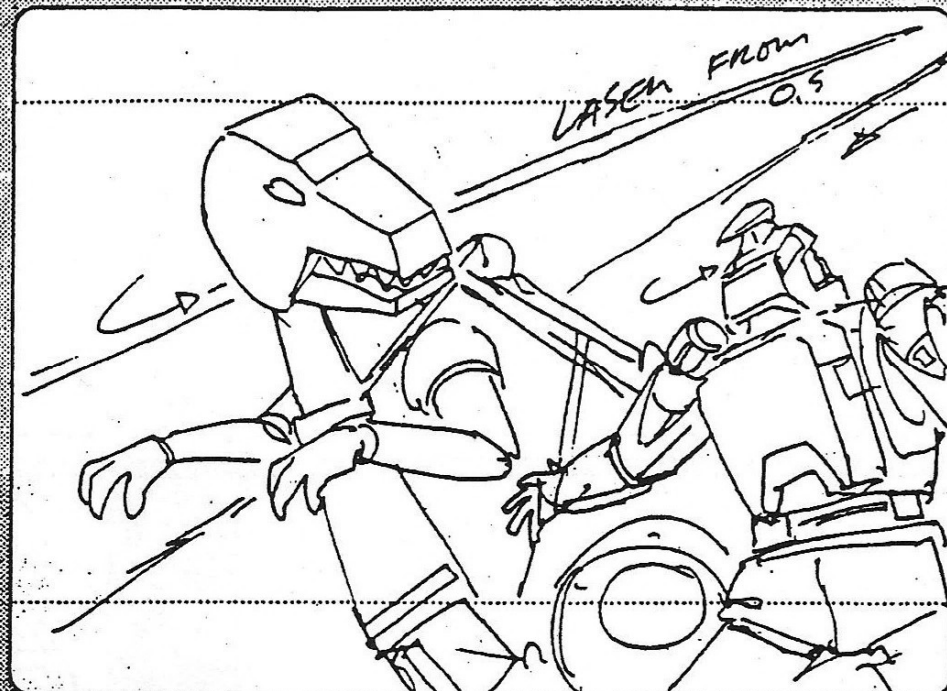
CAMERA

SC. 15-47



SC. CONT

SEQ. 15 Page 31



ACTION M.S. GRIMLOCK AND BLURR. BLURR SHOVES ON GRIMLOCK WHO RESISTS EVERY EFFORT TO GET HIM TO MOVE.

AL BLURR (CONT) ... Nice Dino, good Dino, sweet Dino...

MUSIC/SFX GRIMLOCK (STICKING HEAD OUT PAST STRUGGLING BLURR) Me, Grimlock, not "nice

ACTION SUDDENLY LASER BLASTS ZING PAST FROM HIGH O.S. GRIMLOCK AND BLURR TURN TO SEE WHO'S FIRING.

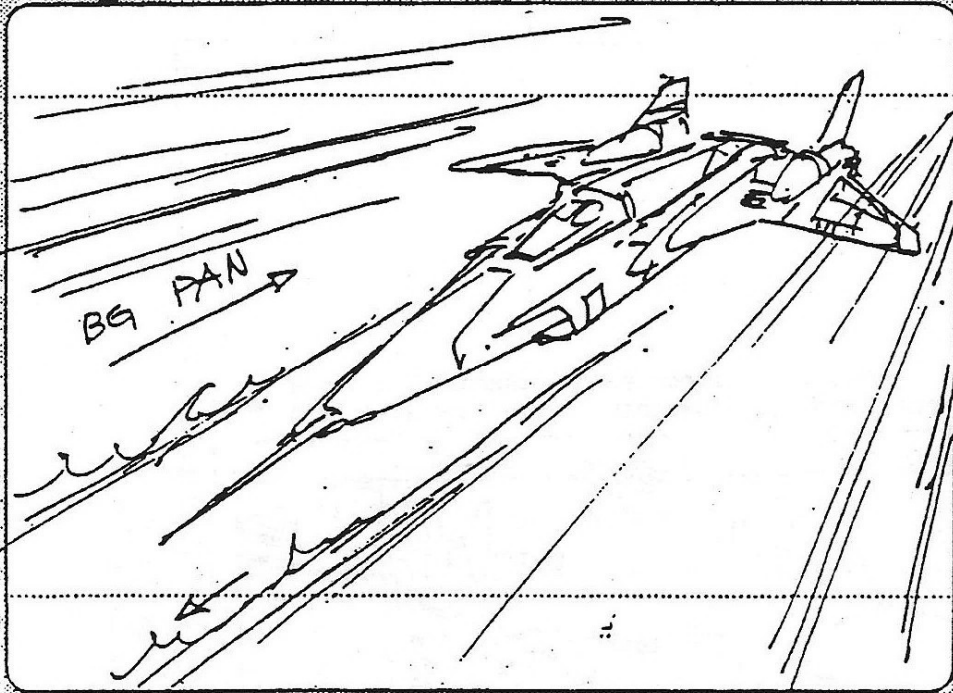
DIAL GRIMLOCK (CONT) ... Me bash brains!

MUSIC/SFX

CAMERA

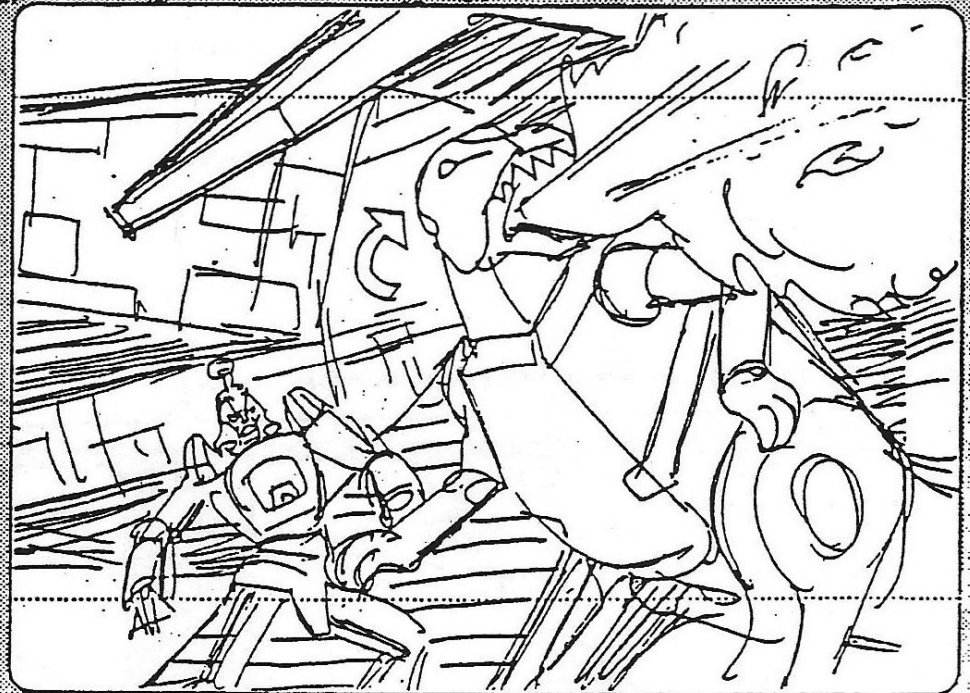


SC. 15-48



SC. 15-49

SEQ. 15 Page 32



ACTION M.L.S. CYCLONUS DIVES TOWARD THEM.

DIAL

MUSIC/SFX

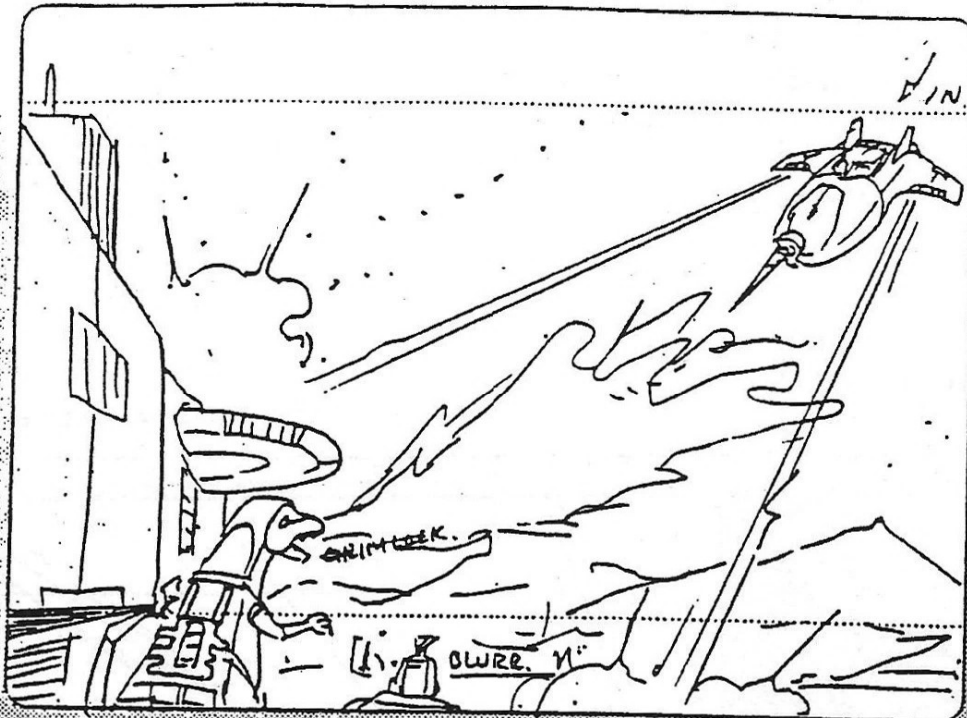
ACTION M.L.S. BLURR AND GRIMLOCK. GRIMLOCK SENDS OUT A BLAST OF FIRE FROM HIS MOUTH.

DIAL

MUSIC/SFX

CAMERA





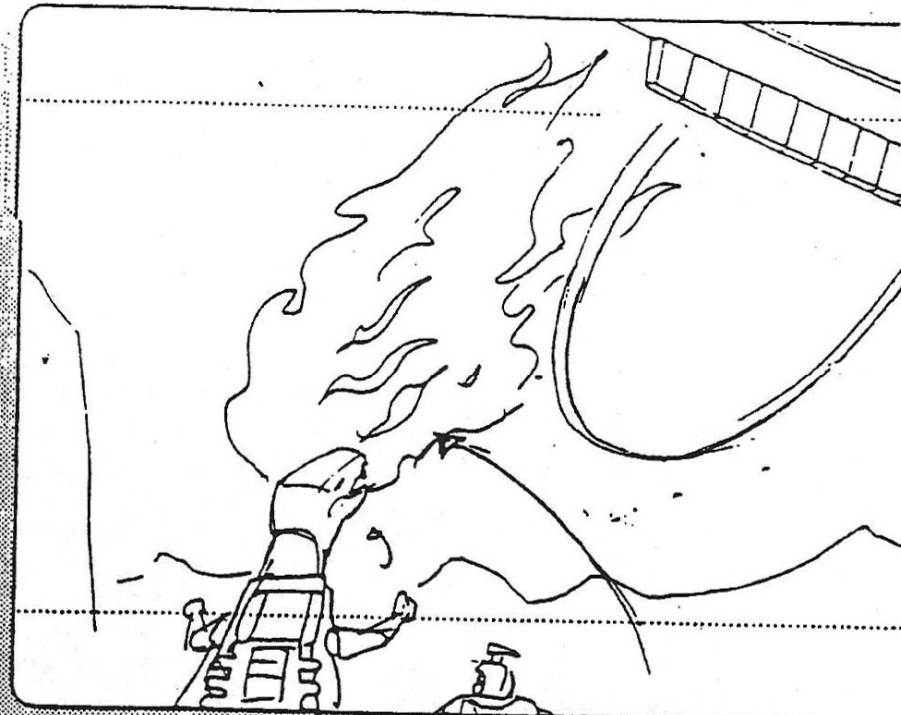
ACTION U.S. GRIMLOCK, BLURR, CYCLONUS. GRIMLOCK FIRES HIS FIRE BLAST AT CYCLONUS WHO IS SHOOTING AT THEM.

DIAL

MUSIC/SFX

CAMERA

From Generation 1 to Beast Hunters and Beyond!!!!



ACTION CYCLONUS BANKS AND PULLS UP AVOIDING THE GRIMLOCK'S FIRE.

DIAL

MUSIC/SFX

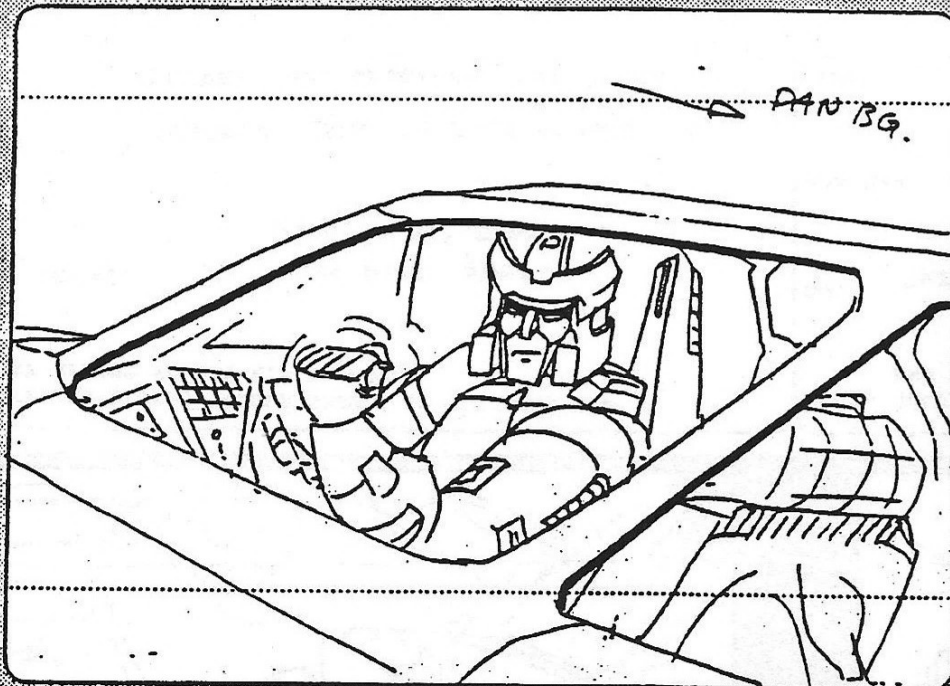
CAMERA

SC. 15-50A

SC.

SEQ 15

Page 33A



ACTION M.S. GALVATRON INSIDE CYCLONUS. HE SHAKES HIS FIST AT GRIMLOCK O.S.

DIAL

MUSIC/SFX

CAMERA

ACTION

DIAL

MUSIC/SFX

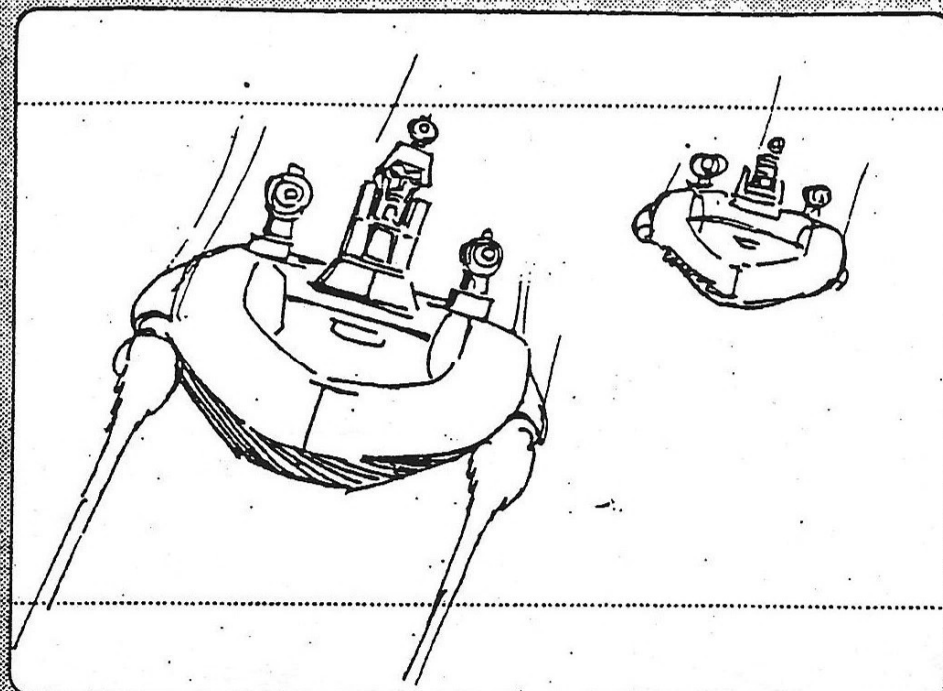
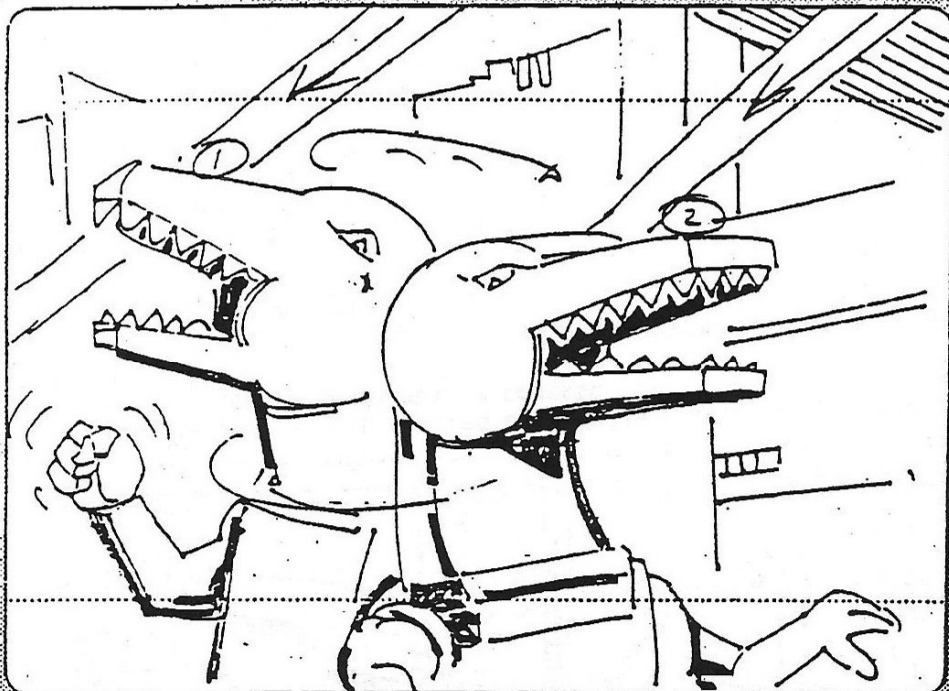
CAMERA

SC. 15-51

SC. 15-51A

SEQ. 15

Page 33 B



NEXT PAGE 33 C

ACTION M.S. GRIMLOCK. HE SHAKES HIS FIST BACK AT GALVATRON, BUT THEN MORE DECEPTICON LASER FIRE ZINGS PAST HIS HEAD. HE TURNS TO SEE WHERE IT IS COMING FROM.

DIAL

MUSIC/SFX

**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION L.S. TWO SWEEPS. THEY DIVE TOWARD THE O.S. GRIMLOCK AND FIRE AT HIM.

DIAL

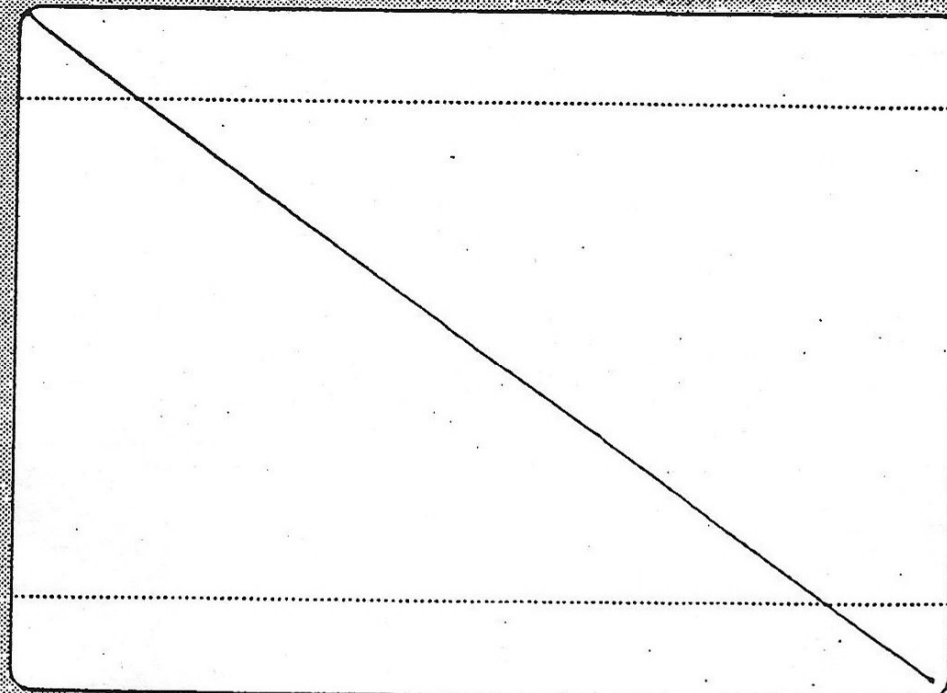
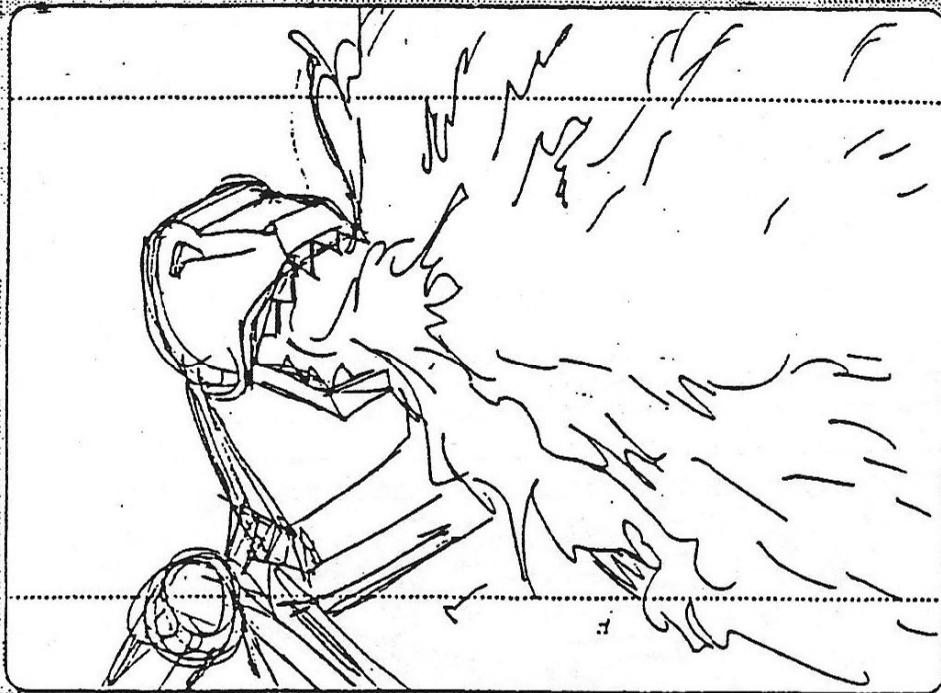
MUSIC/SFX

SC. 15-5/B

SC.

SEQ. 15

Page 33 C



NEXT PAGE 34

ACTION M.S. GRIMLOCK. HE SENDS OUT A BLAST OF FIRE TOWARD THE O.S. SWEEPS.

DIAL

MUSIC/SFX

ACTION

DIAL

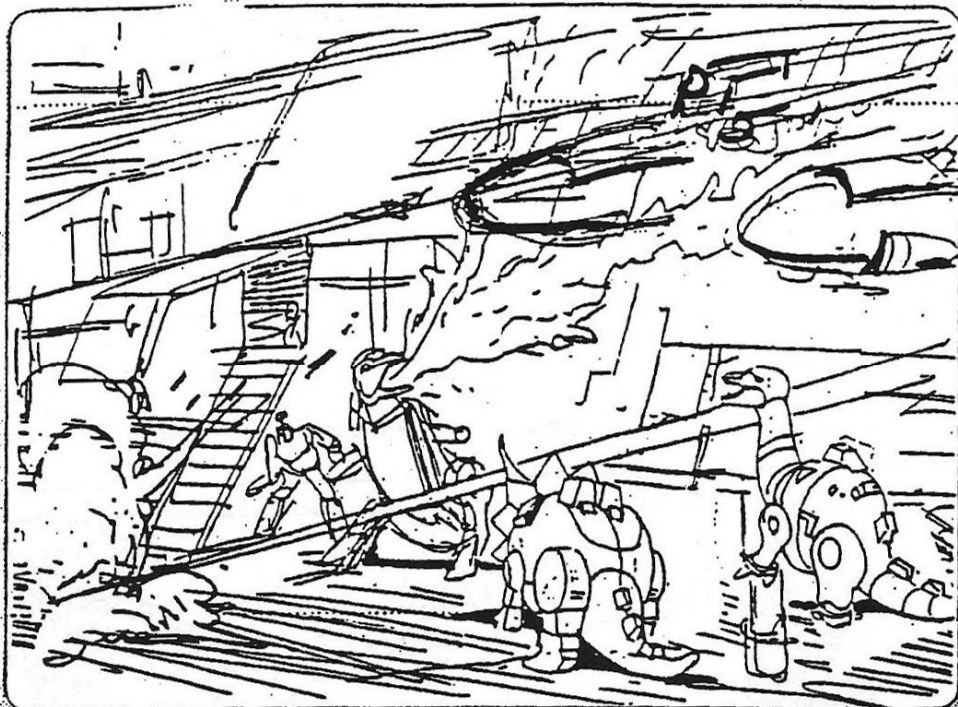
MUSIC/SFX

CAMERA



SC. 1001

SEQ. 5 Page 7



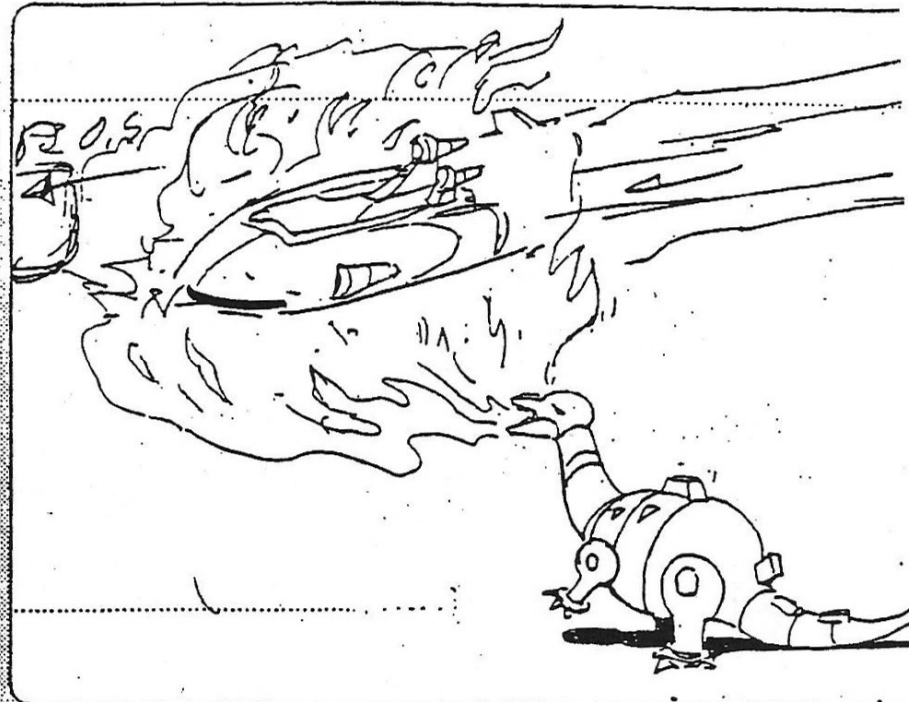
ACTION

L.S. BLURR AND GRIMLOCK AS TWO DECEPTICON PLANES FLY BY LOWE OVERHEAD. GRIMLOCK SHOOTS HIS FIRE BLAST WHICH STARTS THE FIRST SHIP ON FIRE.

DIAL

MUSIC/SFX

**T FRAW**  
From Reel 1 to Reel 100 and Beyond!!!



ACTION

SLUDGE FIRES A BLAST OF FIRE AT THE SECOND SHIP, IT CATCHES ON FIRE AND BOTH SWEEPS FLY O.S.

DIAL

MUSIC/SFX

CAMERA

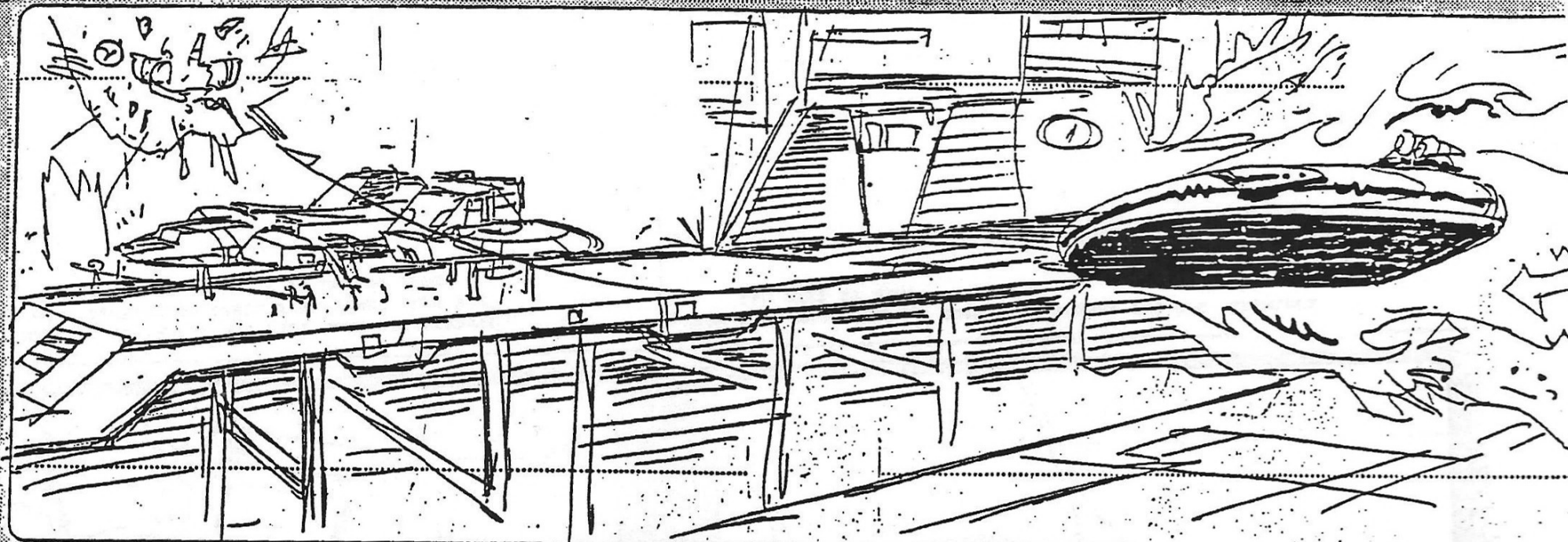
SC. 15-53

STOP

~~A~~ FOLLOW PAN

START SEQ. 15 Page

35



ACTION M.L.S. THE FLAMING DECEPTICON PLANE. WE PAN WITH IT  
AS IT BANKS OUT OF CONTROL...

DIAL ...FLIES OVER ULTRA MAGNUS' AUTOBOT SHUTTLE AND EXPLODES  
IN MID-AIR.

MUSIC/SFX

CAMERA

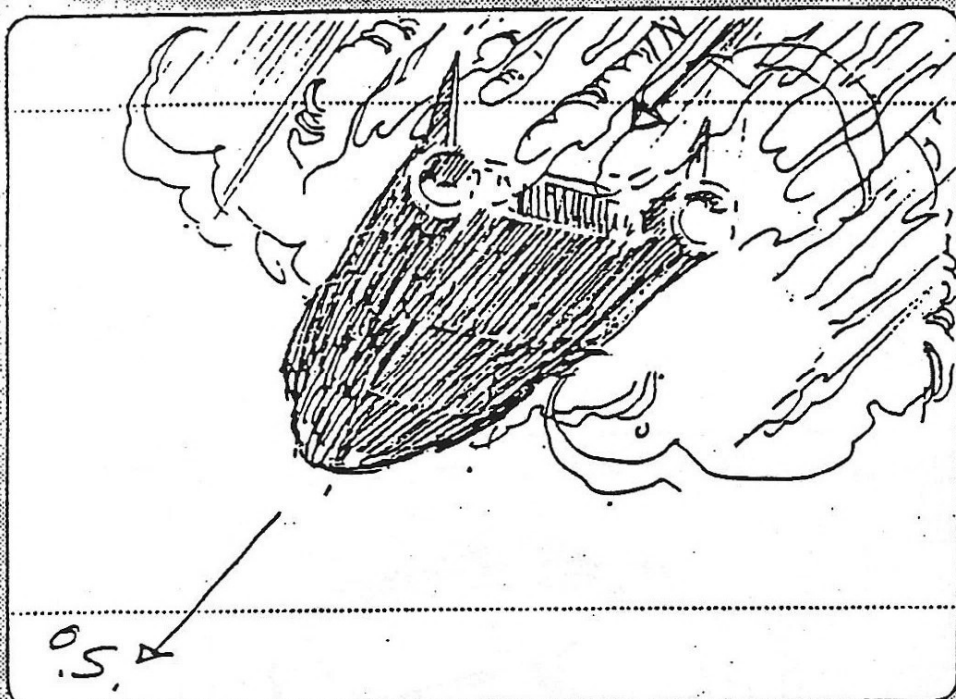
ACTION

DIAL

MUSIC/SFX

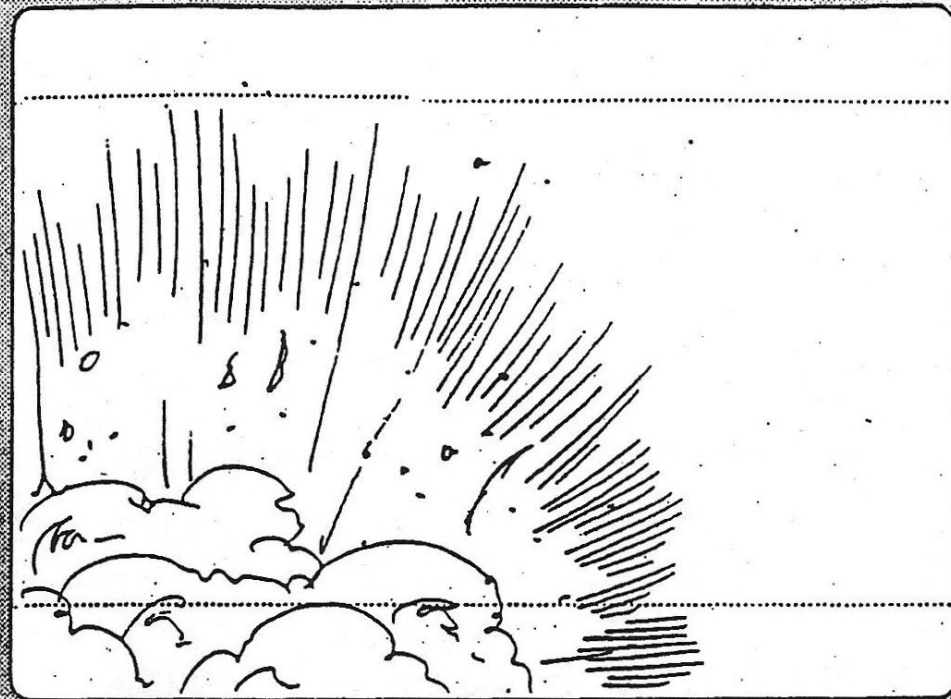
CAMERA

SC. CONT 15-53



SC. CONT

SEQ 15 Page 35A



ACTION THE SECOND SWEEP, IN FLAMES, STREAKS DOWN THROUGH THE  
SCENE...

DIAL

MUSIC/SFX

IFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

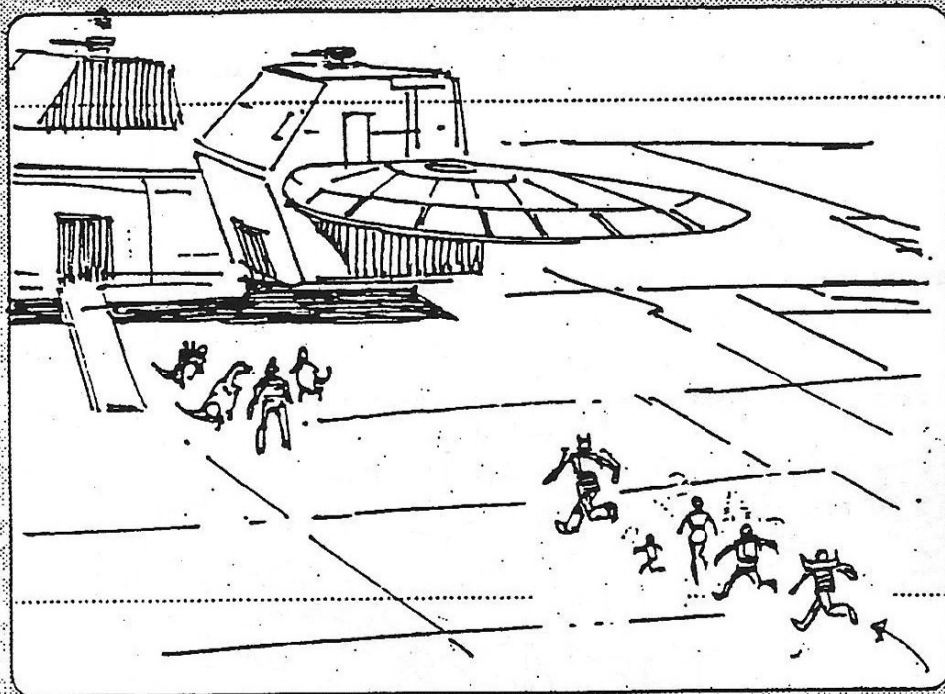
ACTION ...AND EXPLODES O.S. SENDING UP BILLLOWING CLOUDS OF  
FLAME AND SMOKE.

DIAL

MUSIC/SFX

CAMERA

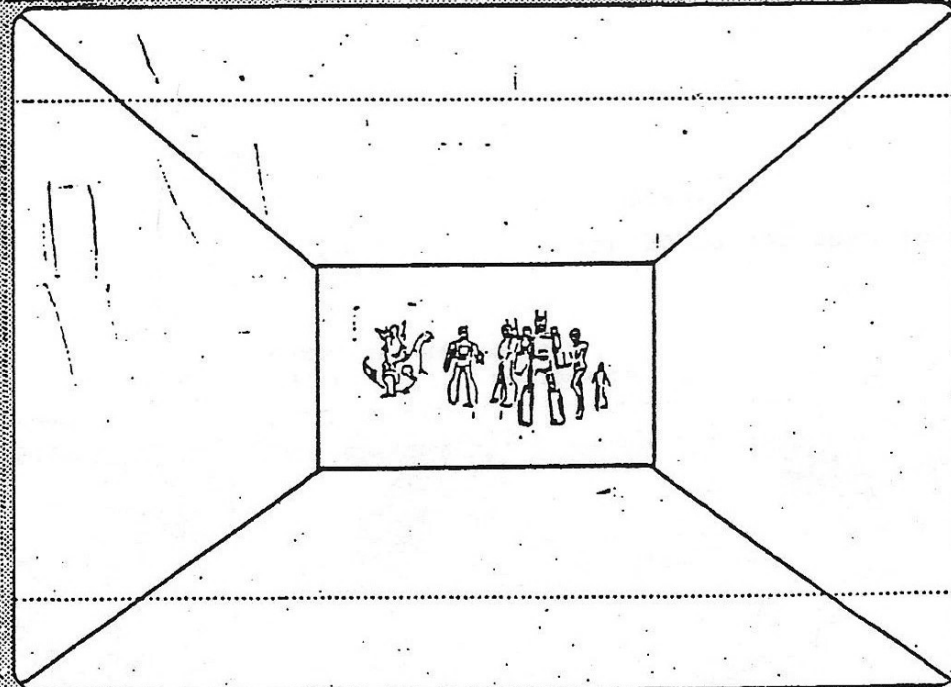
SC. 15-53A



SC.

TRUCK IN SEQ. 15

Page 36



ACTION X.L.S. BLURR AND THE DINOBOTS STAND NEAR AN AUTOBOT SPACE SHUTTLE AS ULTRA MAGNUS, DANIEL, ARCEE, KUP AND HOT ROD COME RUNNING TOWARD THEM.

DIAL

MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ULTRA MAGNUS AND THE OTHERS GATHER NEAR BLURR AND THE DINOBOTS.

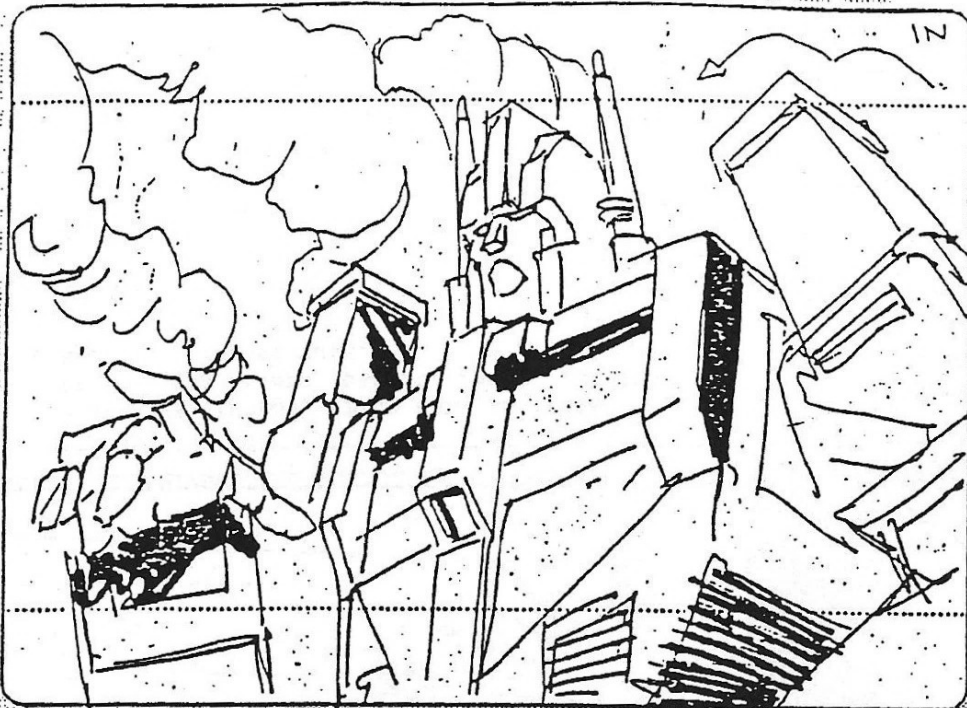
DIAL

MUSIC/SFX

CAMERA



SC. 15-57



ACTION ULTRA MAGNUS STEPS INTO THE SCENE AND ADDRESSES BLURR  
O.S.

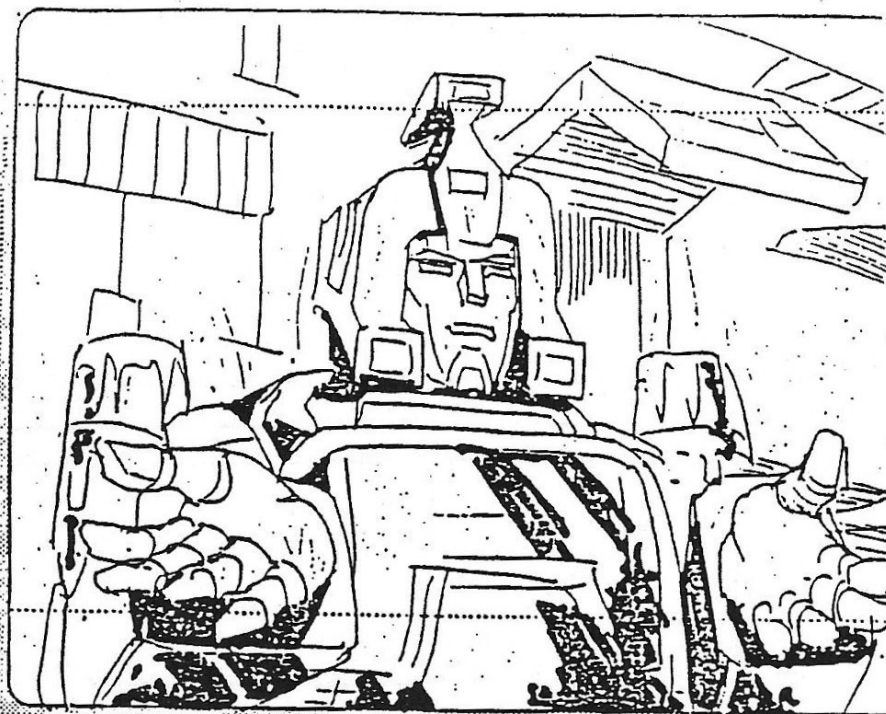
DIAL ULTRA MAGNUS                      Blurr, get the Dinobots  
in the shuttle.

MUSIC/SFX

**TFRAW**  
From Generations to Beast Hunters and Beyond!!!!  
CAMERA

SC. 15-57

SEQ. 5



ACTION M.S. BLURR. HE MOTIONS TO ULTRA MAGNUS THAT HE IS AT  
A LOSS AS WHAT TO DO...

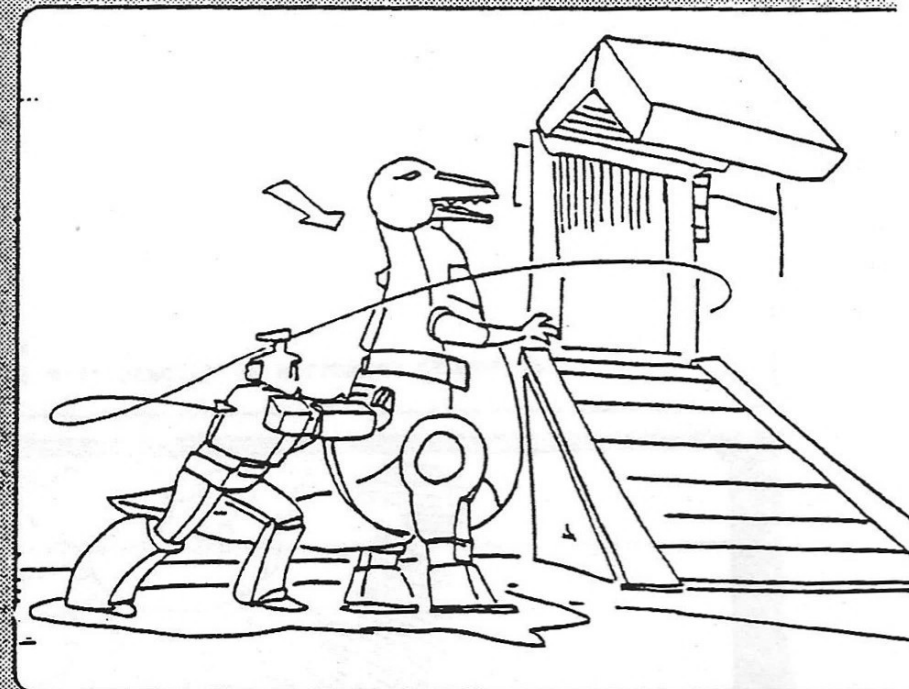
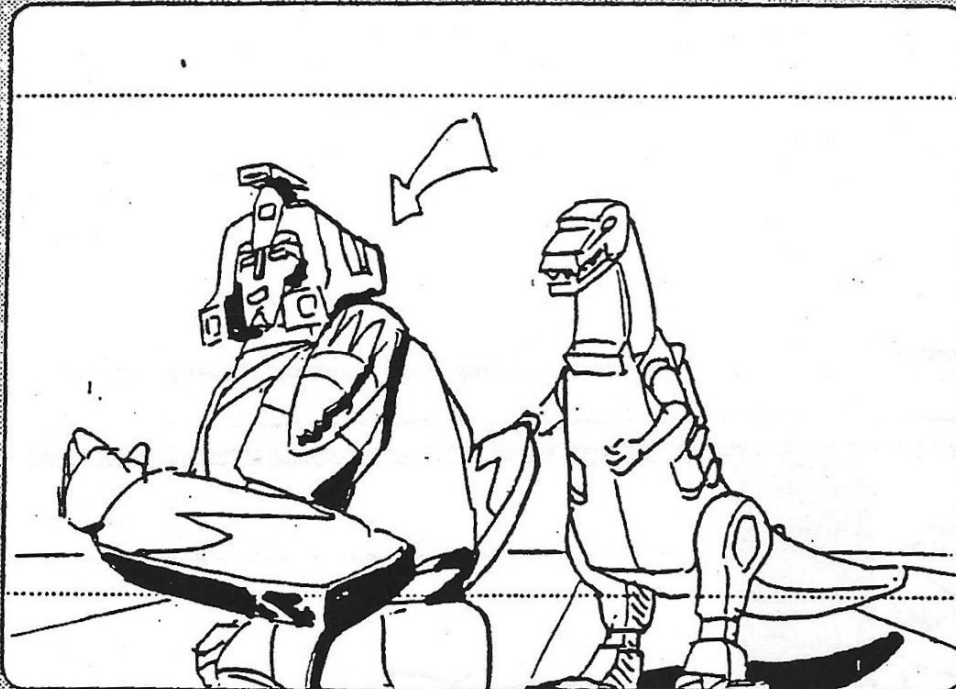
DIAL BLURR                      I'm trying to get them in the shuttl  
Ultra Magnus...

MUSIC/SFX

SC. CONT 15-55

SC. CONT

SEQ. 15 Page 38



ACTION ...HE THEN TURNS...

DIAL BLURR (CONT) ...'Cause I know that we  
can't launch the shuttle  
until ...

MUSIC/SFX

CAMERA

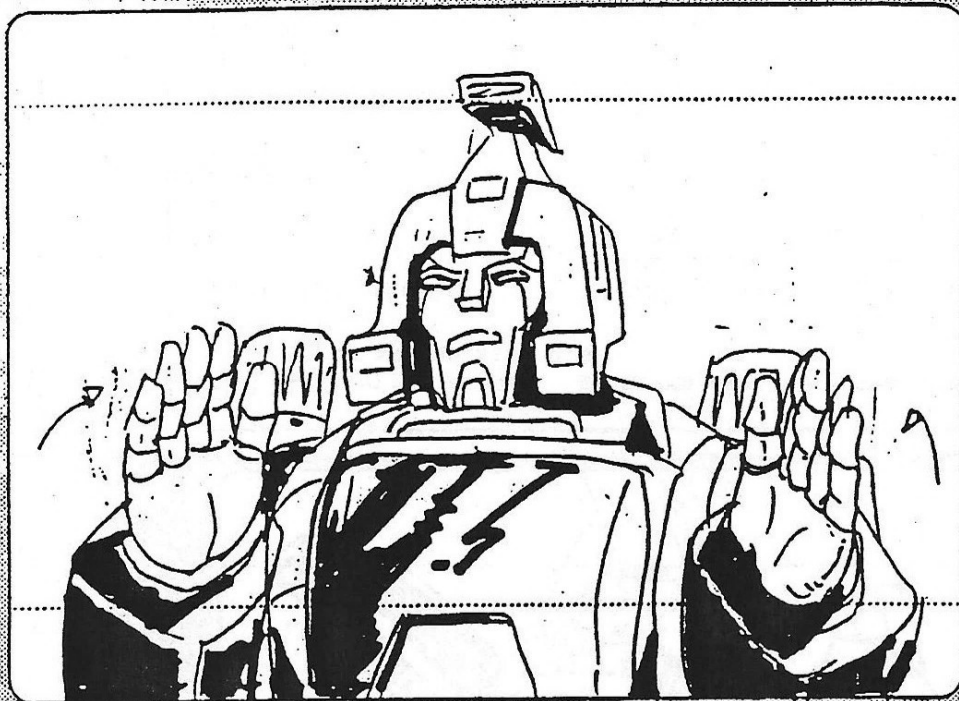
ACTION ...ZIPS OVER TO GRIMLOCK AND TRIES TO FORCE HIM ONTO  
THE SHUTTLE.

DIAL BLURR (CONT) ...I get them in  
the shuttle...

MUSIC/SFX

CAMERA

SC. CONT 15-55



ACTION BLURR ZIPS BACK TO FOREGROUND. HE THEN MOTIONS TO ULTRA MAGNUS O.S. HE'S HELPLESS, FRUSTRATED...

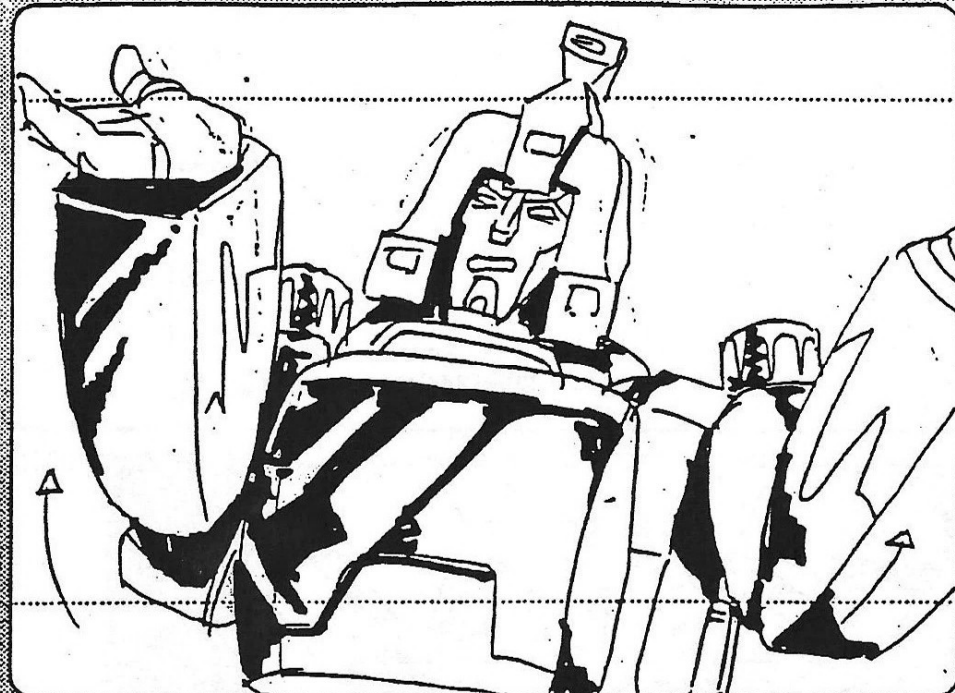
DIAL BLURR ((CONT)) ... But I can't seem to get them in the shuttle. 'Cause ...

MUSIC/SFX  
IFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT.

SEQ. 15 Page

39



ACTION ...AND AT A LOSS AS HOW TO MOVE HIS DINOBOT BUDDY ON TO THE SHIP.

DIAL BLURR (CONT) ...they're impossible, impossible, impossible.

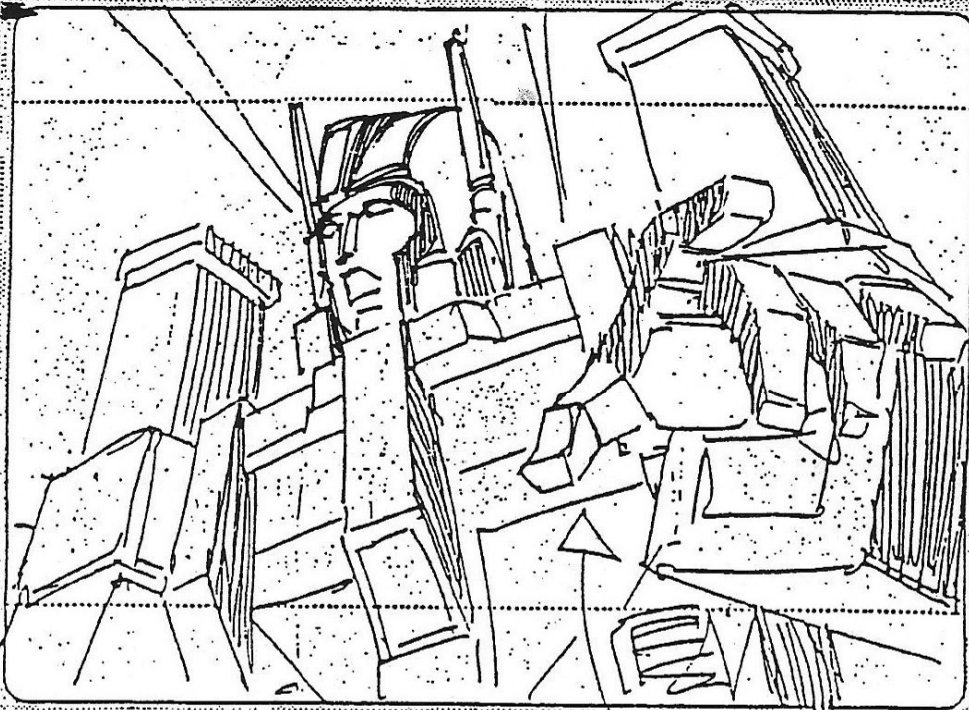
MUSIC/SFX

CAMERA

SC. 15-56

SC. CONT

SEQ 15 Page 39A



ACTION M.S. ULTRA MAGNUS SPEAKS TO O.S. BLURR.

DIAL ULTRA MAGNUS Okay, forget it.

MUSIC/SFX

CAMERA  
**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION HE THEN TURNS HIS HEAD AND SPEAKS TO O.S. HOT ROD AND KUP.

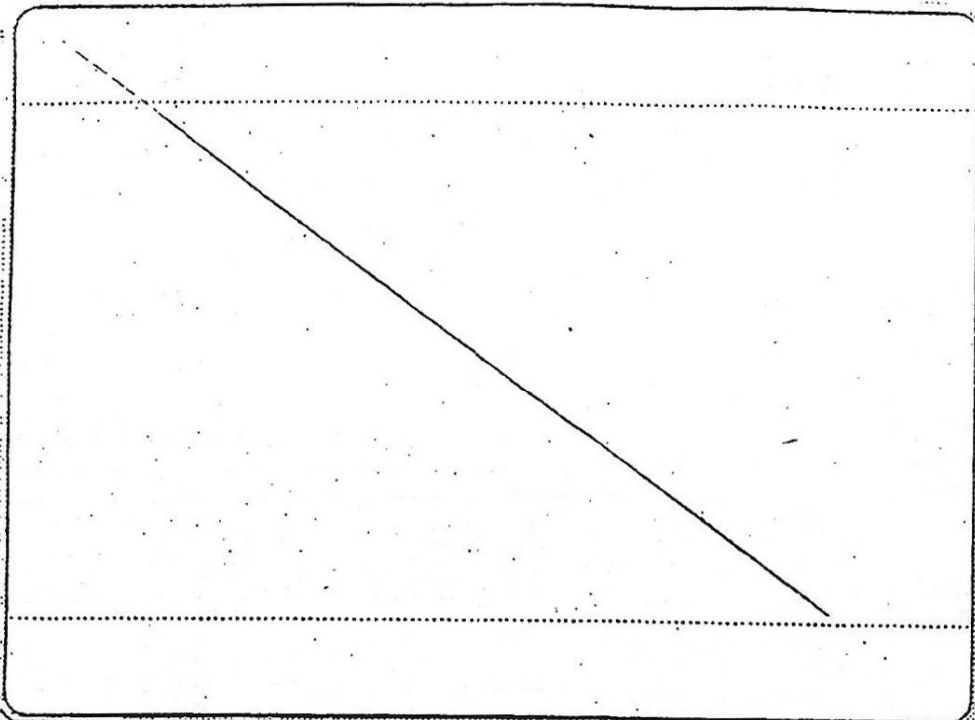
DIAL ULTRA MAGNUS Kup, Hot Rod

MUSIC/SFX

CAMERA



50.



ACTION

DIAL

MUSIC/SFX

**T-FRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

50. 1-5

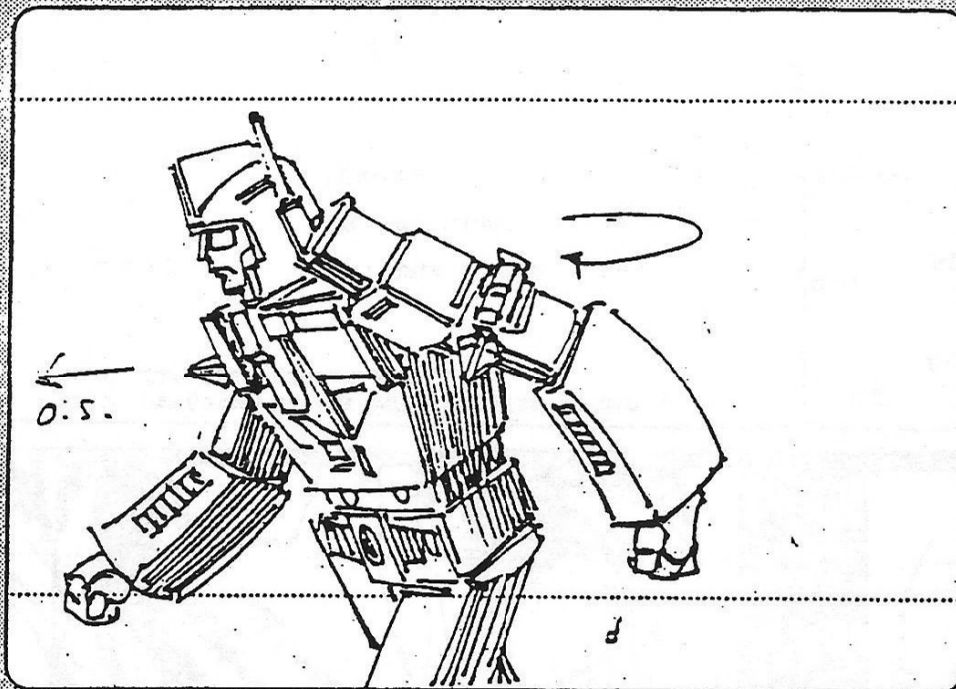
50. 5



ACTION M.L.S. HOT ROD, ARCEE AND KUP. THEY STOP THEIR ACTIVITY  
AND TURN TO FACE ULTRA MAGNUS O.S.

DIAL ULTRA MAGNUS (VO) you guys get the Dinobots aboard  
and get out of here?

MUSIC/SFX



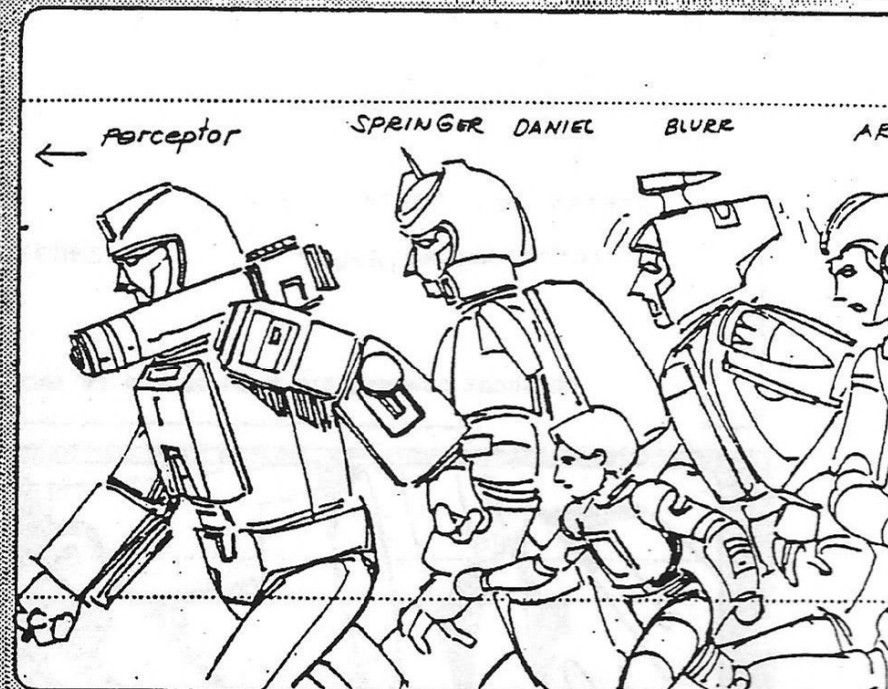
ACTION M.S. ULTRA MAGNUS. HE GIVES ORDERS TO THE AUTOBOTS,  
TURNS AND HURRIES O.S.

DIAL ULTRA MAGNUS

The rest of you come  
with me.  
(PICK UP LINE)

MUSIC/SFX

CAMERA



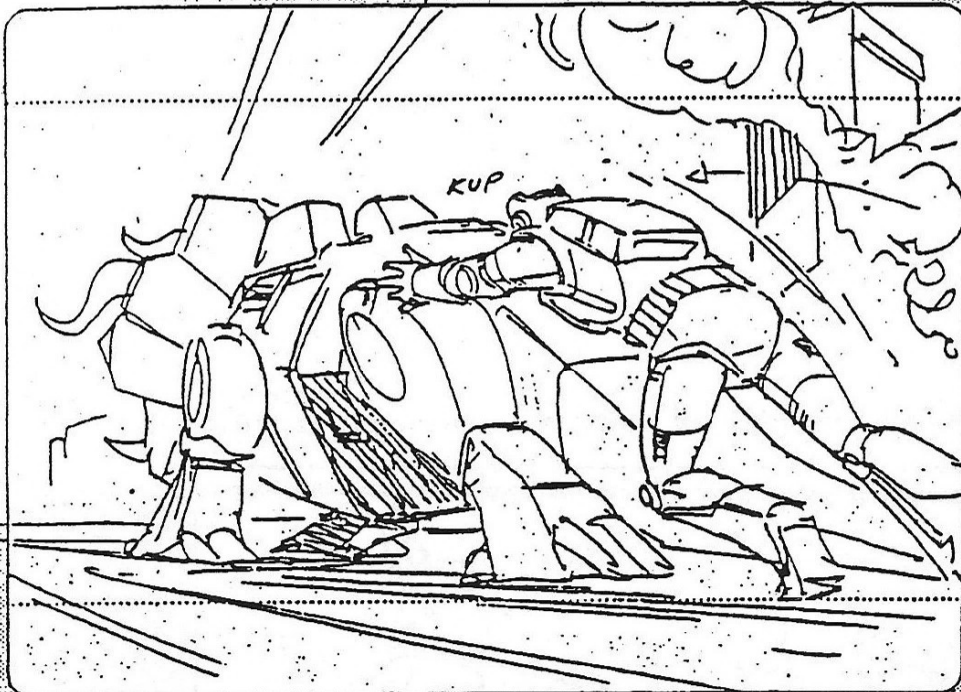
ACTION PERCEPTOR, SPRINGER, DANIEL, BLURR AND ARCEE FOLLOW  
ULTRA MAGNUS.

DIAL

MUSIC/SFX

CAMERA

SC. 15-58



ACTION L.S. KUP AND SLAG. KUP MOVES IN AND GIVES SLAG A PUSH.

DIAL

MUSIC/SFX

**TFRAW**  
 CAMERA  
 From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-59

SEQ. 15 Page

41



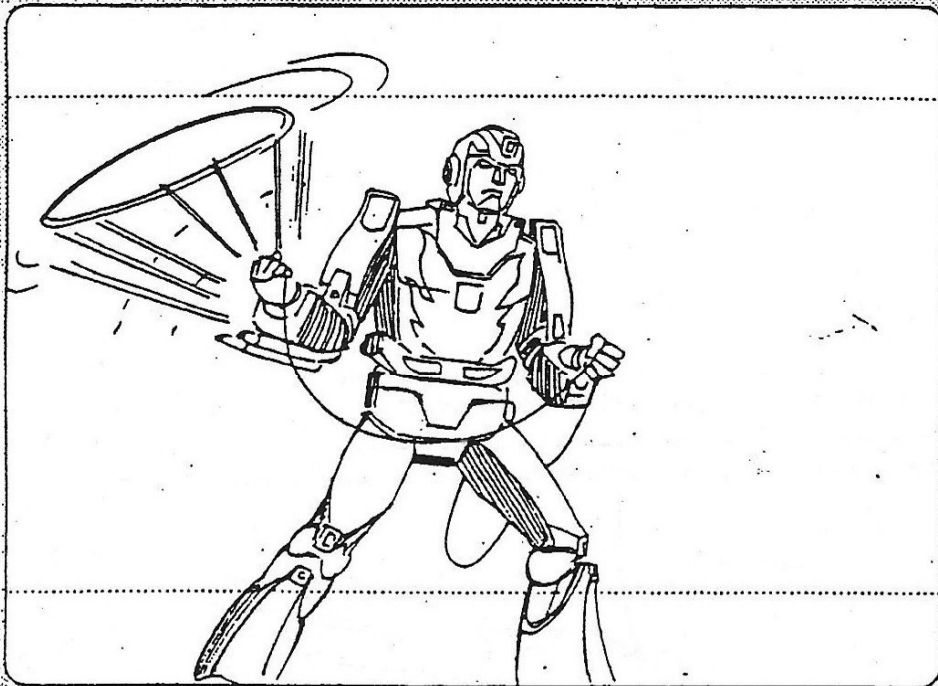
ACTION H.S. HOT ROD. HE REACHES INTO A SIDE COMPARTMENT AND TAKES OUT A METAL ROPE.

DIAL

MUSIC/SFX

CAMERA

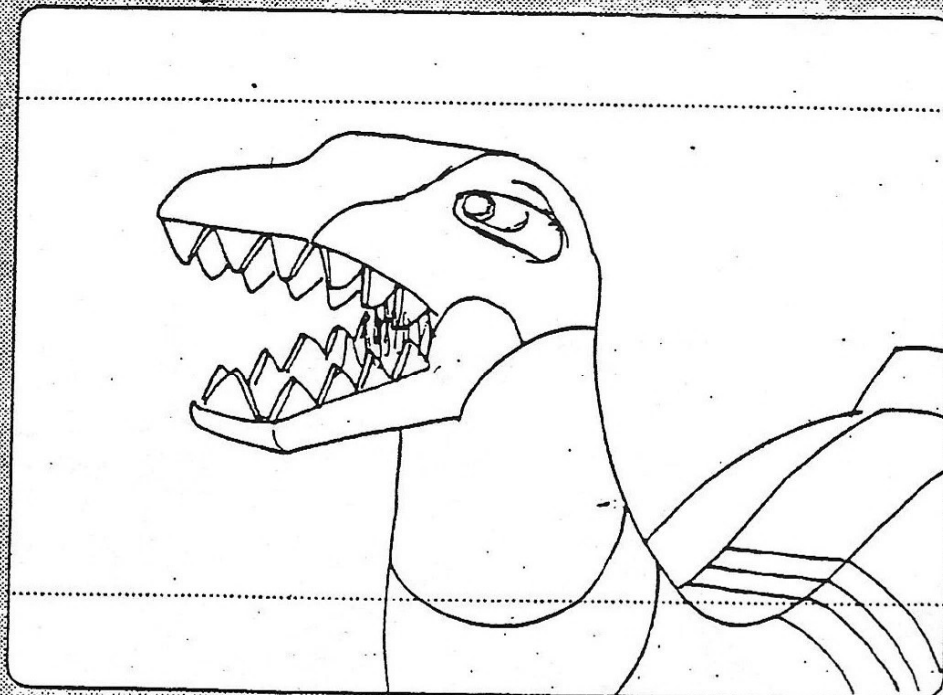
SC. 15-60



SC. 15-61

15

Page 42



NEXT PAGE 42-B

TION M.S. HOT ROD. HE SPINS A LASSO IN HIS HAND GETTING  
READY TO ROPE SLUDGE, THEN THROWS IT.

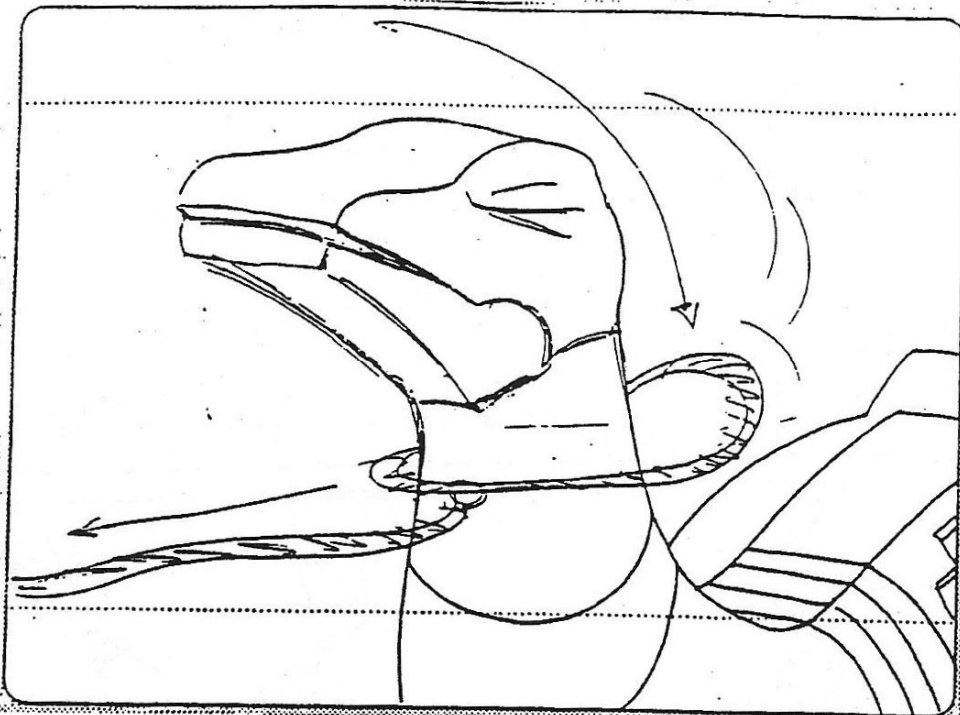
ACTION M.S. SLUDGE. HE LOOKS SURPRISED AS...

DIAL

MUSIC/SFX

CAMERA



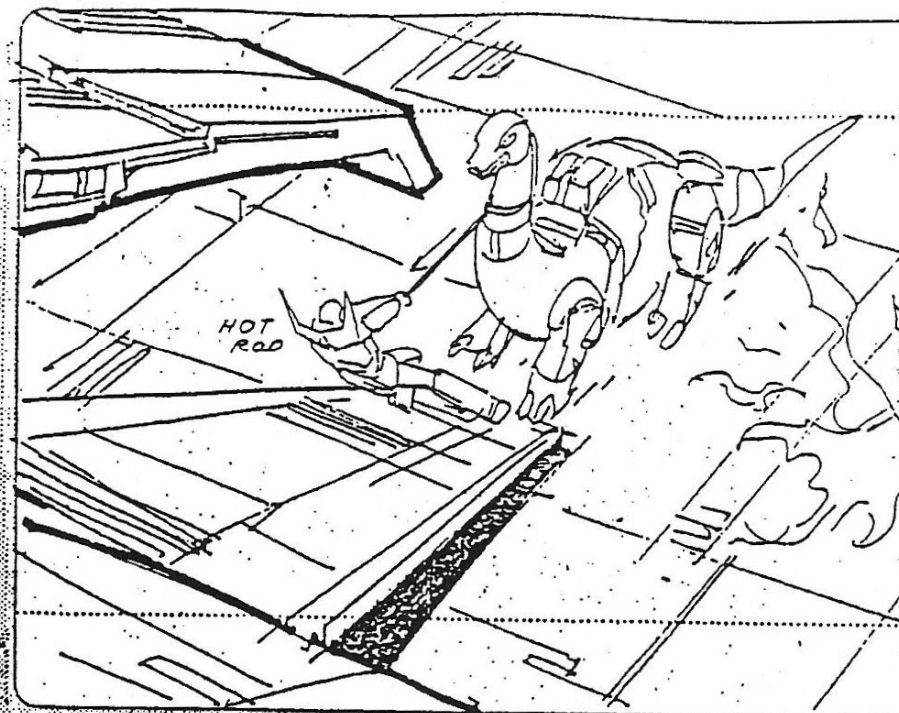


ACTION ...THE LASSO DROPS DOWN OVER HIS HEAD AND IS TIGHTENED UP AROUND HIS NECK.

DIAL

MUSIC/SFX

**T FRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION L.S. HOT ROD AND SLUDGE. HOT ROD PULLS THE ROPE TIGHT AND TRIES TO PULL THE RESISTANT SLUDGE INTO THE SHUTTLE.

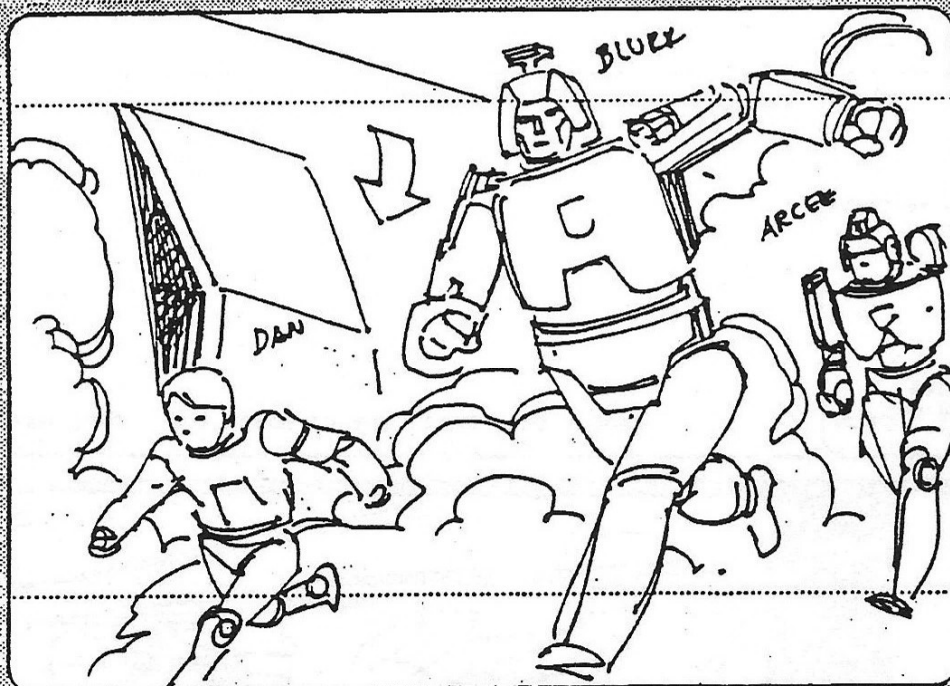
DIAL

MUSIC/SFX

SC. 15-61B

SC. 15-61C

SEQ. 15 Page 42



ACTION M.L.S. BLURR AND ARCEE. THEY DASH TOWARDS ULTRA MAGNUS' SHUTTLE.

DIAL

MUSIC/SFX

CAMERA



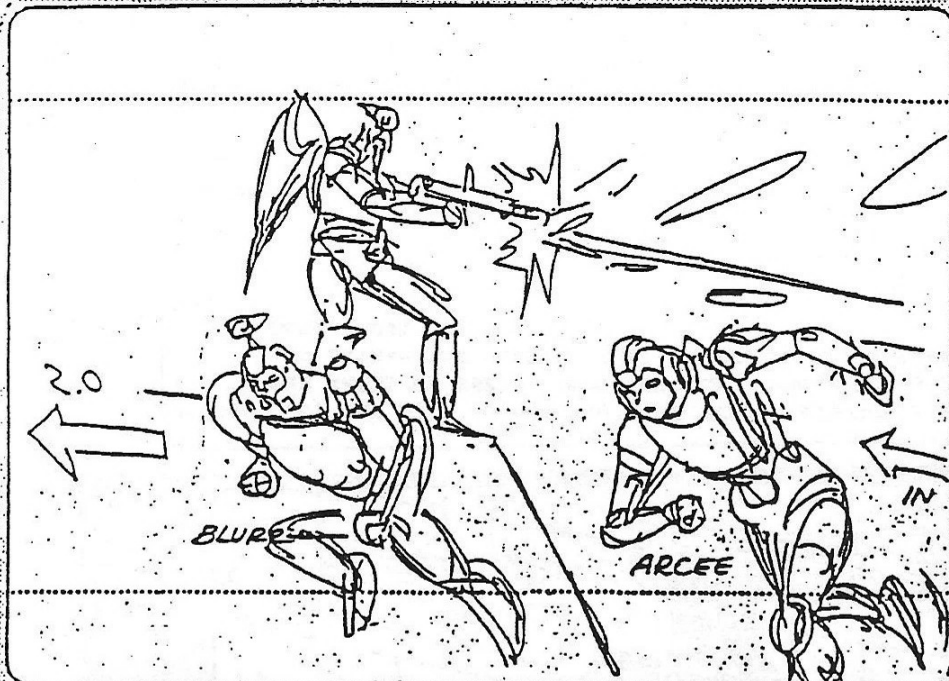
ACTION L.S. SCOURGE. HE LANDS AND TRANSFORMS INTO ROBOT MODE AS OTHER SWEEPS ZOOM PAST ON THE RIGHT.

DIAL

MUSIC/SFX

CAMERA

SC. CONT 15-61D



ACTION M.L.S. SCOURGE TRIES TO FIRE AT BLURR AND ARCEE WHO RUN THROUGH THE SCENE.

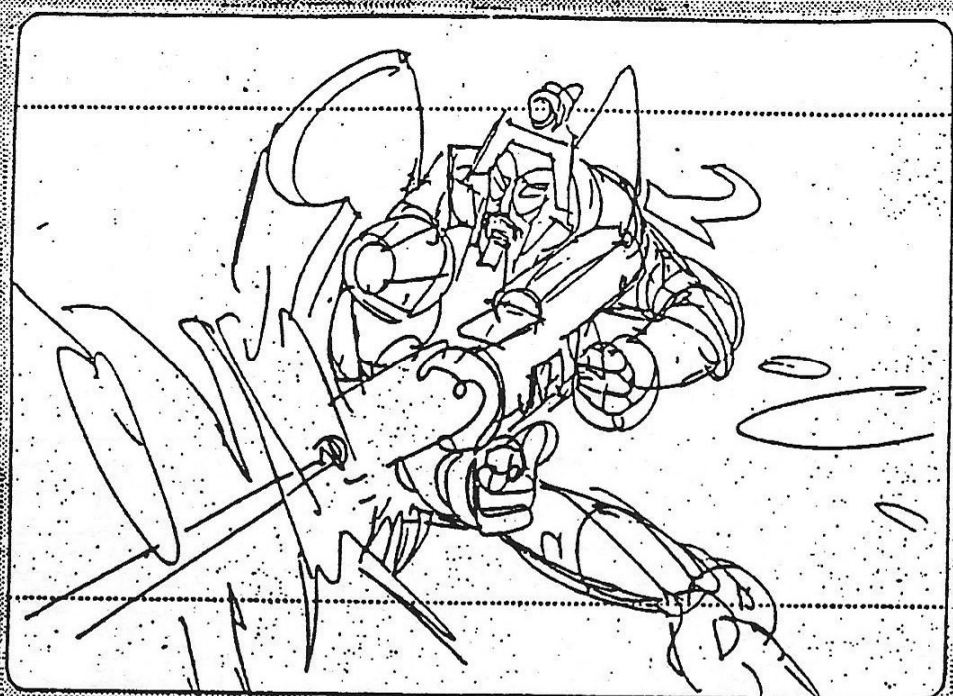
DIAL

MUSIC/SFX

**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!  
CAMERA

SC. 15-62

SEQ. 15 Page 43



ACTION M.S. SCOURGE. HE TURNS AND KEEPS FIRING AT THE O.S. AUTOBOTS.

DIAL  
SCOURGE

No survivors!

MUSIC/SFX

CAMERA

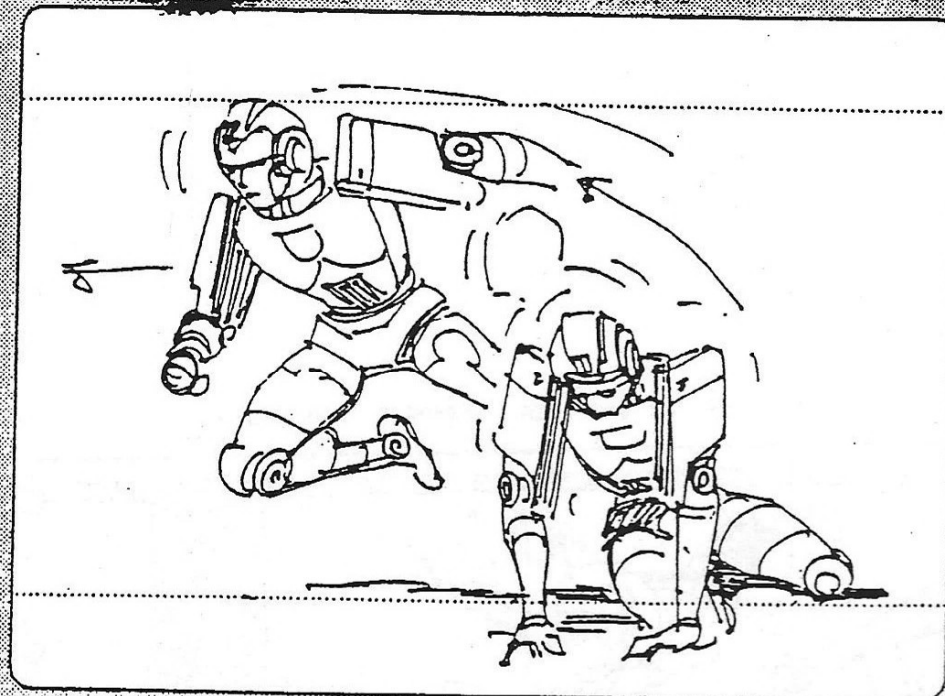
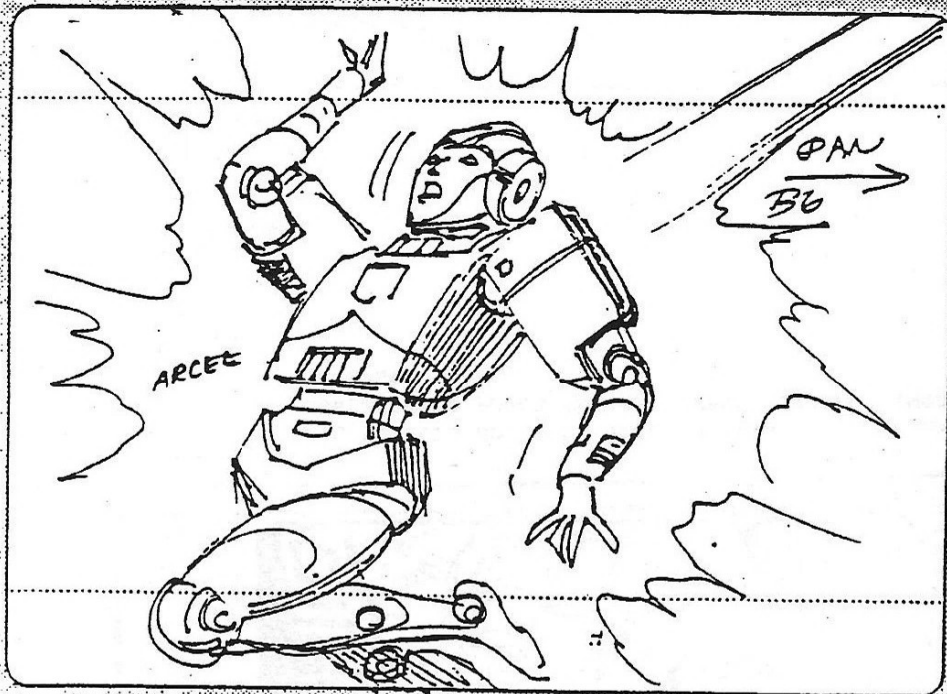
NEXT PAGE 43A

SC. 15-62A

SC. CONT

SEQ 15

Page 43A



NEXT PAGE 44

ACTION M.I.S. ARCEE.. WE MOVE ALONG WITH HER AS SHE IS HIT IN THE BACK BY SCOURGE'S LASER BEAM.

DIAL

MUSIC/SFX

ACTION SHE FALLS TO THE GROUND STUNNED FOR A MOMENT BUT QUICKLY SHE REGAINS HER STRENGTH, GETS UP AND RUNS ON.

DIAL

MUSIC/SFX

CAMERA



SC. 5-60



ACTION

M.L.S. KUP, HOT ROD, SLAG AND SLUDGE. KUP AND HOT ROD CONTINUE TO FORCE THE RELUCTANT DINOBOTS INTO THE SHUTTLE.

DIAL

MUSIC/SFX

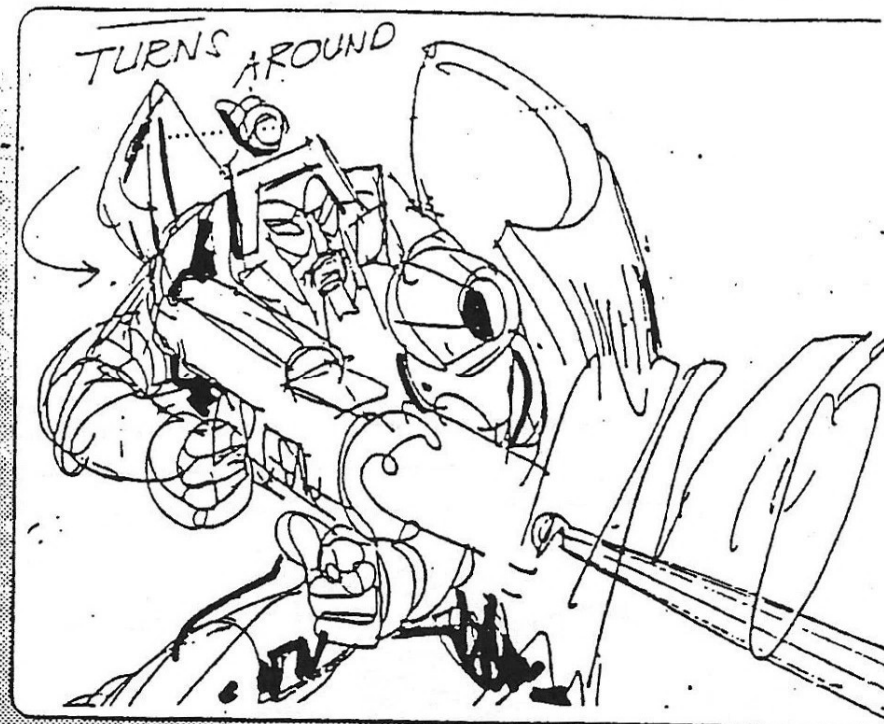
**T FRAW**

From Ge... Beast Hunters and Beyond!!!!

CAMERA

SC. 5-60

SEQ. 5



ACTION

M.S. SCOURGE. HE FIRES AT THEM.

DIAL

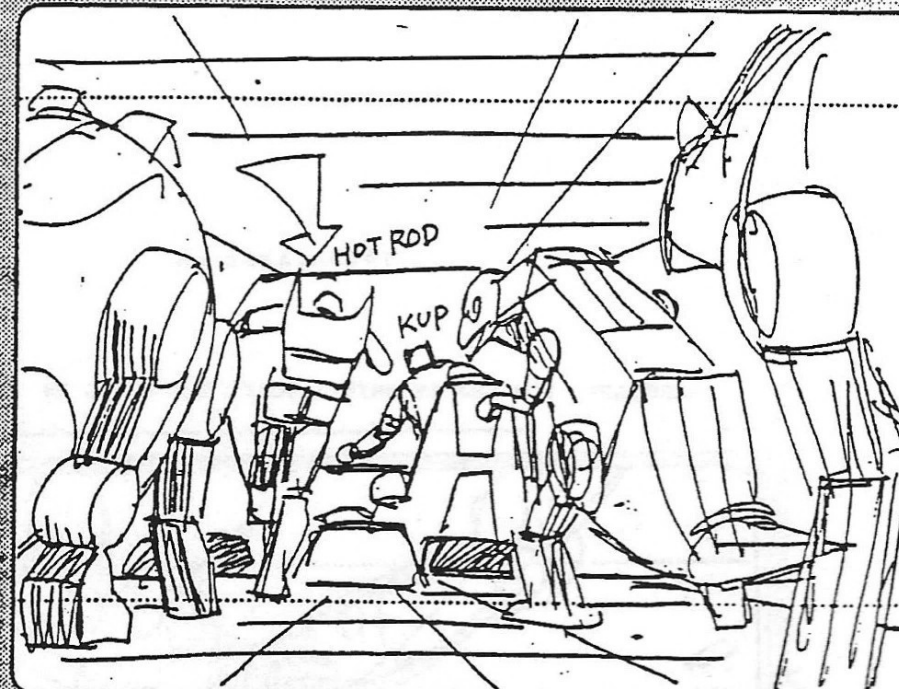
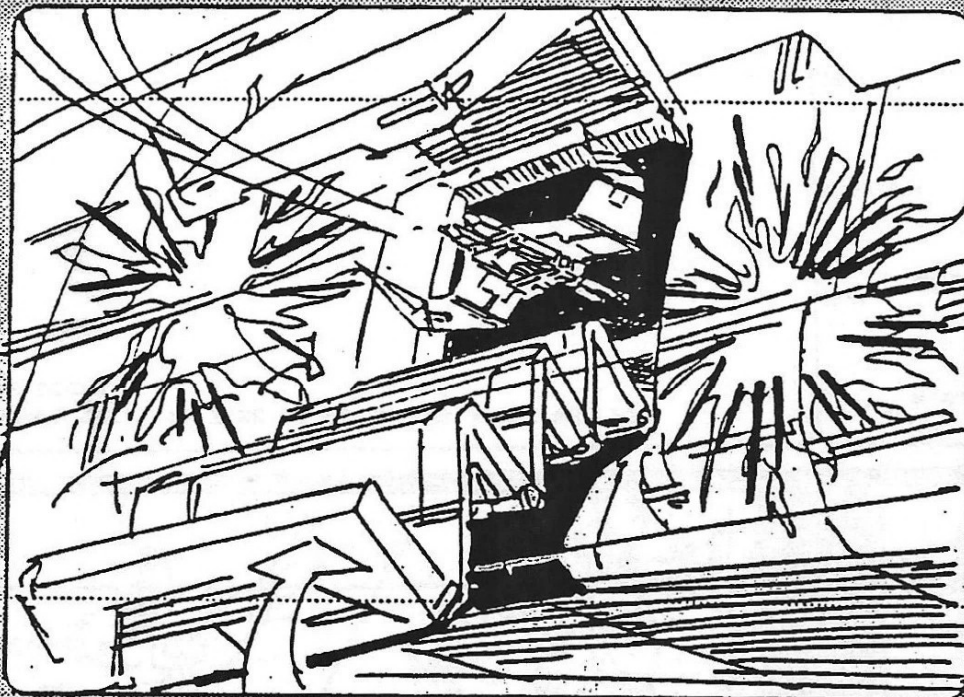
MUSIC/SFX

CAMERA

SC. 15-65

SC. ~~15~~ 66

SEQ. 15 Page 45



ACTION C.U. THE DOOR TO HOT ROD'S SHUTTLE. SCOURGE'S FIRES HIT THE WALLS OF THE DINOBOT SHUTTLE. SWOOP DIVES DOWN AND ENTERS THE SHUTTLE JUST AS THE BOARDING RAMP AND DOOR CLOSE UP.

DIAL

MUSIC/SFX

CAMERA

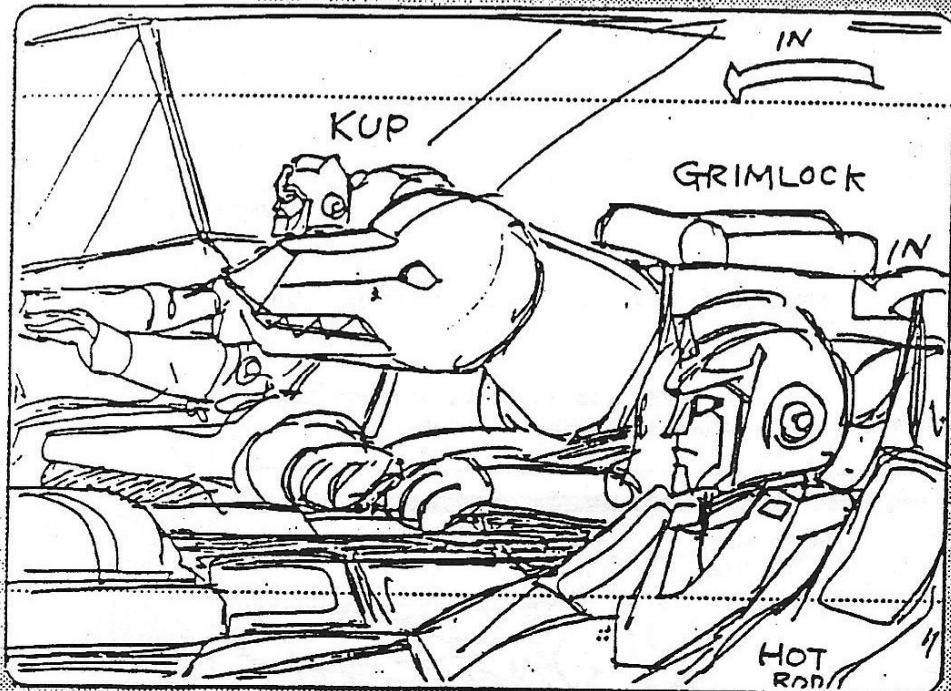
ACTION M.L.S. HOT ROD, KUP, GRIMLOCK, SLUDGE AND SLAG. HOT ROD JOINS KUP WHO IS ALREADY AT CONTROL DECK.

DIAL

MUSIC/SFX

CAMERA

SC. 15-67



ACTION M.L.S. KUP AND HOT ROD. GRIMLOCK MOVES INTO SCENE AND STICKS HIS HEAD DOWN TO LOOK OUT THE WINDOW.

AL KUP This reminds me of the battle on Alpha 9. The Petro Rabbits were...

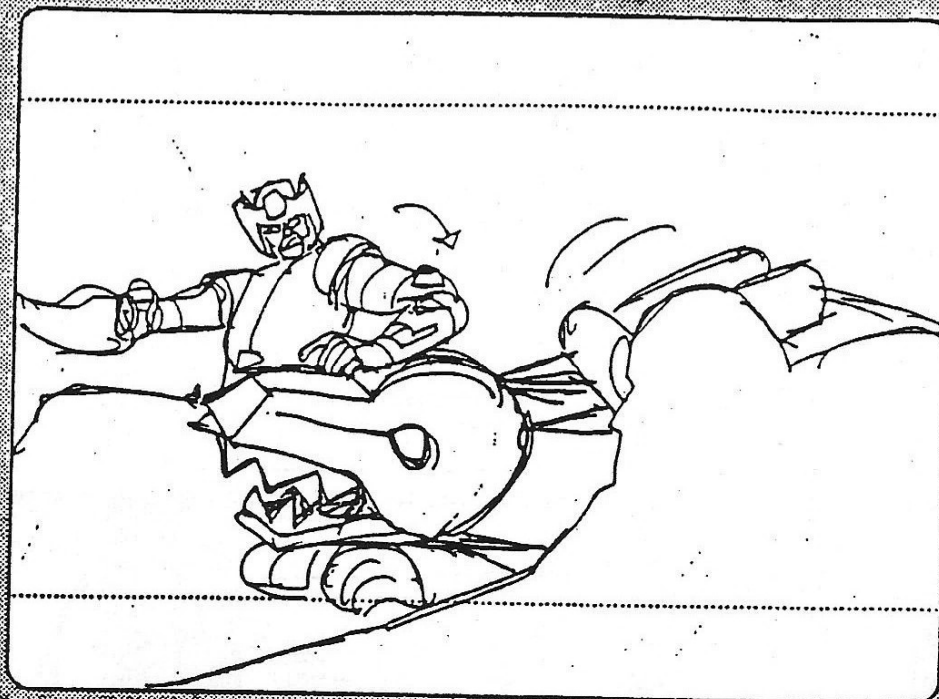
MUSIC/SFX



SC. CONT.

SEQ. 15 Page

46



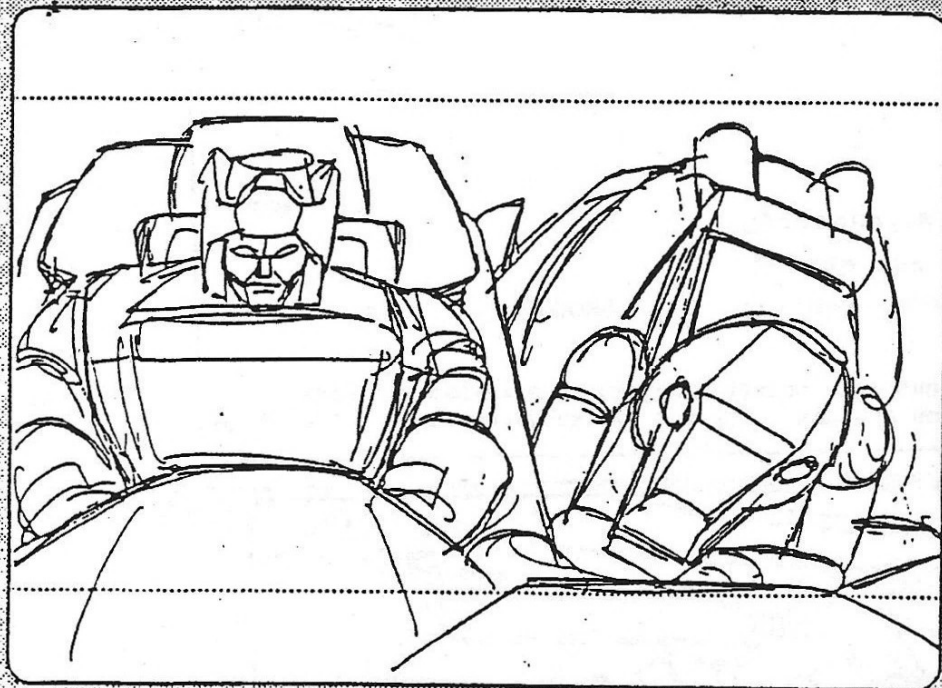
ACTION KUP SHOVES HIM ASIDE, TELLING HIM TO GET OUT OF THE DECK.

DIAL KUP (CONT) ... (ANNOYED) Grimlock, get your noodle out of my face. (STARTS THROWING SWITCHES)

MUSIC/SFX

CAMERA

SC. 15-68



SC. 15-69

SEQ. 15 Page 47



ACTION M.S. KUP AND GRIMLOCK. GRIMLOCK SPEAKS TO KUP.

AL GRIMLOCK : |. Me, Grimlock -- love Kup's war stories!

MUSIC/SFX

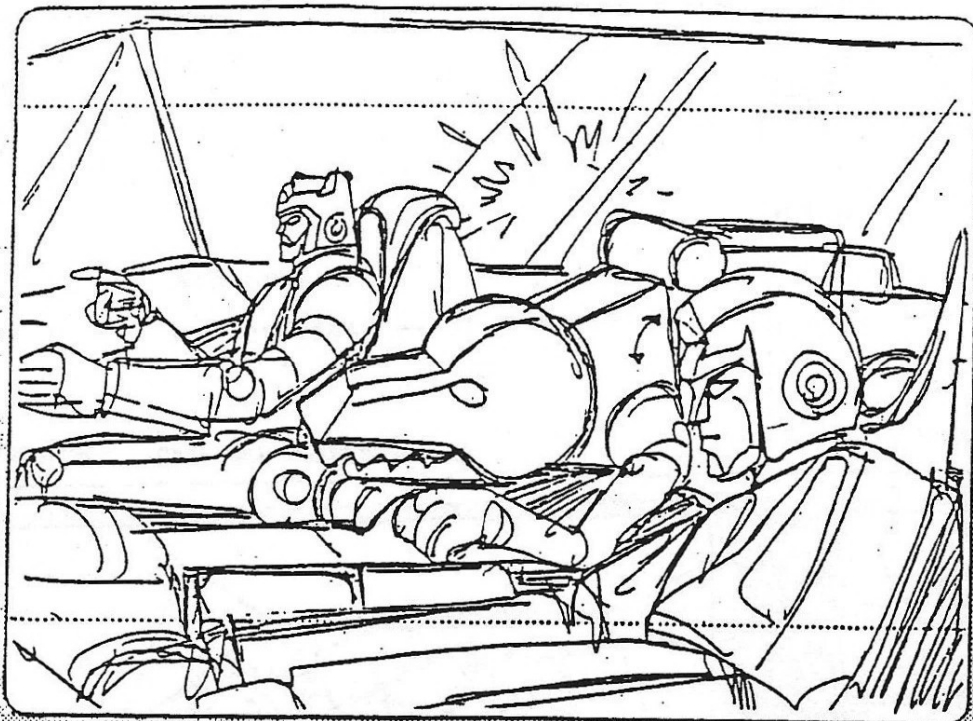
ACTION C.U. KUP. KUP TURNS AND GIVES HOT ROD A COMMAND.

DIAL KUP : You're living one now!

MUSIC/SFX

CAMERA



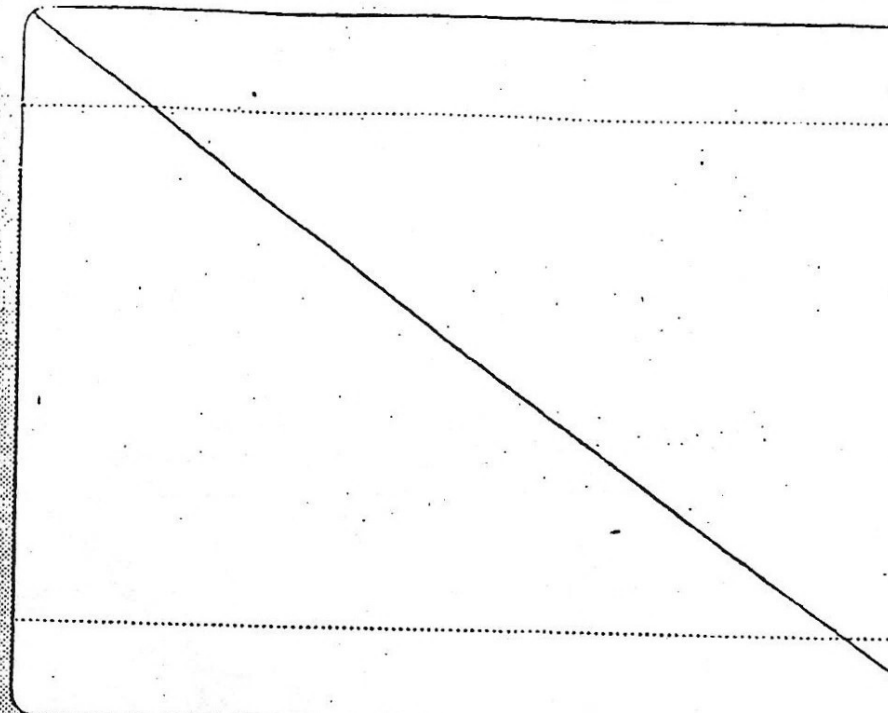


ACTION M.L.S. KUP, GRIMLOCK AND HOT ROD. HOT ROD NODS... A BLAST FROM THE DECEPTICONS EXPLODES AGAINST THE SHUTTLE.

DIAL KUP ( (CONT) ) (TO HOT ROD)  
Engage the boosters for  
Cybertron's sake!

MUSIC/SFX

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION

DIAL

MUSIC/SFX

SC. 15-71



ACTION M.S. HOT ROD. HE REACHES FORWARD WITH HIS HAND TOWARD THE CONTROL PANEL OF THE SHIP.

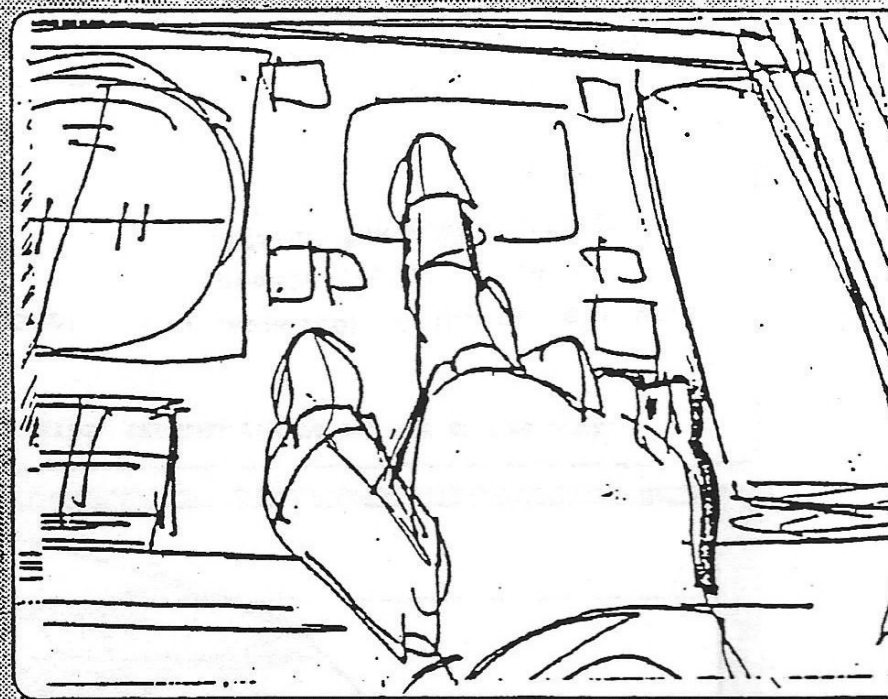
DIAL HOT ROD: (VO) You got 'em!

MUSIC/SFX

CAMERA

SC. 15-72

SEQ. 15 Page 49



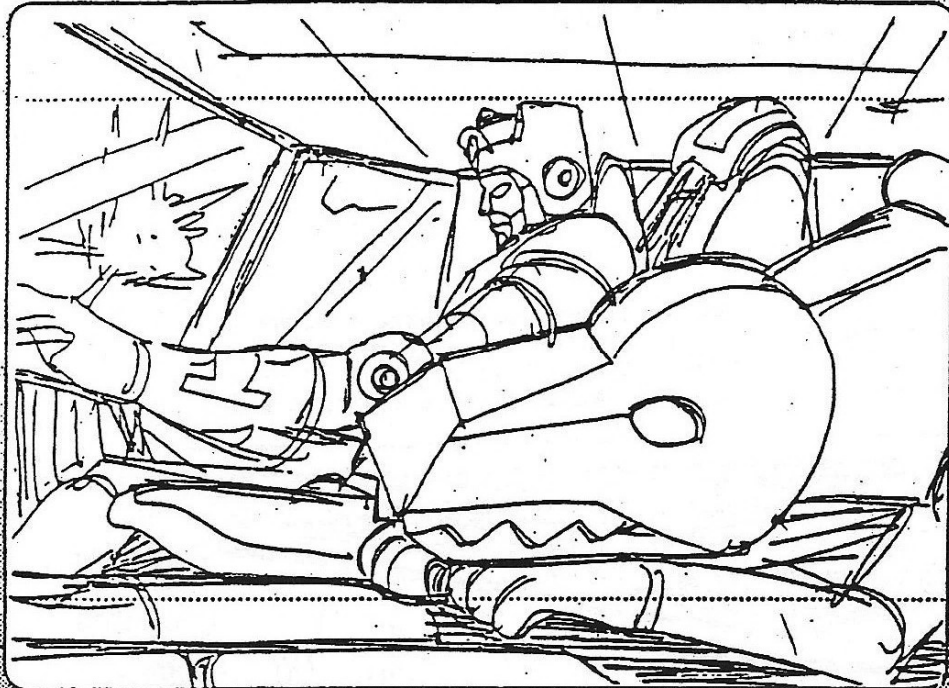
ACTION C.U. HOT ROD'S HAND. ALL OF SWITCHES GLOW AND PULSE AS HOT ROD PRESSES THEM INTO ACTION.

DIAL

MUSIC/SFX

CAMERA

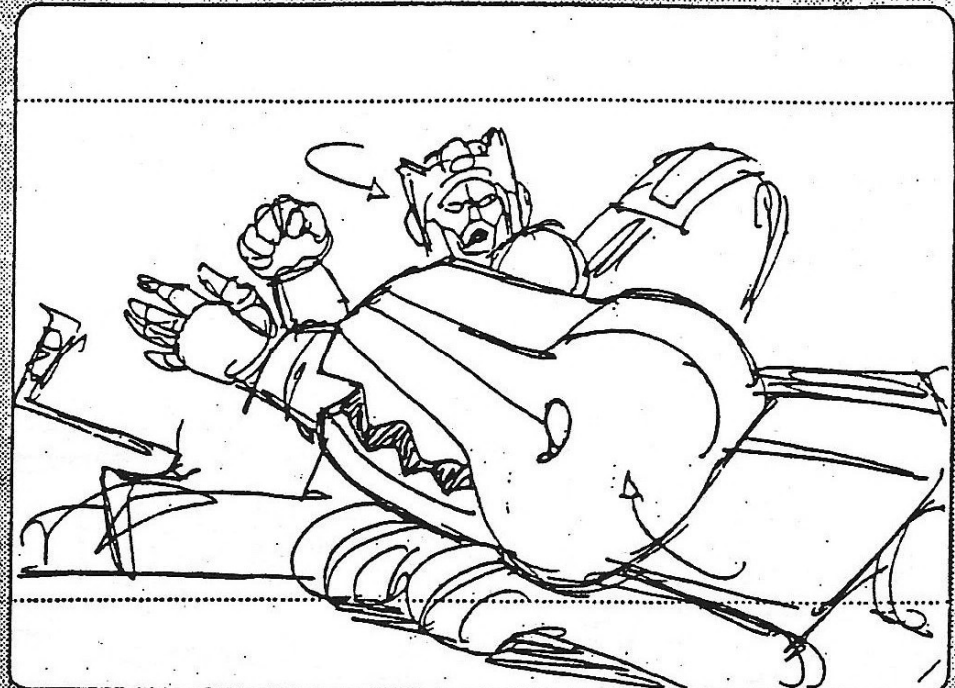
SC. 15-73



SC. CONT.

SEQ. 15 Page

50



ACTION M.S. KUP AND GRIMLOCK. GRIMLOCK STILL TRIES TO STICK HIS FACE IN THE CONTROL PANEL...

DIAL GRIMLOCK (TO KUP) Tell Grimlock ...

MUSIC/SFX  
**TFRAW**  
 From Generation 1 to Beast Hunters and Beyond!!!!  
 CAMERA

ACTION ...AND PESTERS KUP. KUP TURNS TOWARD HIM AND KUP MUTTERS...

DIAL GRIMLOCK... (CONT) ...about Petro-Rabbits again.

MUSIC/SFX KUP I'll give you Petro-Rabbits!...

CAMERA

SC. 15-74



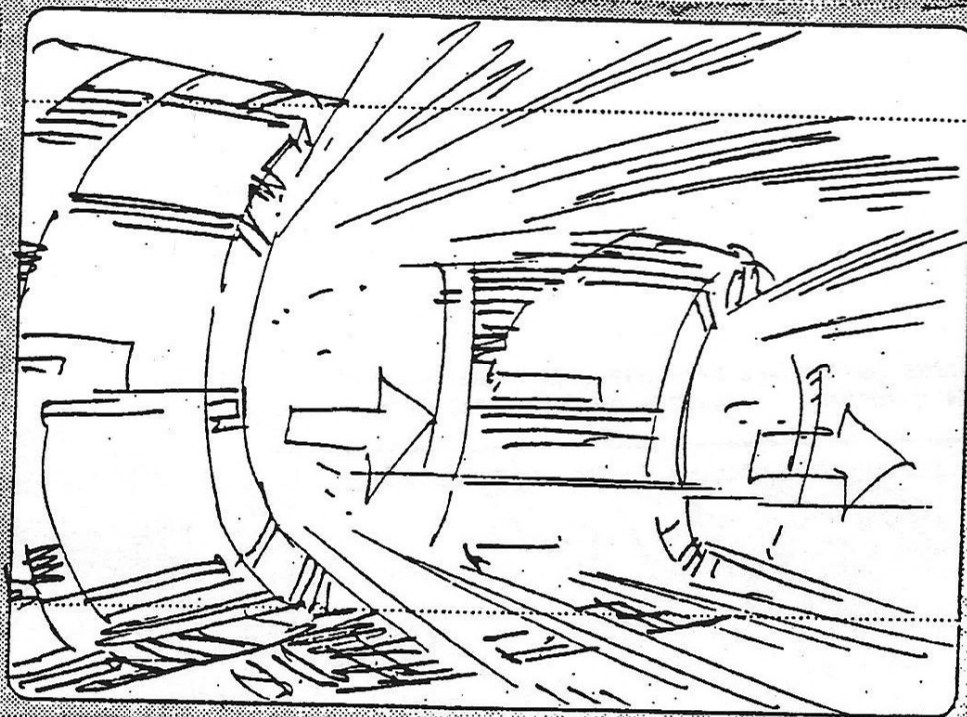
ACTION M.S. KUP USING THE JOYSTICKS, HE STARTS THE SHUTTLE ENGINES.

DIAL KUP (CONT) ... Contact!

MUSIC/SFX

SC. 15-75

SEQ. 15 Page 51



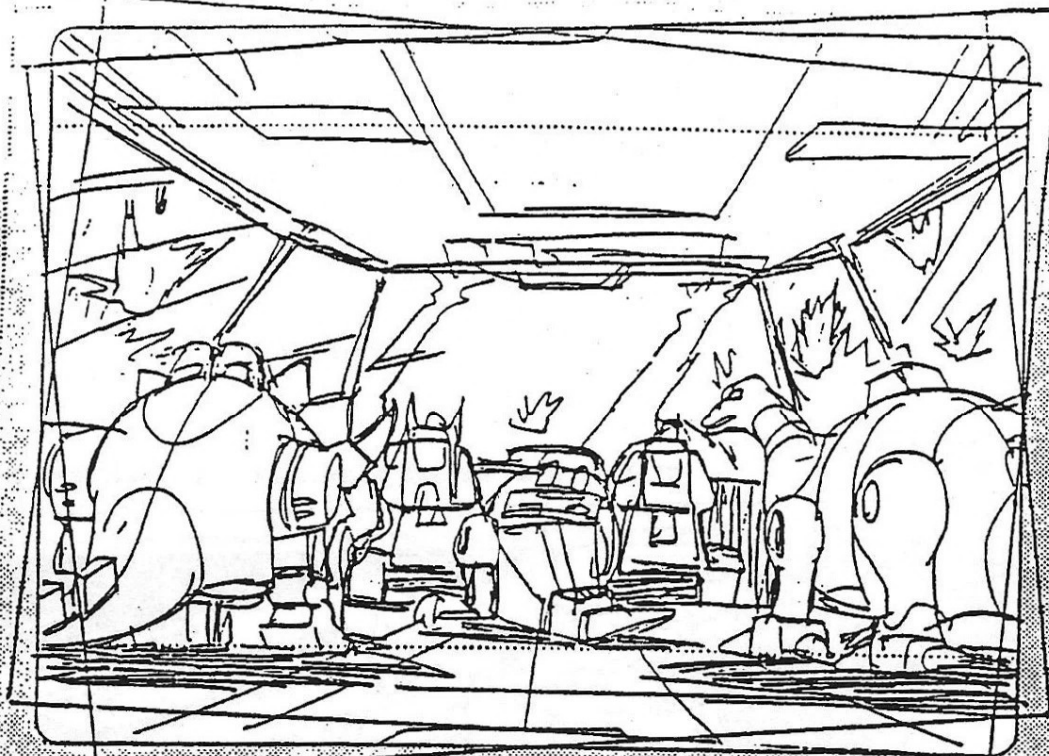
ACTION C.U. THE ROCKET NOZZLES. THEY IGNITE AND THE SHUTTLE VIBRATES.

DIAL

MUSIC/SFX

CAMERA



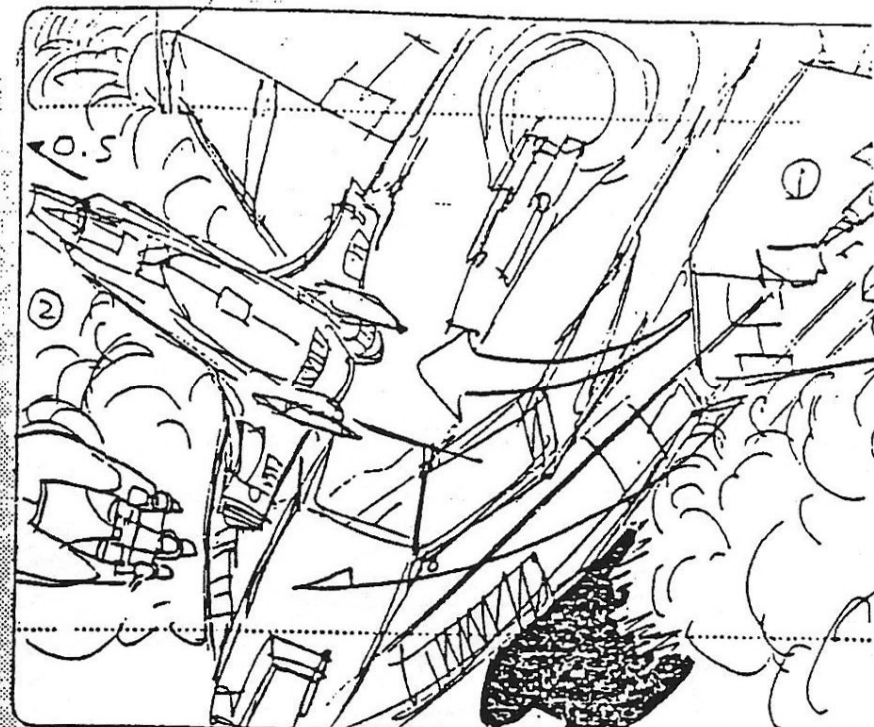


**ACTION** L.S. KUP, HOT ROD, GRIMLOCK, SLAG AND SLUDGE. THE SHUTTLE SHAKES FROM THE FORCE OF THE ENGINES. EXPLOSIONS FROM THE DECEPTICON PLANES ERUPT AROUND THE SHUTTLE.

**DIAL**

**MUSIC/SFX**

**CAMERA**



**ACTION** M. DOWN SHOT HOT ROD'S SHUTTLE. CYCLONUS AND HIS SWEEPS ZOOM THROUGH THE SCENE PAST THE RISING SHUTTLE.

**DIAL**

**MUSIC/SFX**

**CAMERA**

SC.15-78

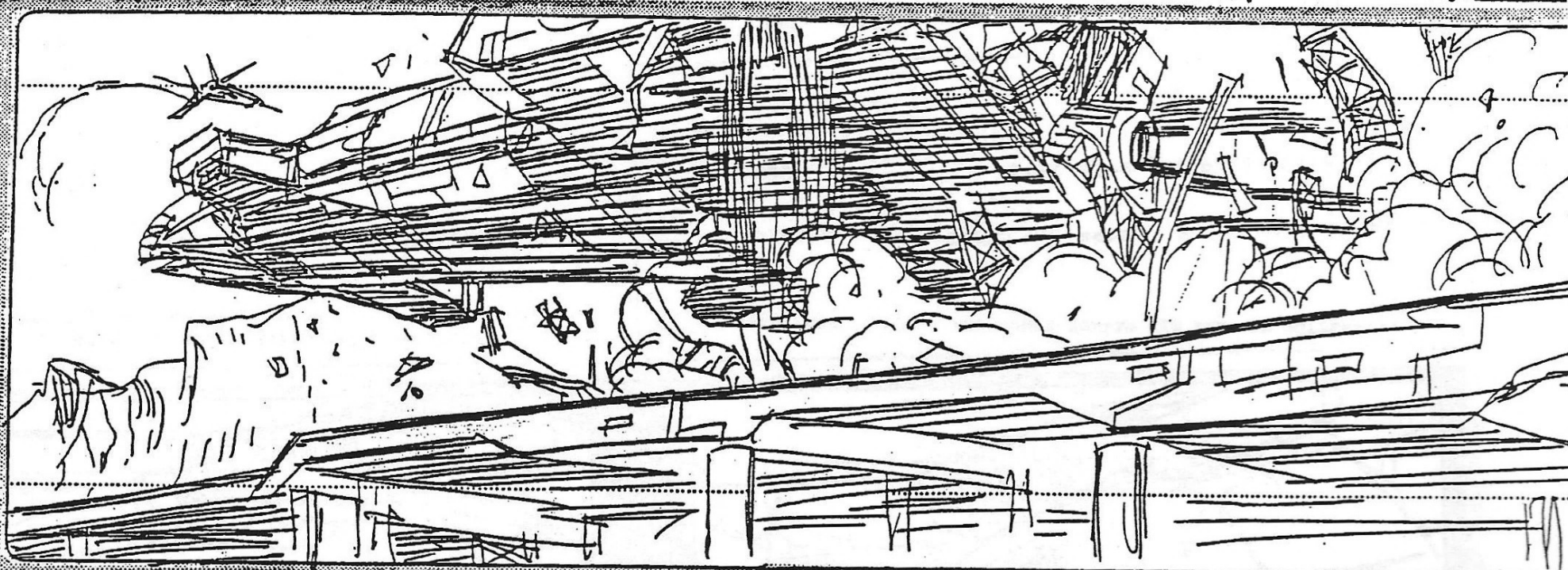
START

→ PAN

STOP

SEQ.15 Page

5



ACTION M.L.S. HOT ROD'S SHUTTLE. IT LIFTS OFF OF THE GROUND AS IN FRONT OF IT CYCLONUS TURNS BACK AND DIVES. WE PAN TO THE BACK OF THE SHUTTLE TO SEE ITS POWERFUL ROCKET ENGINES PUSHING THE SHUTTLE FORWARD.

DIAL

MUSIC/SFX

CAMERA

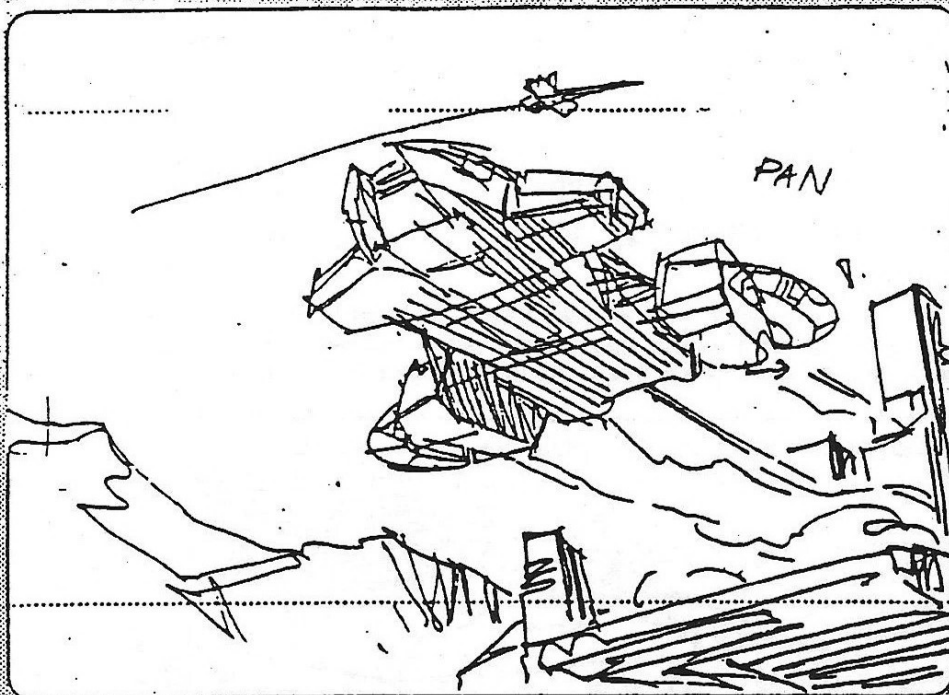
ACTION

DIAL

MUSIC/SFX

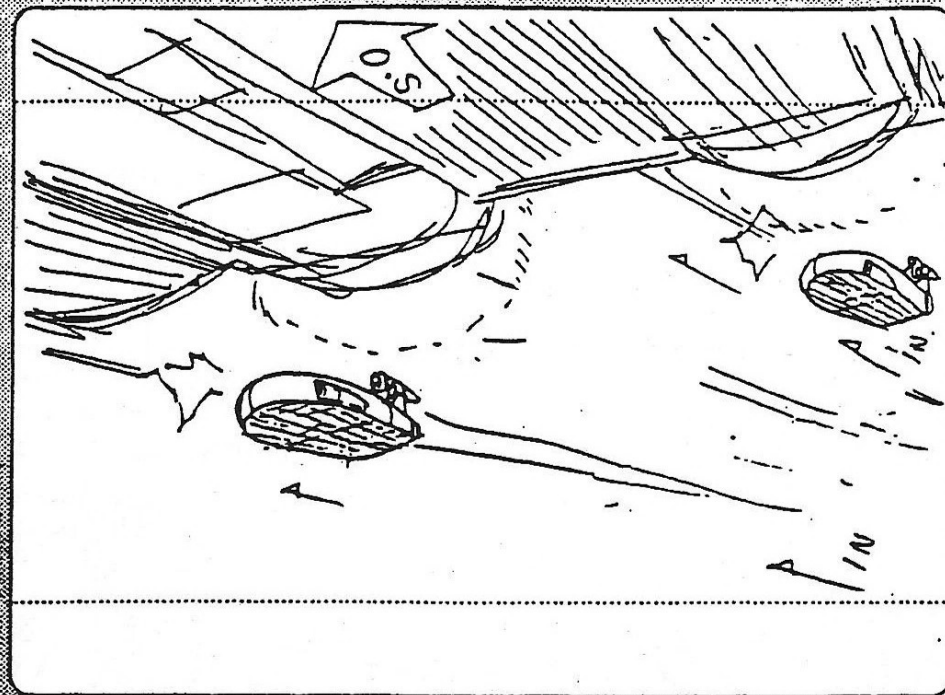
CAMERA

SC. 15-79



SC. CONT.

SEQ. 15 Page 54



ACTION L.S. HOT ROD'S SHUTTLE STREAKS UP INTO THE SKY AS CYCLONUS PASSES OVERHEAD.

DIAL HOT ROD Yaaaaaaaaho! We're airborne!



ACTION WE SEE THE BOTTOM OF SHUTTLE WHICH PASSES BY OVERHEAD AND MOVES O.S. SWEEPS FLY OVER IT.

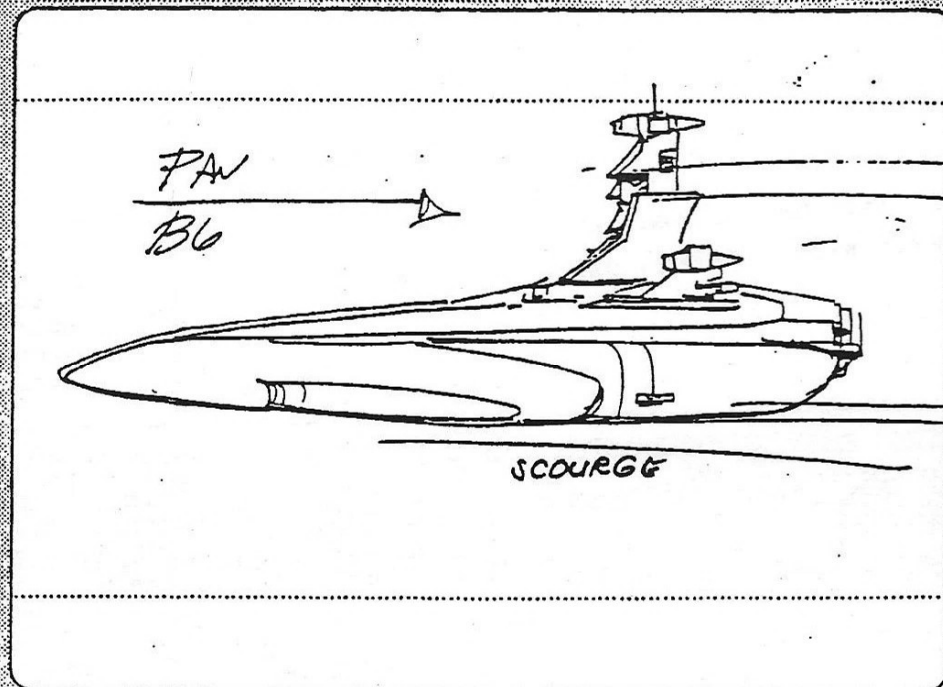
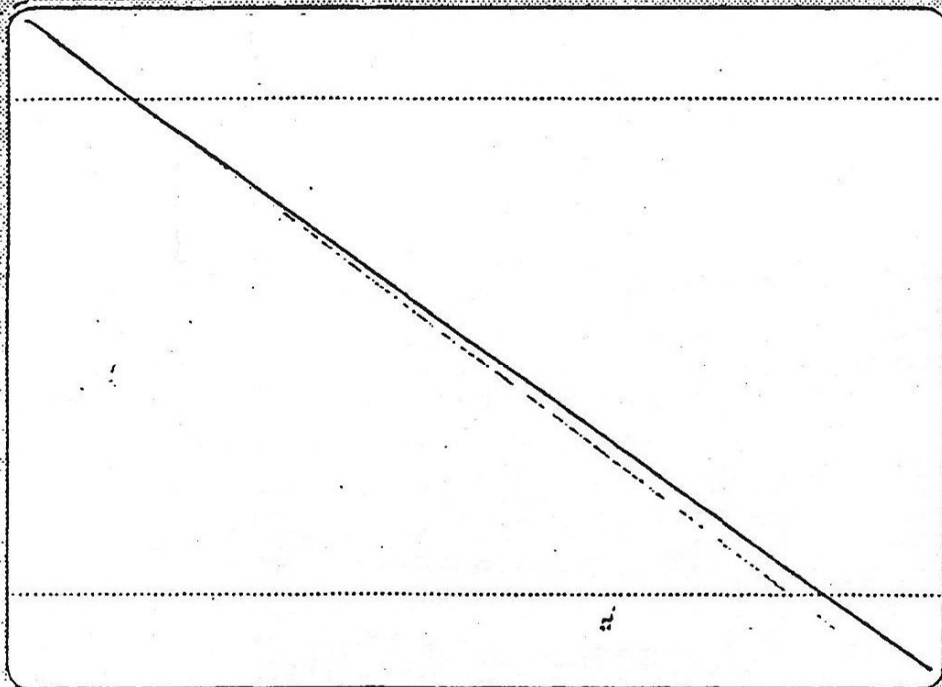
DIAL

MUSIC/SFX

SC. . .

SC. 15-80

SEQ. 15 Page 55



ACTION

ACTION L.S. SCOURGE ZOOMS AFTER THE O.S. SHUTTLES.

DIAL

DIAL SCOURGE

Vaporize them  
(PICK UP LINE)

MUSIC/SFX

MUSIC/SFX

NAME RE

CAMERA

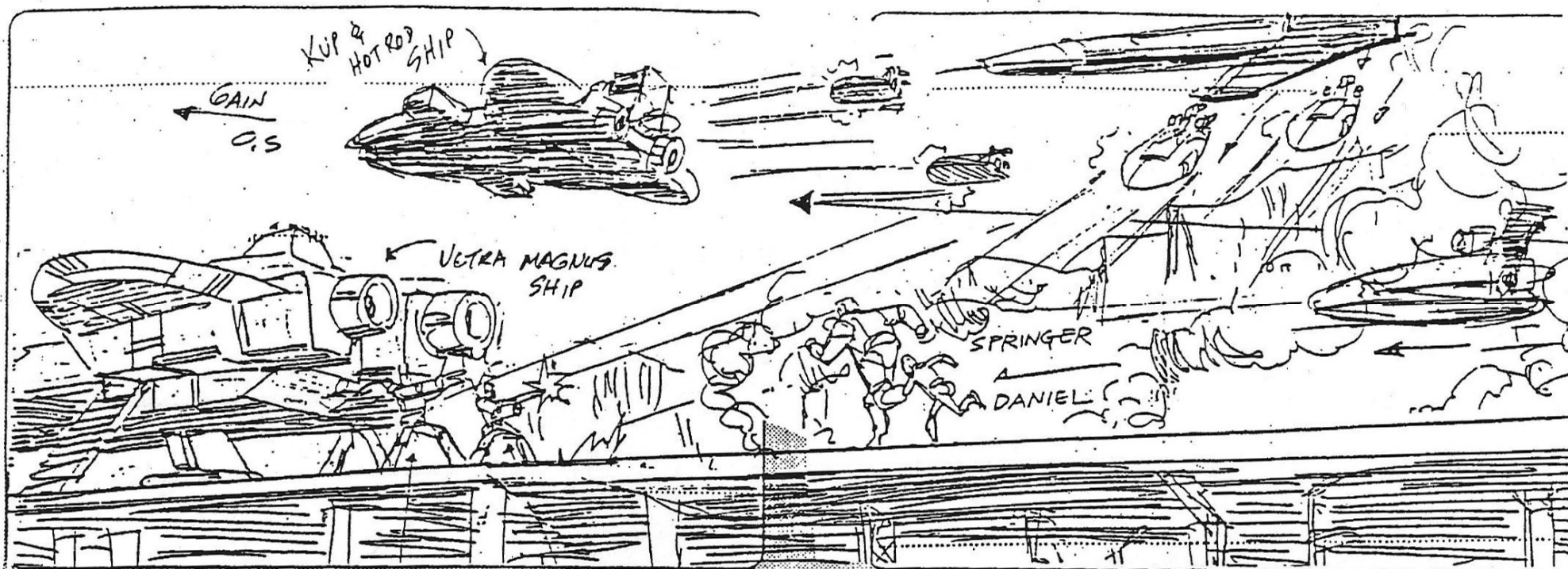


SC. 1700

-705

4 PM

PART SEQ. 5



ACTION X.L.S. SPRINGER, DANIEL, ULTRA MAGNUS, BLURR AND PERCEPTOR. WE PAN WITH HOT ROD'S SHUTTLE AS IT FLIES OVER ULTRA MAGNUS' SHUTTLE AND O.S. BELOW WE SEE SPRINGER RUNNING WITH DANIEL TOWARD ULTRA MAGNUS' SHUTTLE. ULTRA MAGNUS AND PERCEPTOR GUARD THE ENTRY RAMP, FIRING AT DECEPTICONS WHO CHASE HOT ROD'S SHUTTLE.

DIAL

MUSIC/SFX

ACTION

DIAL SPRINGER

(TO DANIEL) Looks like we're shipmates, squirt!

MUSIC/SF: DANIEL

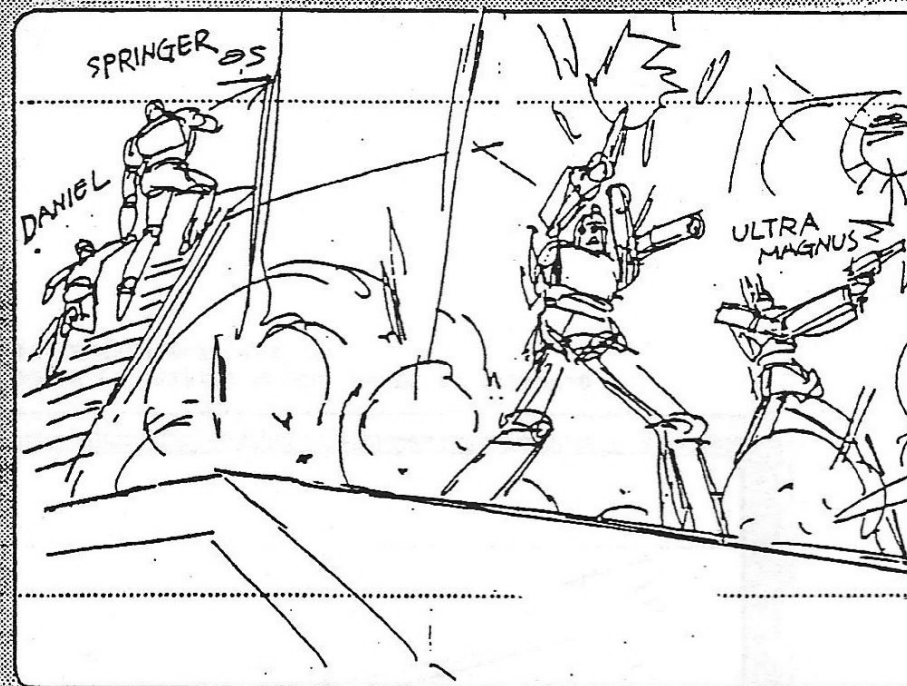
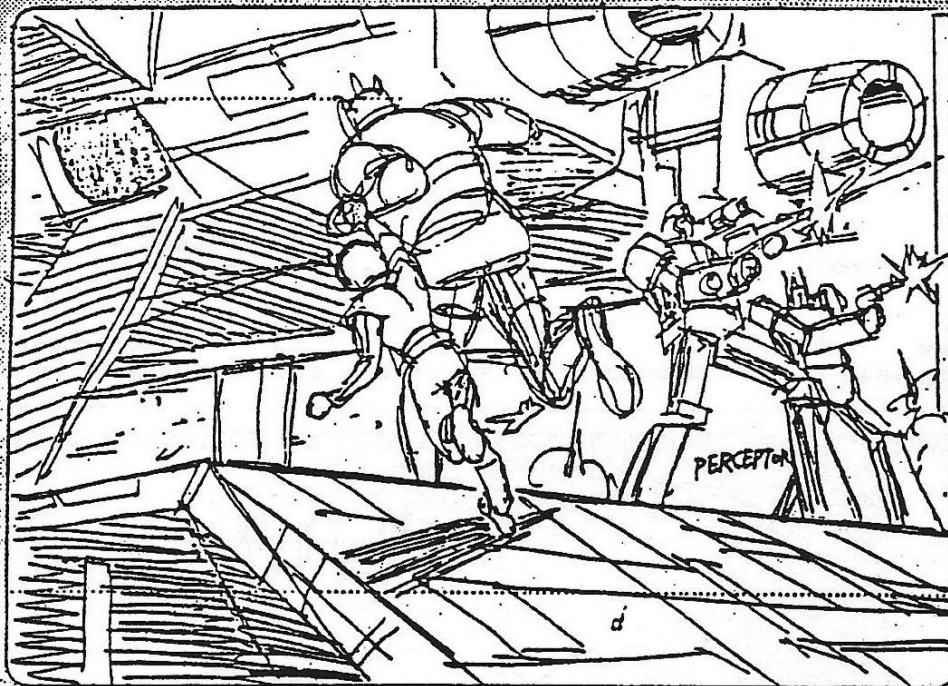
All right!

SC. 15-82

SC. CONT

SEQ. 15 Page

57



ACTION L.S. SPRINGER, DANIEL, PERCEPTOR, AND ULTRA MAGNUS. SPRINGER AND DANIEL DASH TOWARD THE ENTRY RAMP TO THE SHUTTLE PASSING PERCEPTOR AND ULTRA MAGNUS WHO FIRE O.S.

DIAL  
 SPRINGER But if you get space sick, you're gonna walk home.

MUSIC/SFX

CAMERA

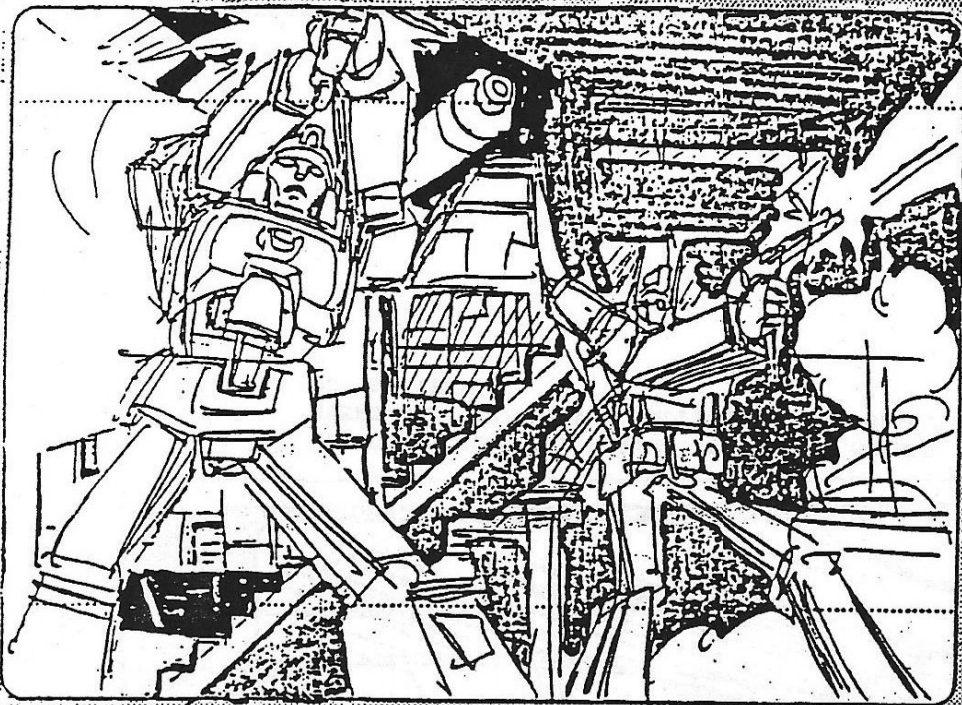
ACTION SPRINGER HELPS DANIEL UP THE RAMP AND INTO THE SHUTTLE AS PERCEPTOR AND ULTRA MAGNUS KEEP FIRING.

DIAL

MUSIC/SFX

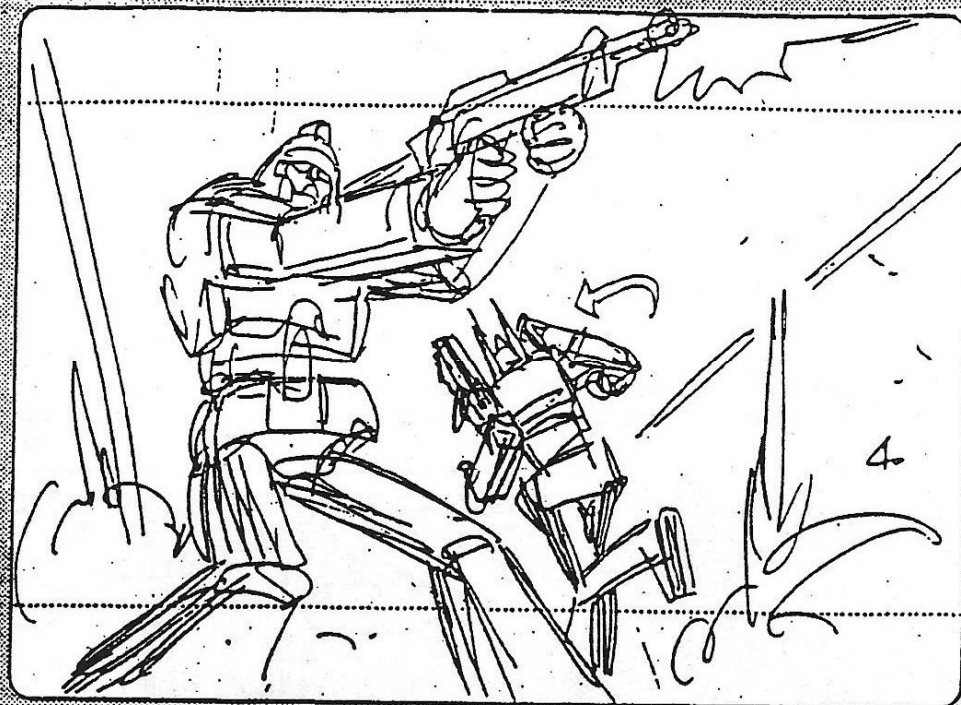
CAMERA

SC. 15-83



SC. CONT.

SEQ. 15 Page 58



ACTION M.L.S. ULTRA MAGNUS AND PERCEPTOR. THEY KEEP FIRING AT DECEPTICONS O.S.

ACTION ULTRA MAGNUS TURNS AND RUNS FOR THE SHUTTLE. PERCEPTOR KEEPS FIRING.

DIAL

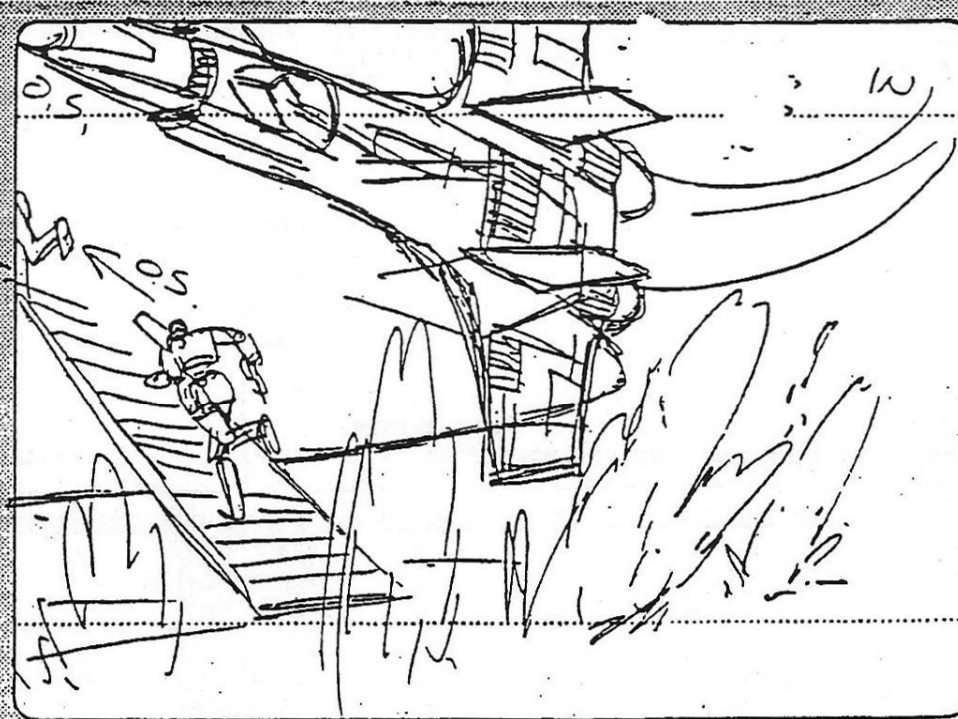
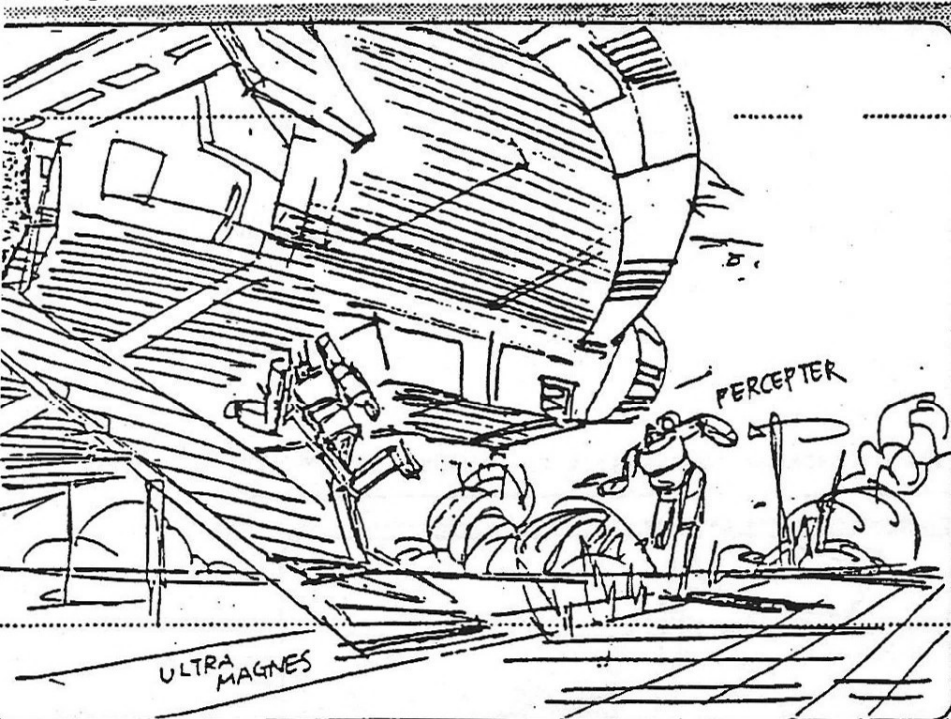
MUSIC/SFX



SC. 15-84

SC. CONT.

SEQ. 15 Page 59



NEXT PAGE 59A

ON L.S. ULTRA MAGNUS AND PERCEPTOR. PERCEPTOR TURNS AND RUNS AFTER ULTRA MAGNUS TOWARD THE SHUTTLE.

ACTION SWEEPS DIVE DOWN IN FOREGROUND AND SHOOT THROUGH THE SCENE. AS ULTRA MAGNUS AND PERCEPTOR ENTER THE SHIP.

DIAL

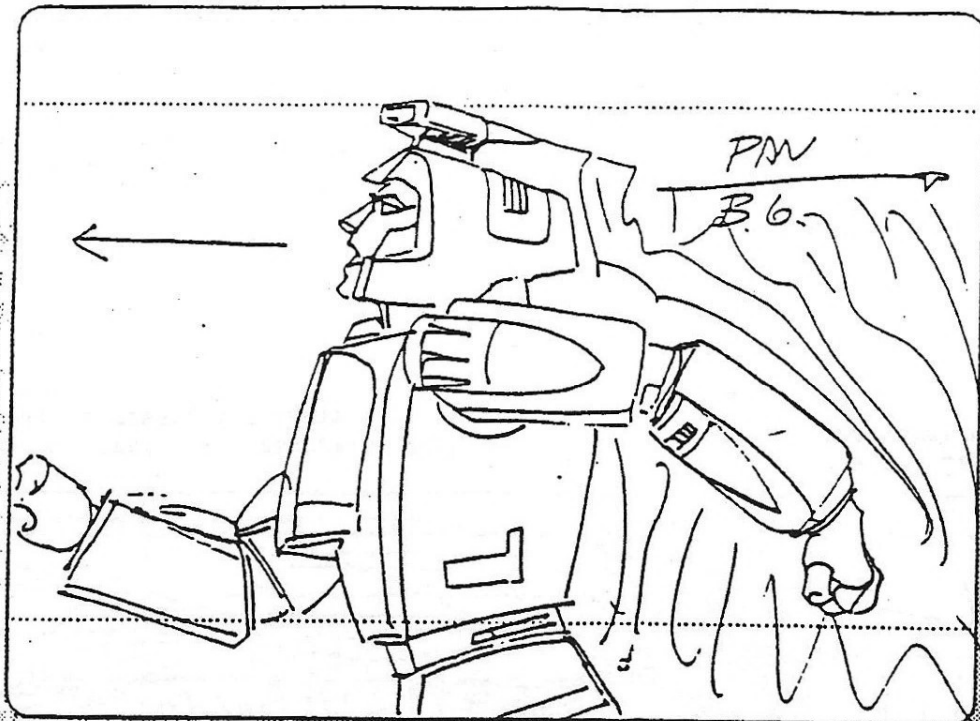
MUSIC/SFX

CAMERA

C/SFX



SC. 17-3-T.1



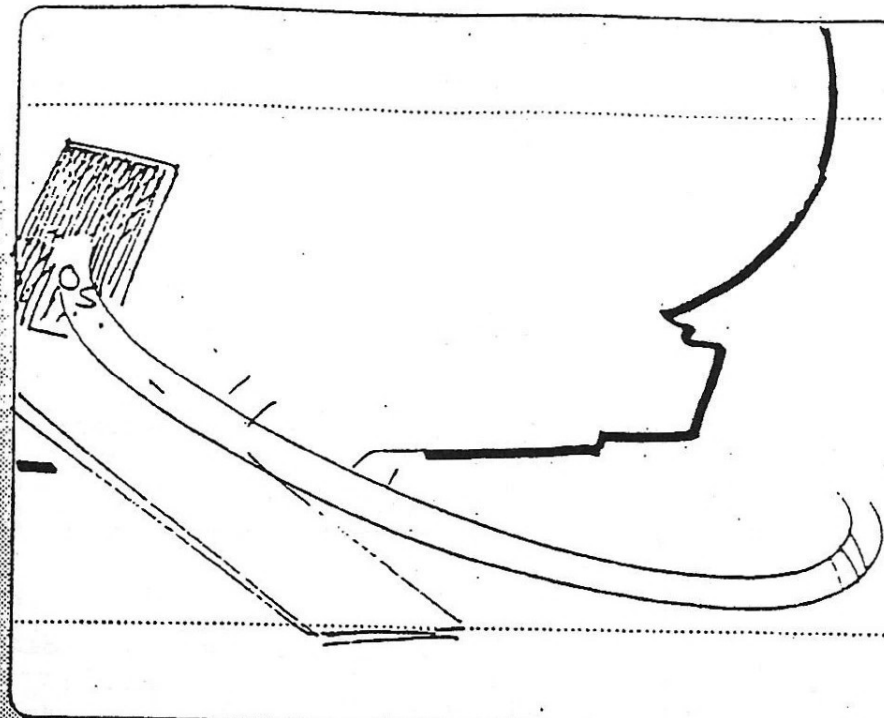
ACTION M.S. BLURR. HE ZIPS ALONG, RUNNING TO THE O.S. SHUTTLE.

DIAL

MUSIC/SFX

SC. 17-3-T.2

SEQ. 3



ACTION L.S. BLURR STREAKS INTO THE SHUTTLE, LEAVING A BLURR TRAIL BEHIND HIM.

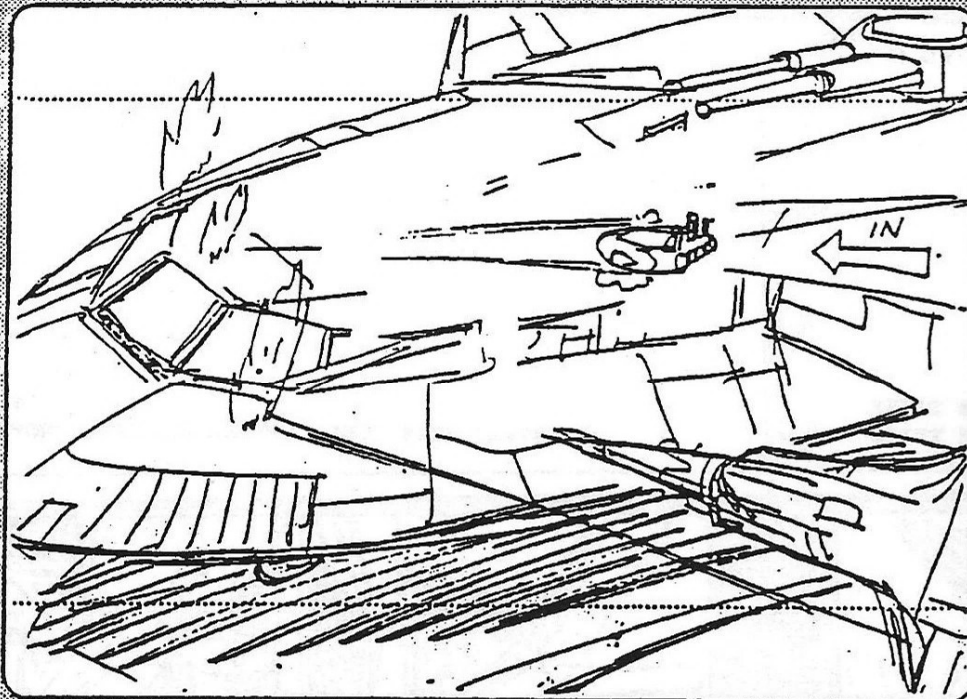
DIAL

MUSIC/SFX

SC. 15-85

SC. 15-86

SEQ. 15 Page 6



ACTION M. DOWN SHOT ULTRA MAGNUS' SHUTTLE. SWEEPS FLY INTO THE SCENE AND FIRE AT THE SHUTTLE. THEIR BLAST EXPLODE INTO THE SHUTTLE.

DIAL

MUSIC/SFX

CAMERA

ACTION

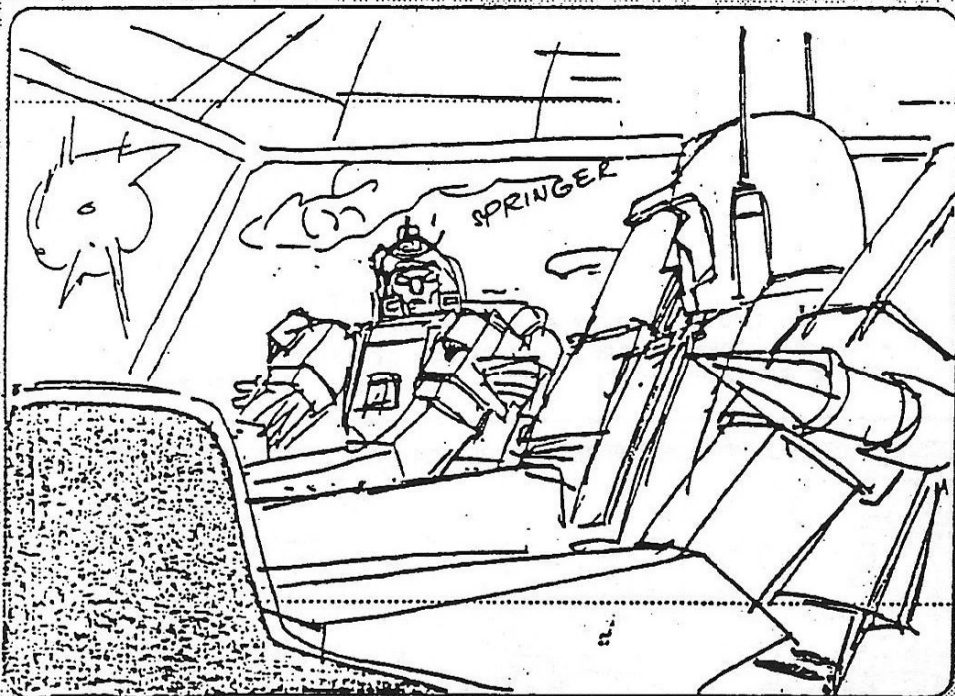
M.L.S. ULTRA MAGNUS AND PERCEPTOR AT CONTROL DECK. CONG OF DECEPTICON HIT ROCKS THE SHUTTLE.

DIAL

MUSIC/SFX

CAMERA

SC. CONT 15-86



ACTION ULTRA MAGNUS TURNS HIS HEAD AND ORDERS SPRINGER TO HURRY THEIR TAKE OFF.

DIAL ULTRA MAGNUS Hurry!

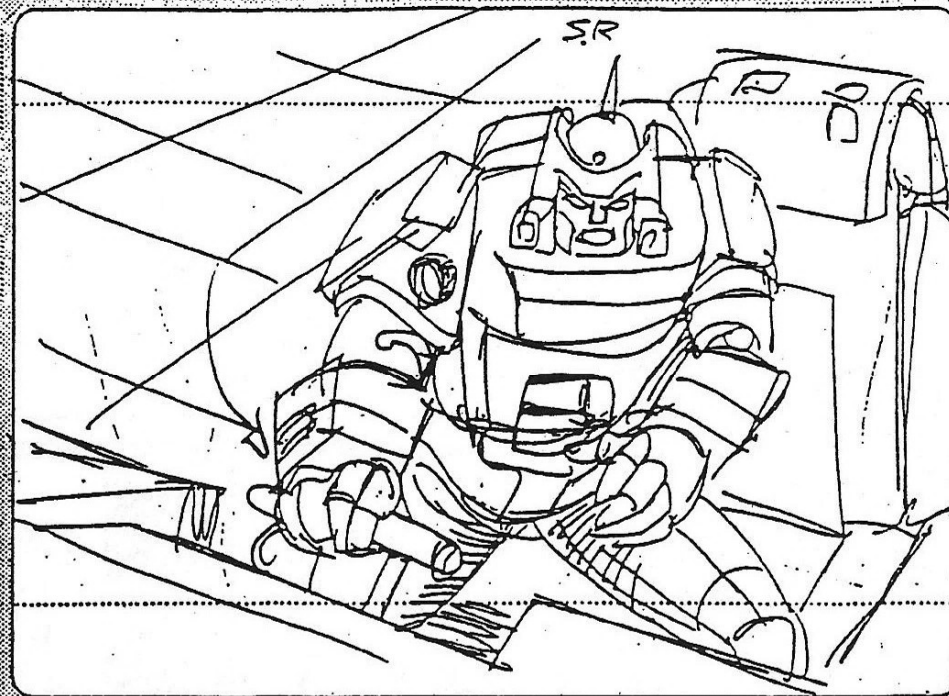
MUSIC/SFX

**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-87

SEQ. 15 Page

61

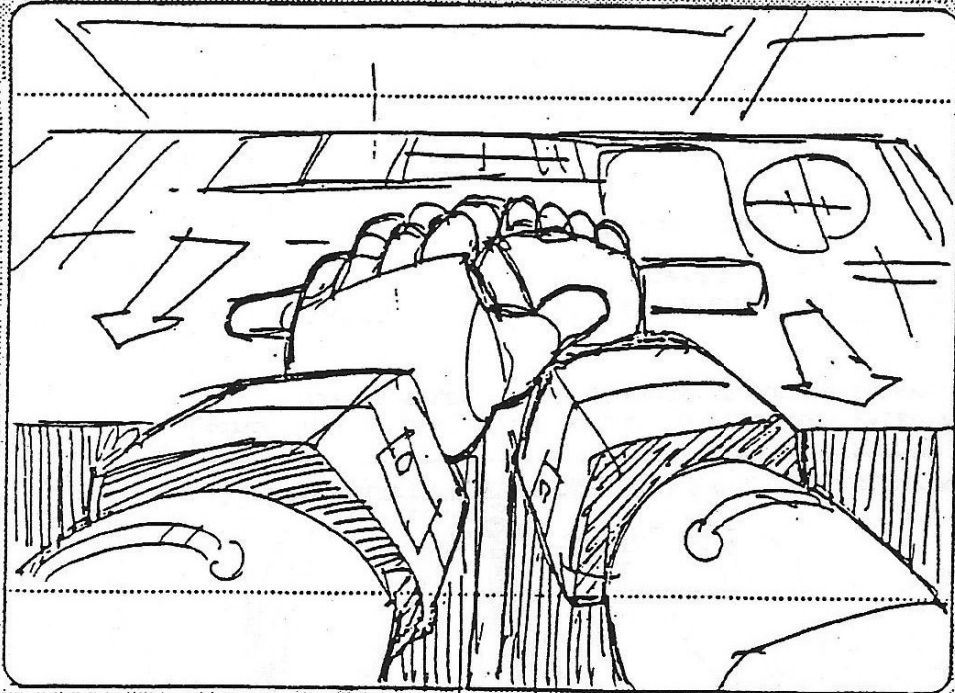


ACTION M.S. SPRINGER TAKES A HOLD OF THE JOYSTICK.

DIAL

MUSIC/SFX

SC. 15-88



ACTION C.U. SPRINGER'S HANDS. WITH BOTH HANDS SPRINGER OPERATES THE JOYSTICK.

DIAL

MUSIC/SFX

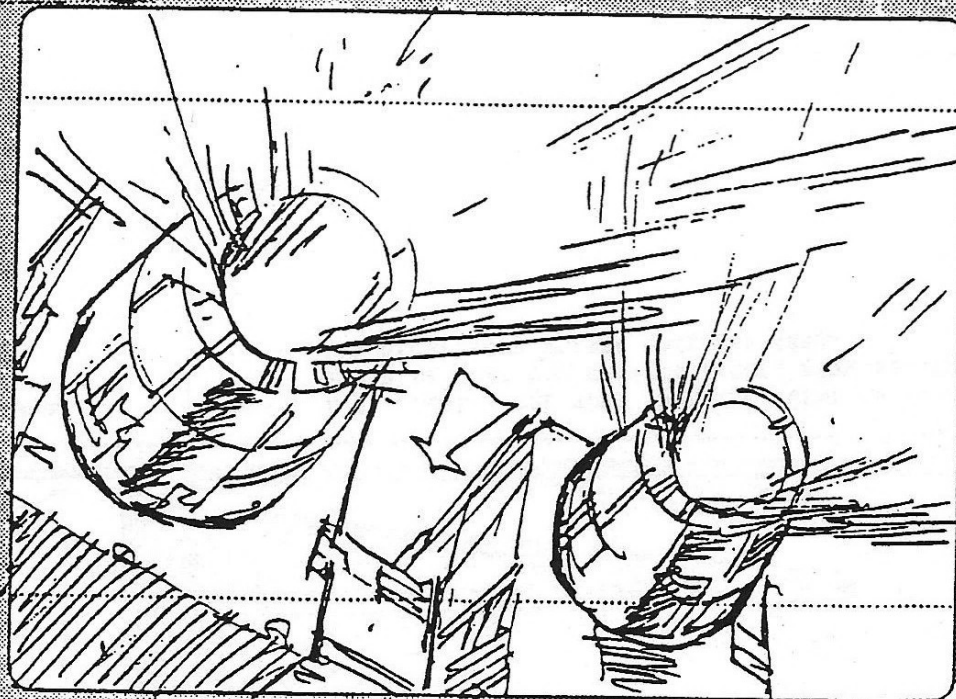
CAMERA



SC. 15-89

SEQ. 15 Page

62



ACTION C.U. THE RICKETS IGNITE.

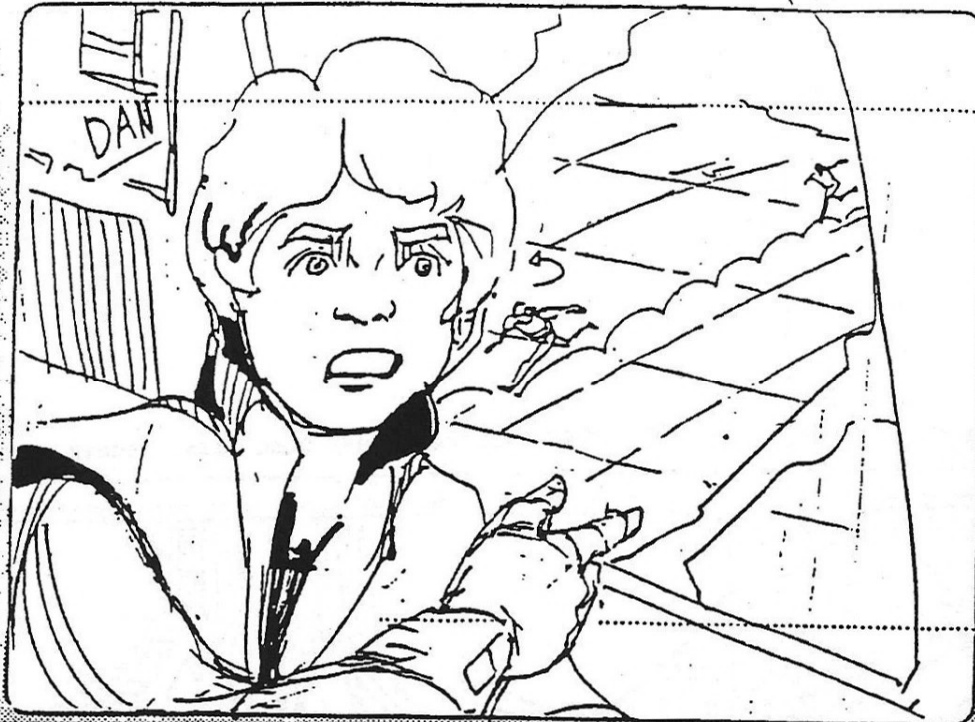
DIAL

MUSIC/SFX

CAMERA



SC. 12-11



ACTION M.C.U. DANIEL AND ARCEE. DANIEL SEES ARCEE RUNNING TOWARD THE SHUTTLE. HE IS FRIGHTENED AND CONCERNED.

DIAL DANIEL Ultra Magnus, Arcee's still out there!

(PICK UP LINE)

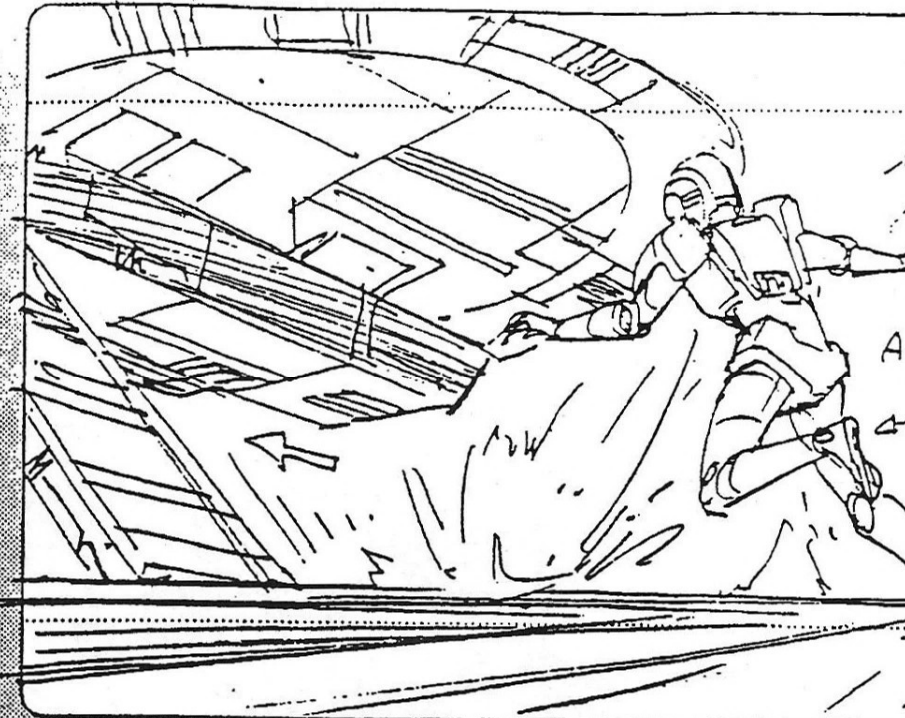
MUSIC/SFX

CAMERA

From Transformers to Beast Hunters and Beyond!!!!

SC. 12-11

SEQ. 5 Page 13



ACTION L.S. ARCEE. SHE RUNS INTO THE SCENE AND DASHES TOWARD THE RAMP. AS THE SHUTTLE INCHES FORWARD, EXPLOSIONS FROM THE DECEPTICON PLANES ROCK THE AREA.

DIAL

MUSIC/SFX

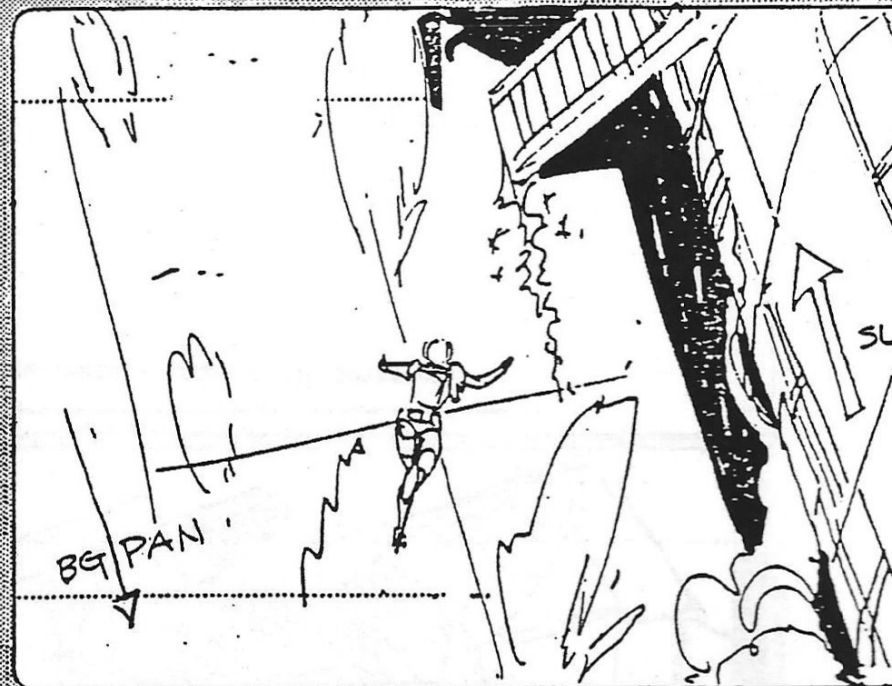
CAMERA

SC. 15-92

SC. CONT.

SEQ. 15 Page

64



ACTION L. DOWN SHOT ARCEE. BLASTS HIT THE GROUND ALL AROUND ARCEE AS SHE MAKES A DASH TOWARDS THE RAMP WHICH SENDS OUT SPARKS AS IT IS DRAGGED ALONG THE GROUND AS THE SHUTTLE MOVES FORWARD.

DIAL

MUSIC/SFX

CAMERA

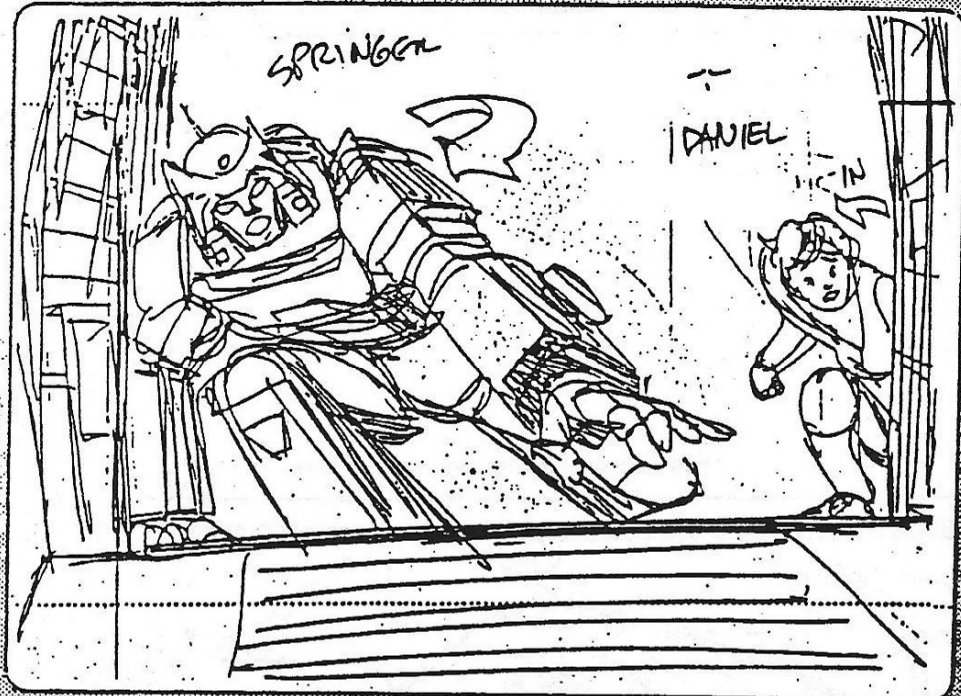
ACTION WE PAN ALONG WITH ARCEE AS SHE RUNS WITH ALL HER STRENGTH, TRYING TO OVERTAKE THE TAXYING SHUTTLE.

DIAL

MUSIC/SFX

CAMERA

SC. 15-93



ACTION M.L.S. SPRINGER. SPRINGER REACHES DOWN FOR ARCEE. DANIEL MOVES INTO THE SCENE AND PEEKS AROUND THE CORNER OF THE DOORWAY.

DIAL  
SPRINGER Jump.

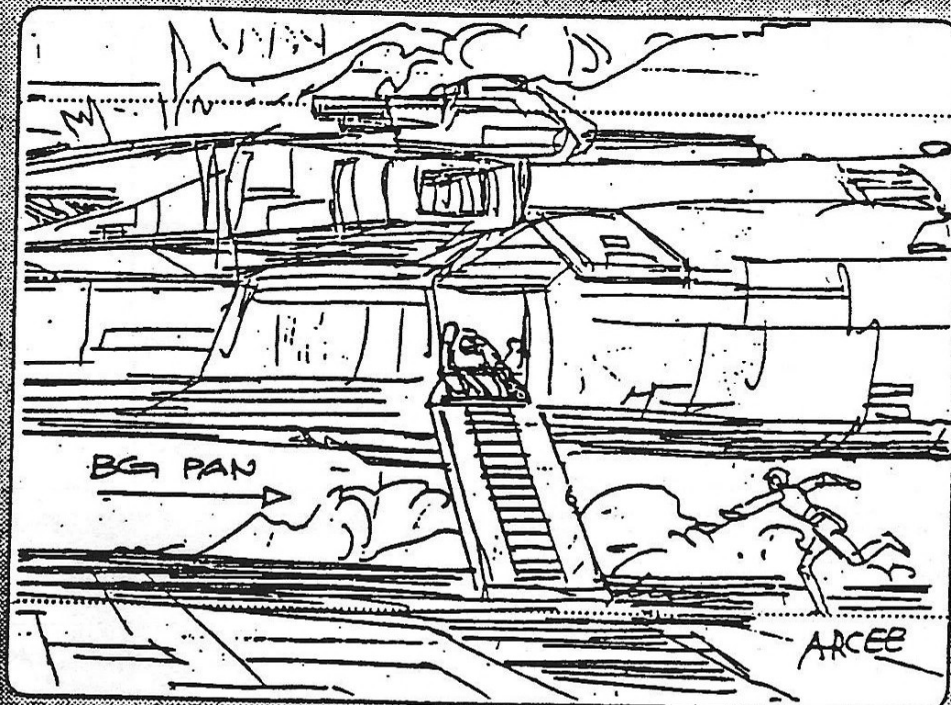
MUSIC/SFX

TFRAW  
CAMERA  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-94

SEQ. 15 Page

65



ACTION L.S. ARCEE, SPINGER AND DANIEL. ARCEE RUNS AT FULL SPEED. SPRINGER AWAITS HER.

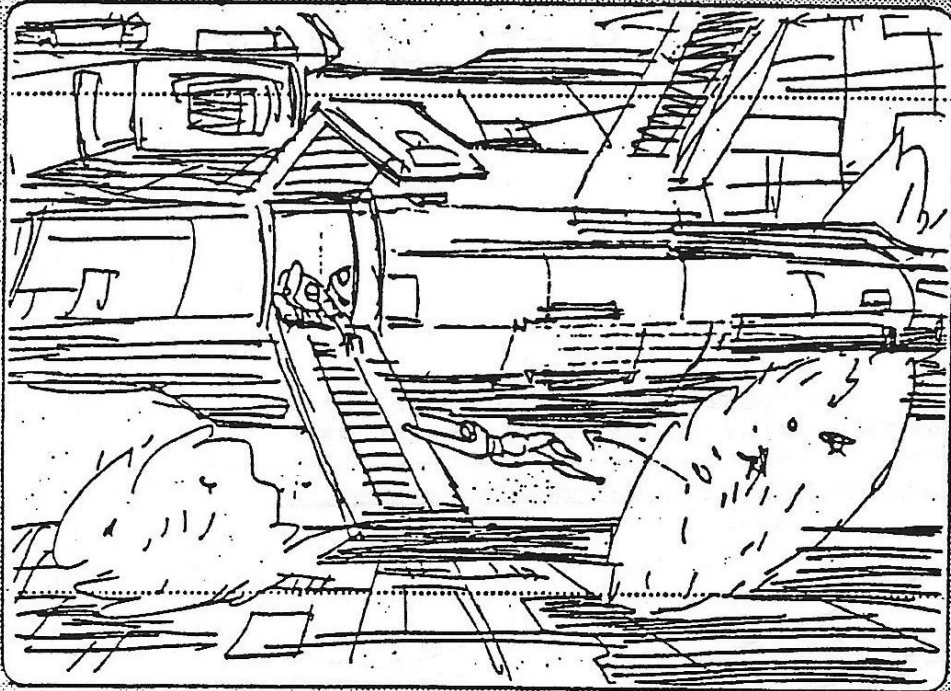
DIAL

MUSIC/SFX

CAMERA

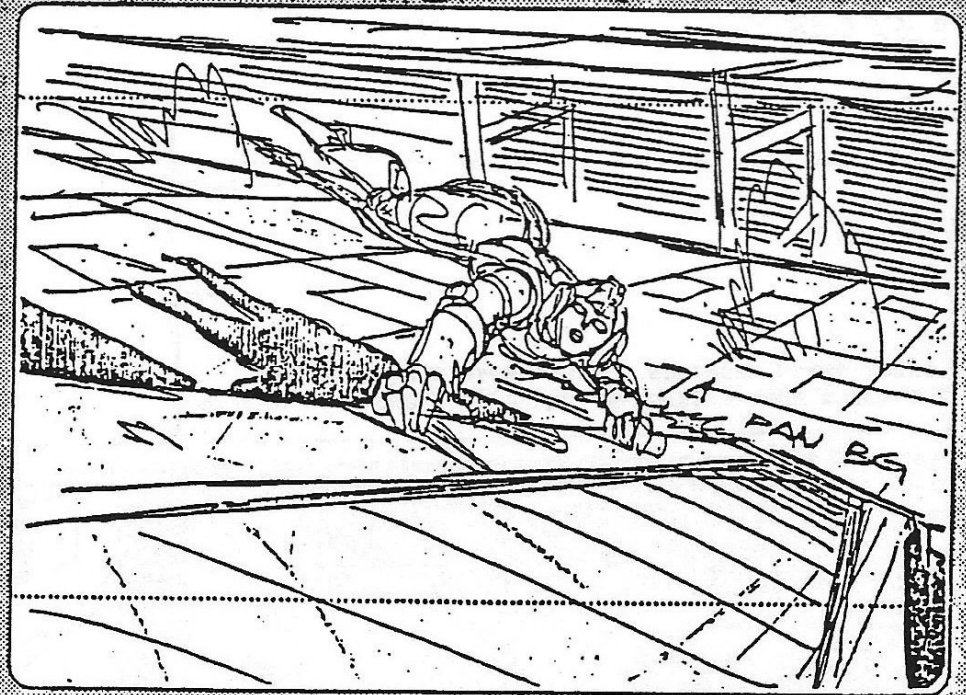


SC. CONT 15-94



SC. 15-95

SEQ. 15 Page 66



TION BLASTS MISS ARCEE AS SHE LEAPS AND TAKES AHOLD OF THE RAMP.

ACTION L.S. ARCEE. ARCEE HANGS ON TO THE RAMP WHILE SHUTTLE TAKES OFF. EXPLOSIONS FROM THE DECEPTICON FIRE CHASE AFTER HER.

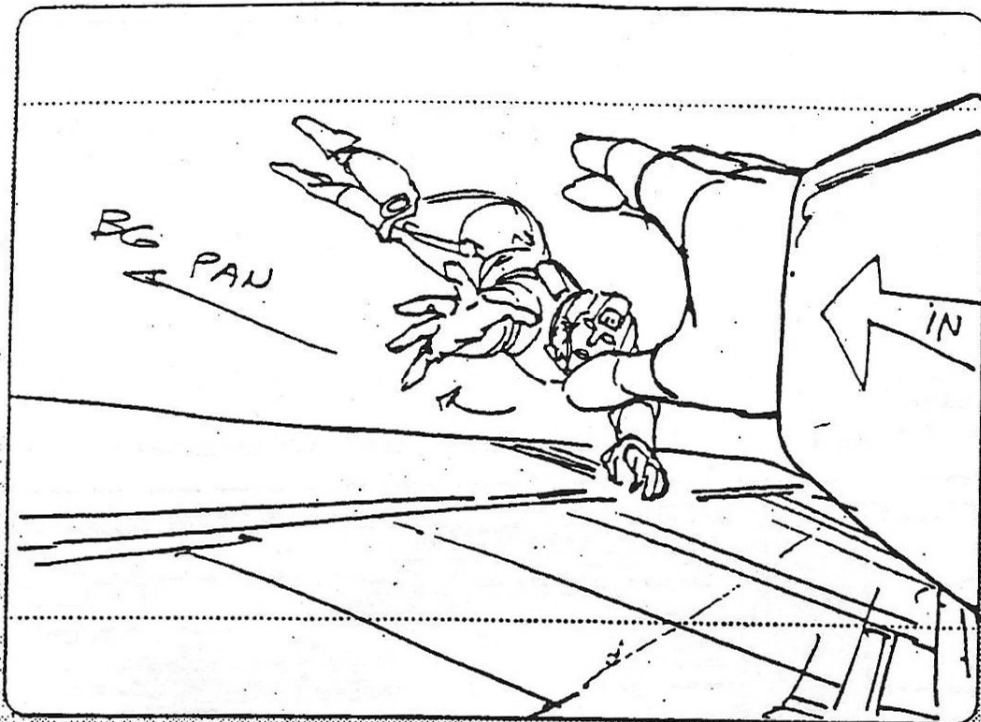
DIAL

MUSIC/SFX

CAMERA



SC. 15-70



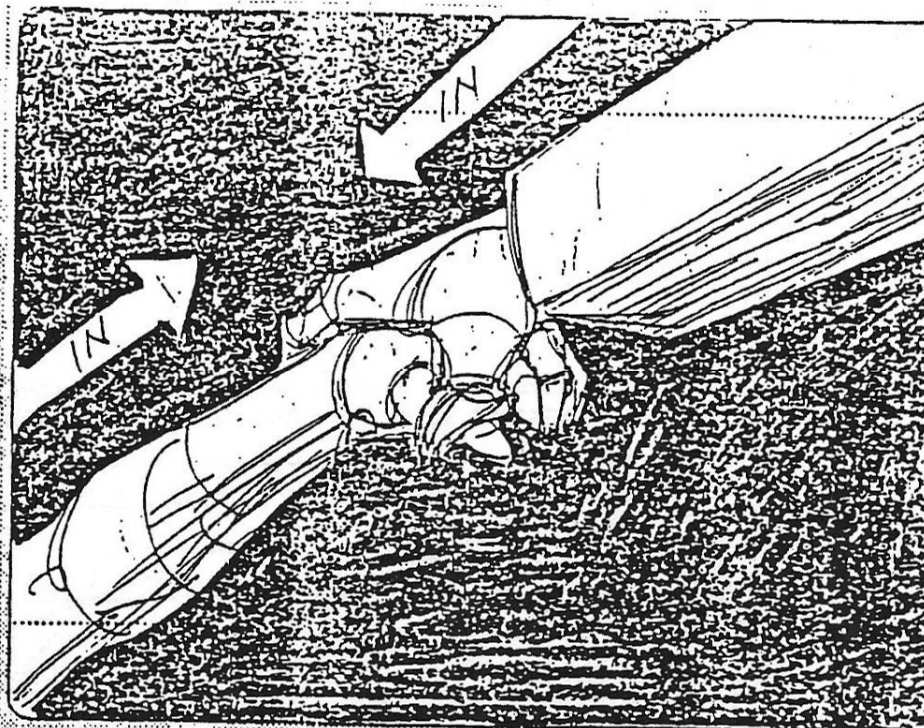
ACTION SPRINGER'S ARM MOVES INTO THE SCENE IN THE FOREGROUND TRYING TO GET ARCEE. ARCEE REACHES UP.

DIAL

MUSIC/SFX

SC. 15-70

SEQ. 15 Page 5

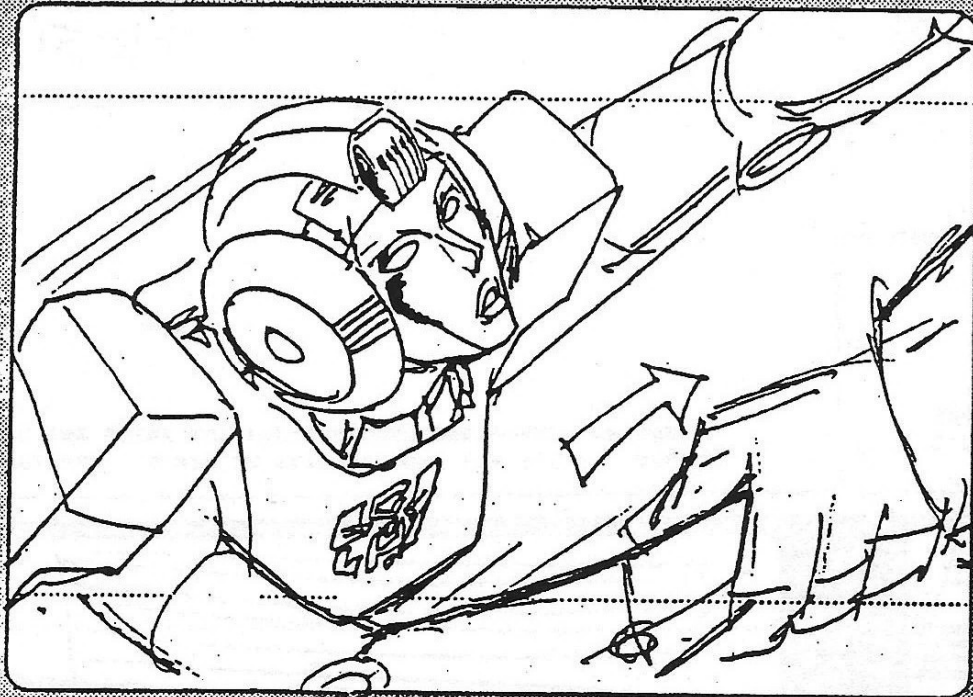


ACTION C.U. ARCEE'S HAND AND SPRINGER'S HAND ENTER THE SCENE REACHING FOR EACH OTHER. SPRINGER GRABS ARCEE'S HAND.

DIAL

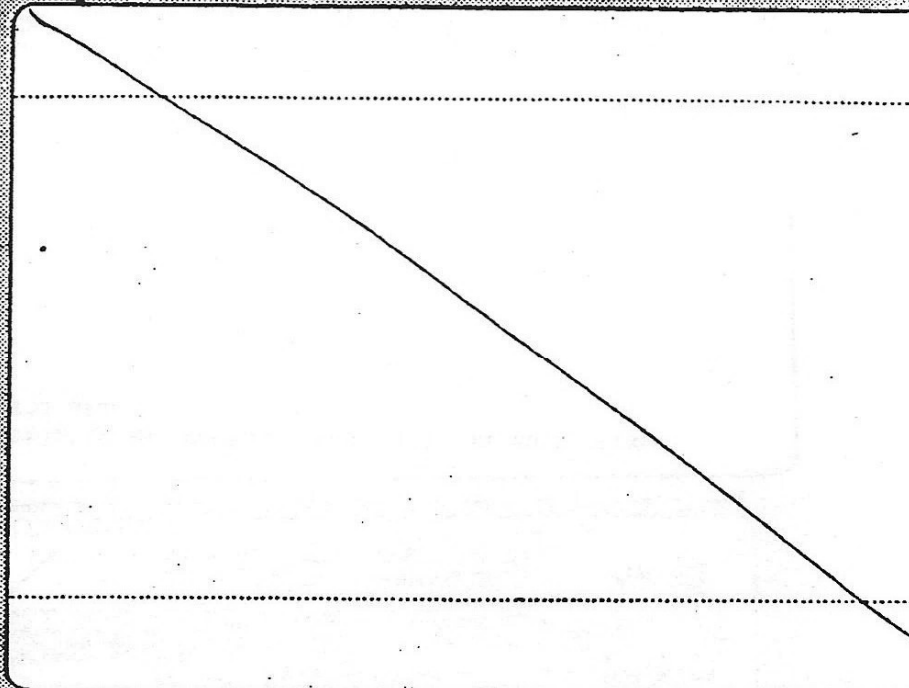
MUSIC/SFX

SC. CONT, 15-96



SC.

SEQ. 15 Page 68



ACTION ...AND PULLS ARCEE UP TOWARD HIM.

DIAL

MUSIC/SFX

CAMERA

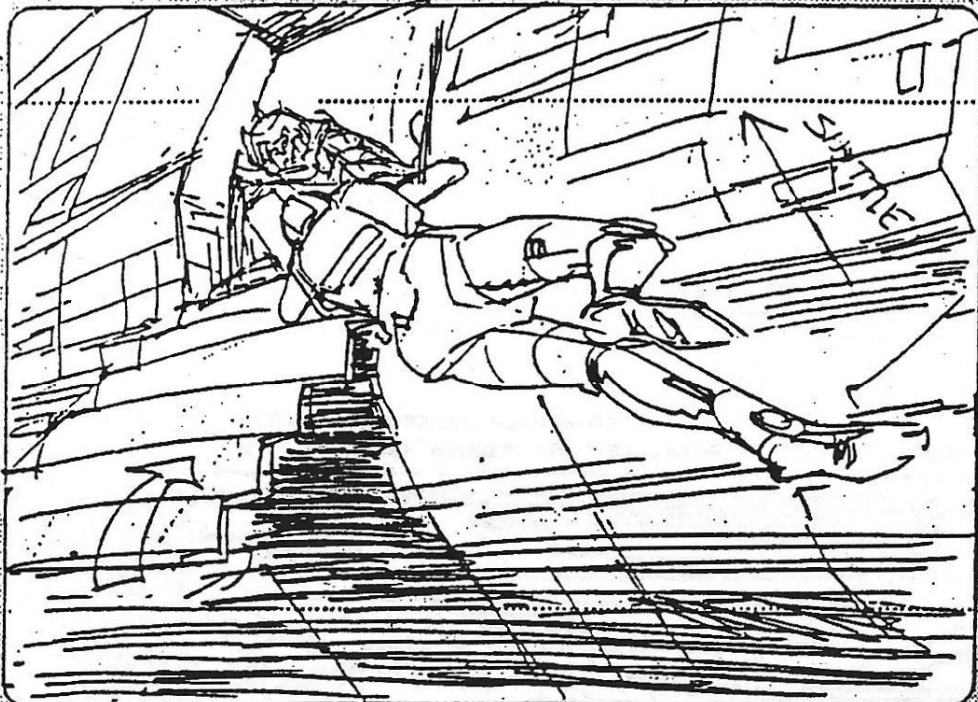
ACTION

DIAL

MUSIC/SFX

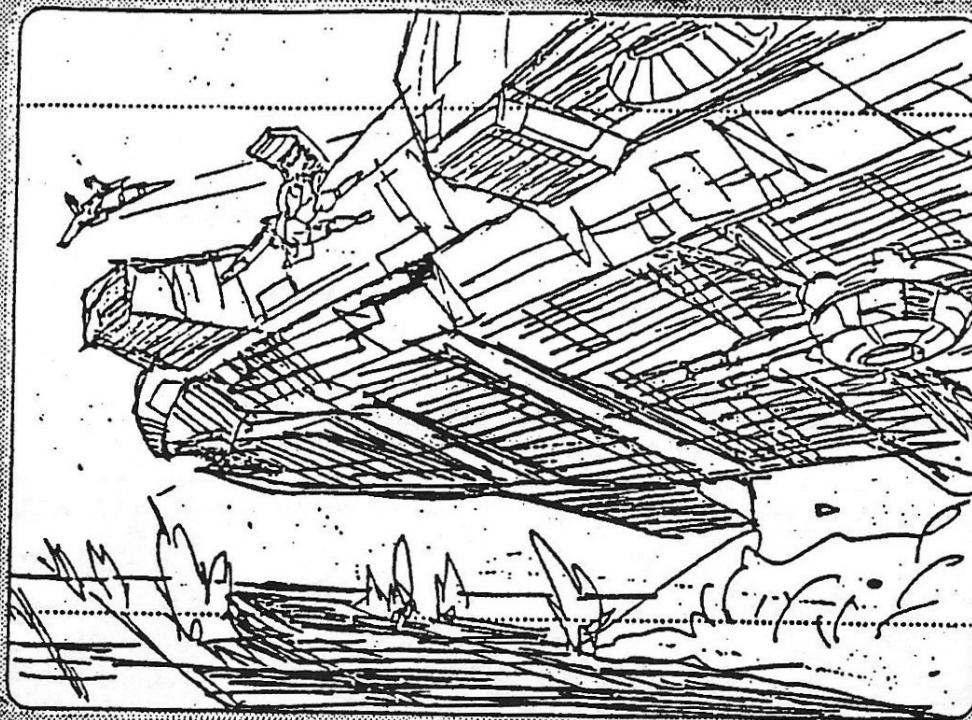
CAMERA

SC. 15-97



SC. CONT.

SEQ. 15 Page 69



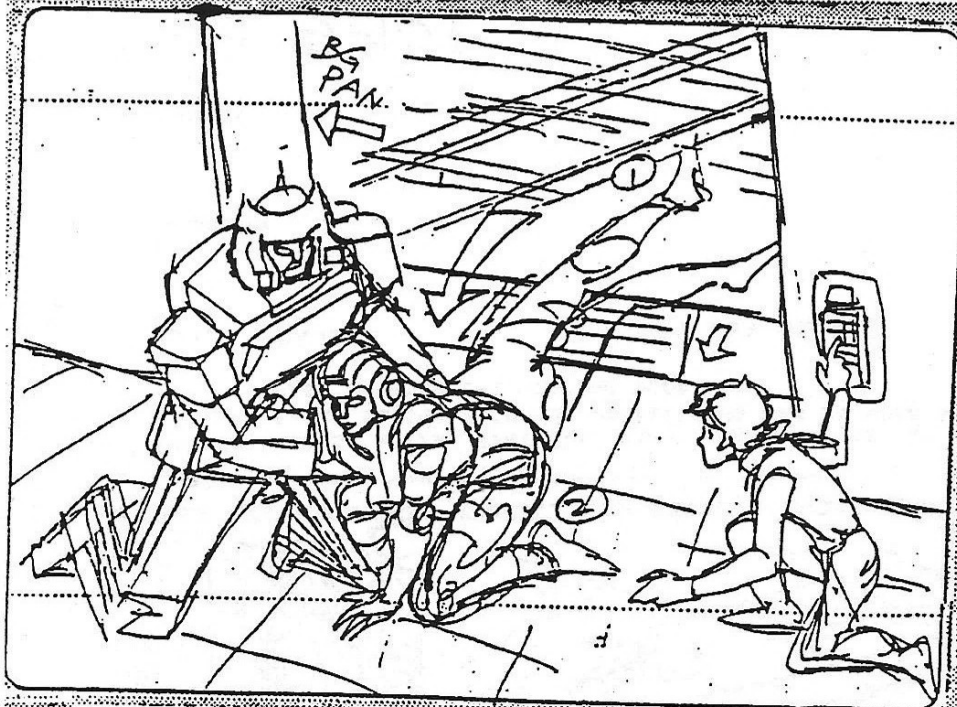
TION L.S. ARCEE AND SPRINGER. THE ENTRY RAMP IS BEING TAKEN IN AS SPRINGER LIFTS ARCEE TOWARD HIM. THE SHUTTLE STARTS LIFTING OFF OF THE GROUND.

ACTION X.L.S. ARCEE AND SPRINGER. THE SHUTTLE LEAVES THE GROUND. DECEPTICON FIRE RIPS UP THE GROUND BELOW IT, AS SPRINGER PULLS ARCEE IN TO SAFETY.

DIAL

MUSIC/SFX

SC. 15-98



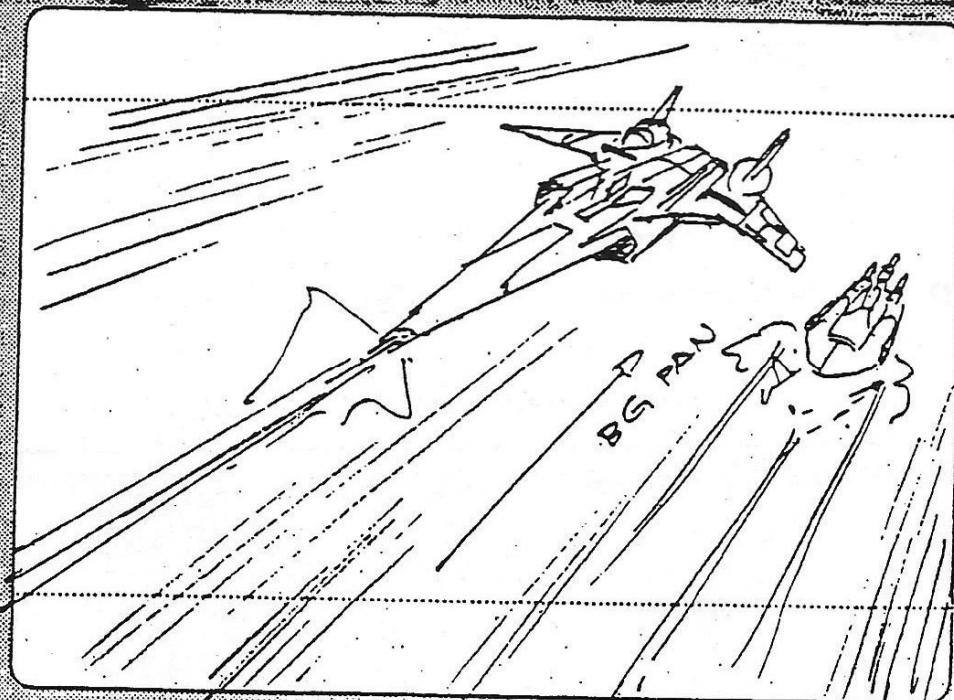
ACTION L.S. SPRINGER, ARCEE, DANIEL. SPRINGER GETS ARCEE SAFELY INSIDE. DANIEL IS PUSHING THE CONTROL TO THE ENTRANCE HATCH.

ARCEE

Thanks.

MUSIC/SFX

SC. 15-99



ACTION L.S. CYCLONUS AND THE SWEEPS FOLLOW THE SHUTTLE, FIRING.

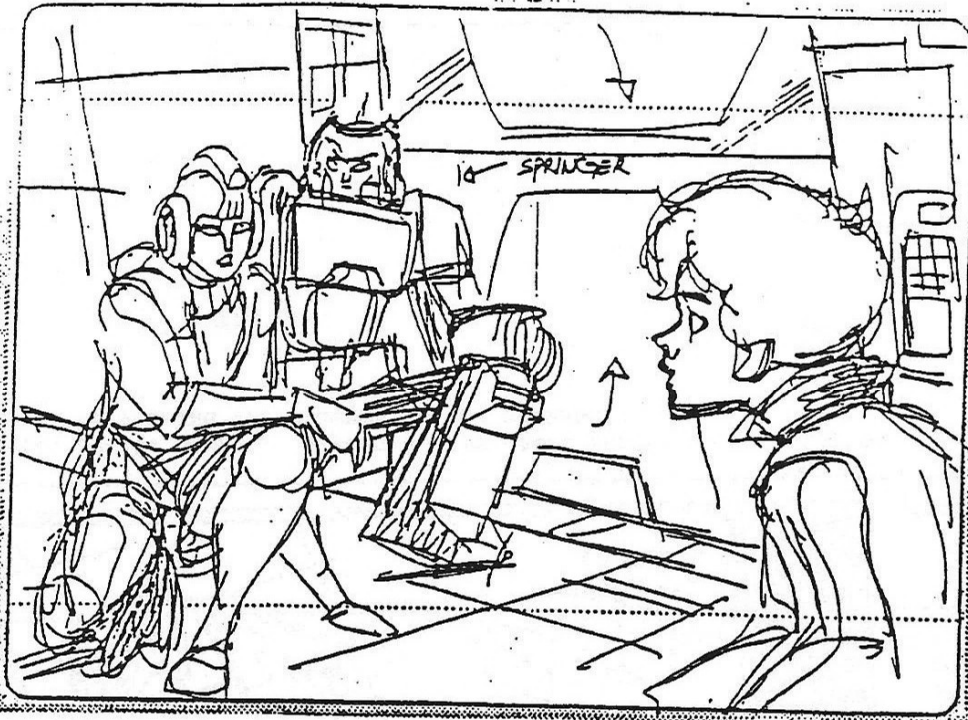
DIAL

MUSIC/SFX

CAMERA



SC. 5-100



ACTION M.L.S. ARCEE, SPRINGER, DANIEL SAFE INSIDE THE SHUTTLE. LASER BLASTS FROM THE DECPETICONS CAN BE SEEN SHOOTING PAST OUTSIDE THE CLOSING DOOR.

DIAL DANIEL That was close!

MUSIC/SFX



SC. 5-101

SEQ. 5



ACTION C.U. SPRINGER. SPRINGER TALKS.

DIAL SPRINGER Believe it or not, this is the first part.

MUSIC/SFX

SC. 15-102



ACTION M.L.S. ULTRA MAGNUS AND PERCEPTOR AT CONTROL DECK. ULTRA MAGNUS ADDRESSES PERCEPTOR.

DIAL ULTRA MAGNUS

We gotta start cold.  
(PICK UP LINE)

MUSIC/SFX

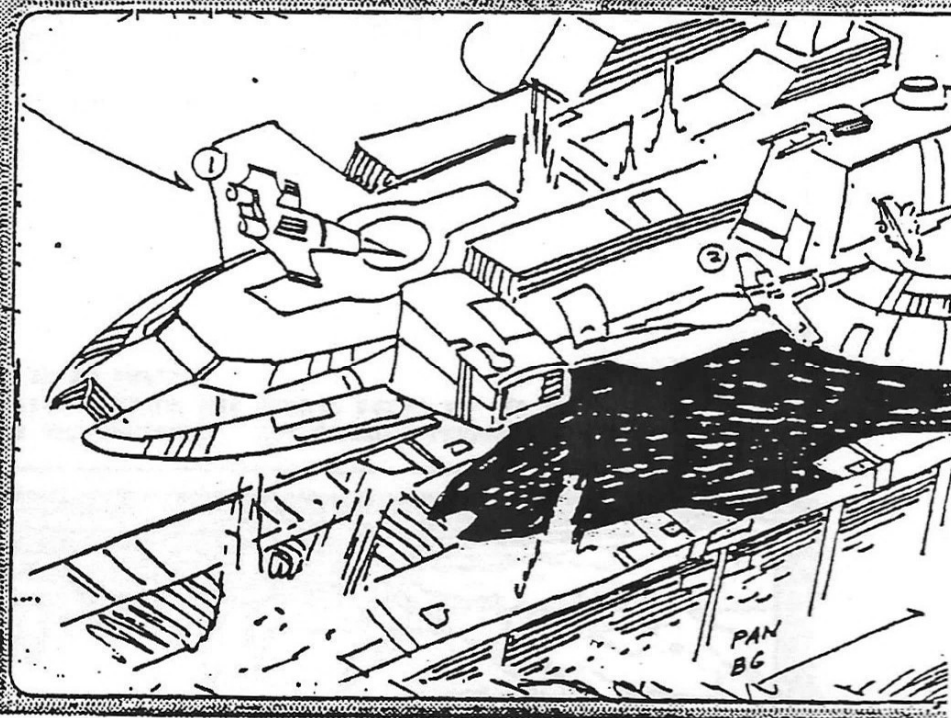
CAMERA

TFRAW

From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-103

SEQ. 15 Page 72



ACTION M.L.S. ULTRA MAGNUS' SHUTTLE LIFTING UP HIGH INTO THE AIR, AS CYCLONUS DIVES THROUGH THE SCENE FIRING BLASTS AT THE SHIP WHICH EXPLODES ALONG THE GROUND.

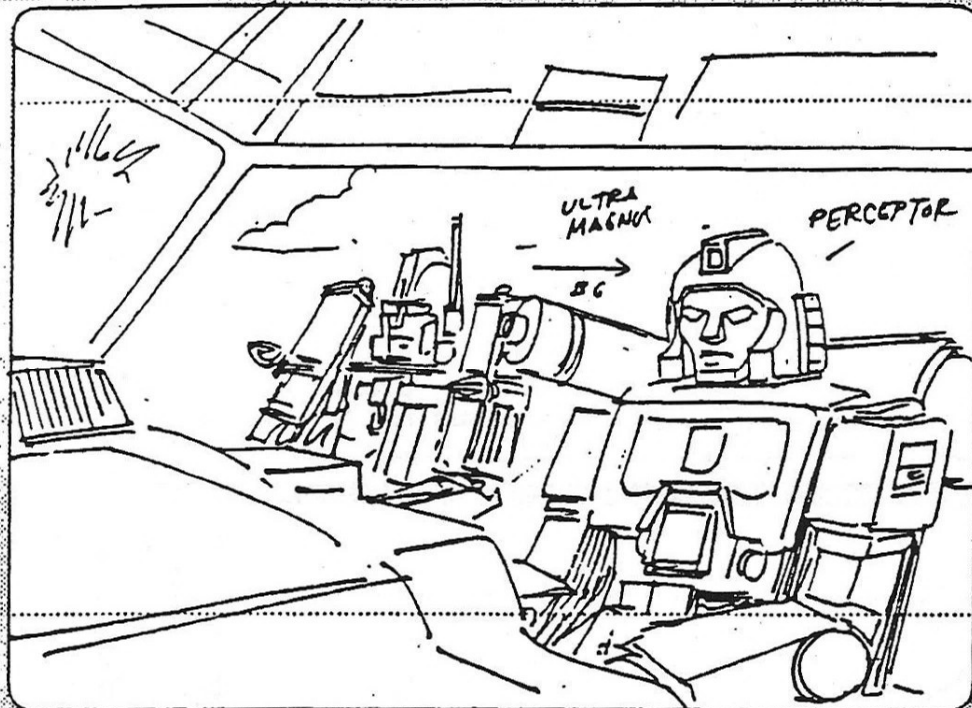
DIAL

ULTRA MAGNUS Can this ship take it?

MUSIC/SFX

CAMERA

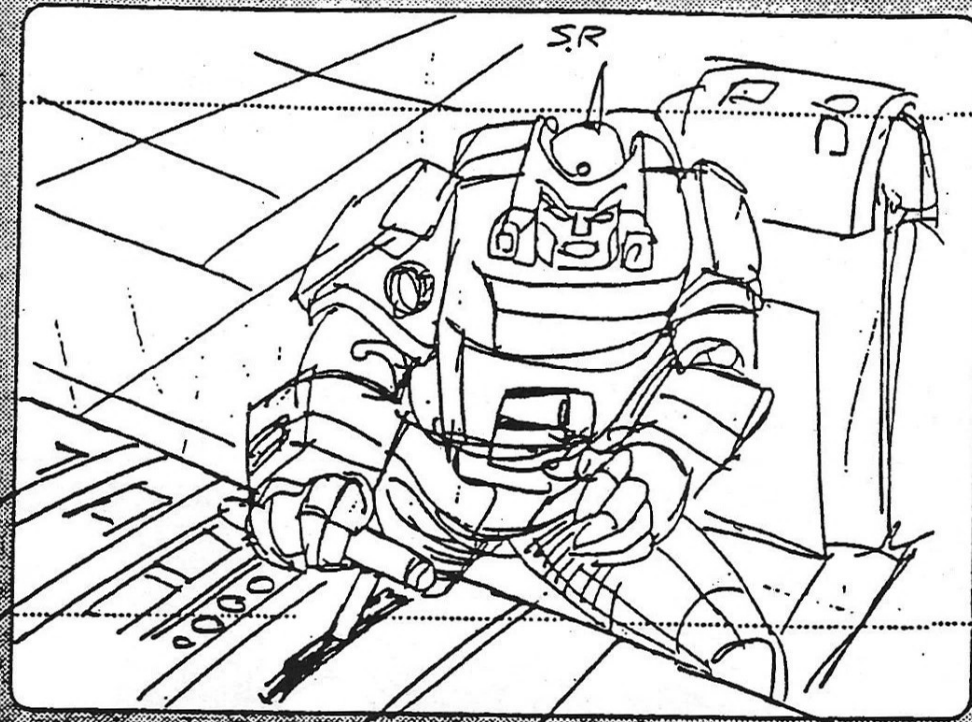
SC. 15-104



SC. 15-105

SEQ. 15 Page

73



M.L.S. PERCEPTOR AND ULTRA MAGNUS. PERCEPTOR GIVES ULTRA MAGNUS A REPLY. ULTRA MAGNUS GETS IRRITATED WITH IT. SPRINGER INTERPRETS. EXPLOSIONS CAN BE SEEN OUT THE WINDOWS.

PERCEPTOR

With an accelerated ignition procedure the ceramic housings might create a magnetic flux.

ULTRA MAGNUS

(BAFFLED) What?

ACTION M.S. SPRINGER PULLS THE JOYSTICK FURTHER FORWARD.

DIAL

SPRINGER

(CONT)

... "go for it!"

MUSIC/SFX

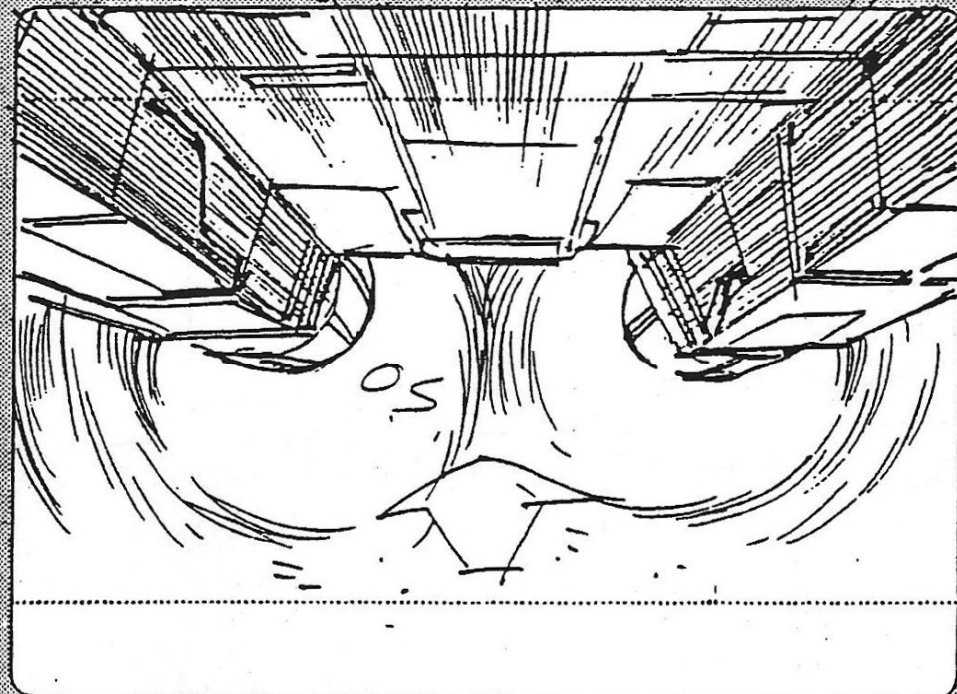
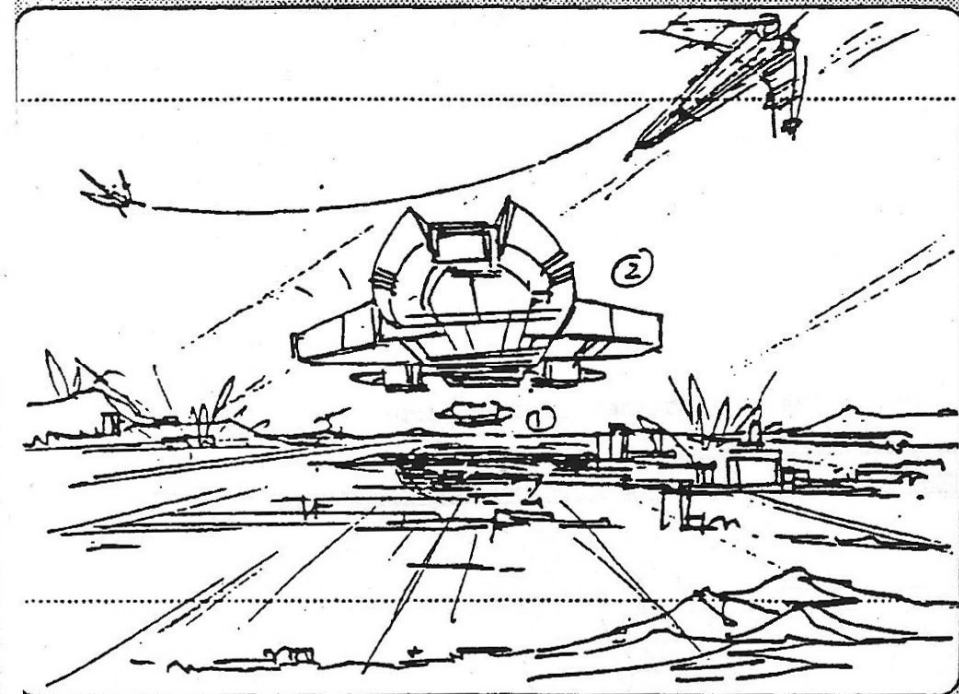
CAMERA

SC. 15-106

SC. CONT.

SEQ. 15 Page

74



ON X.L.S. ULTRA MAGNUS' SHUTTLE. THE SHUTTLE RACES TOWARD US LIFTING HIGHER AND HIGHER OFF OF THE GROUND. CYCLONUS DIVES PAST, FIRING AT THE SHIP.

ACTION WE SEE THE BOTTOM PART OF SHUTTLE AS IT ZOOMS PAST OVER US AND O.S.

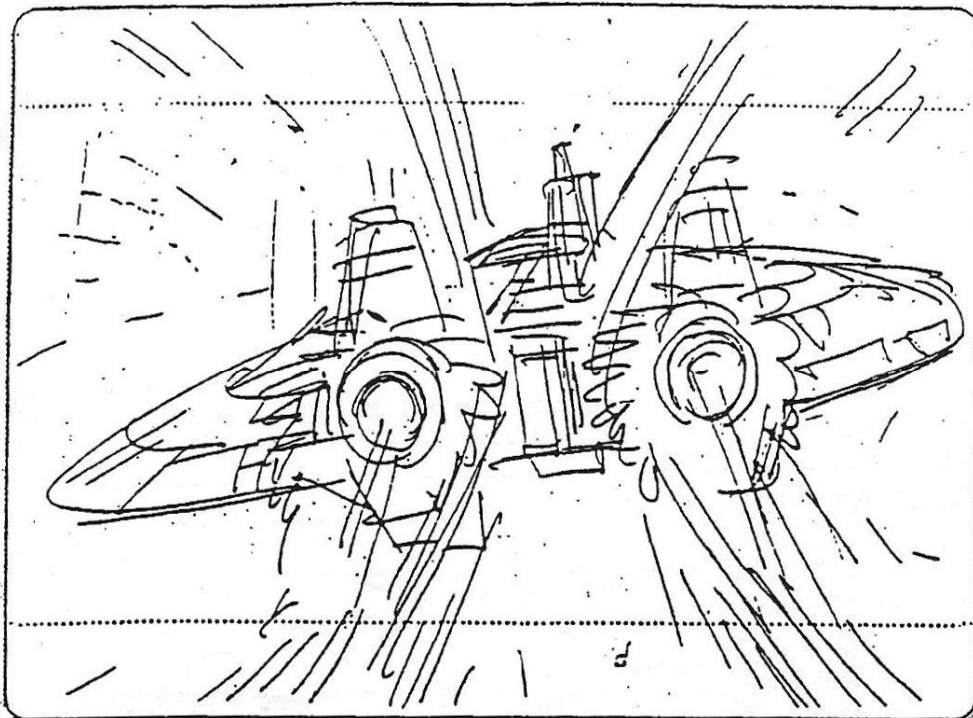
DIAL

MUSIC/SFX

CAMERA



SC. 5-51

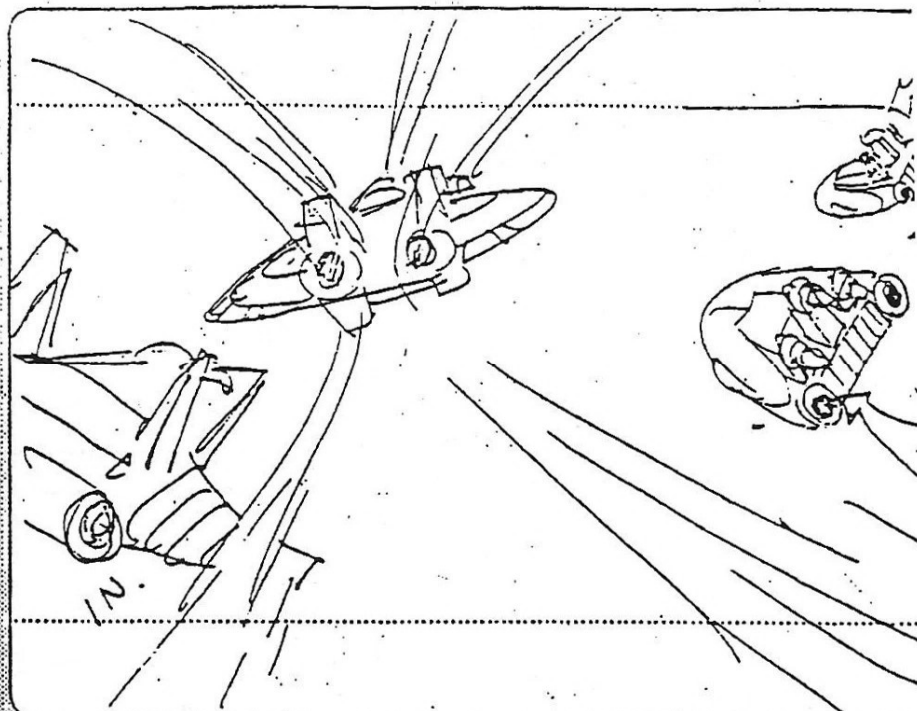


ACTION L.S.. ULTRA MAGNUS' SHUTTLE. IT FLIES AWAY.

DIAL

MUSIC/SFX

SC. 5-52

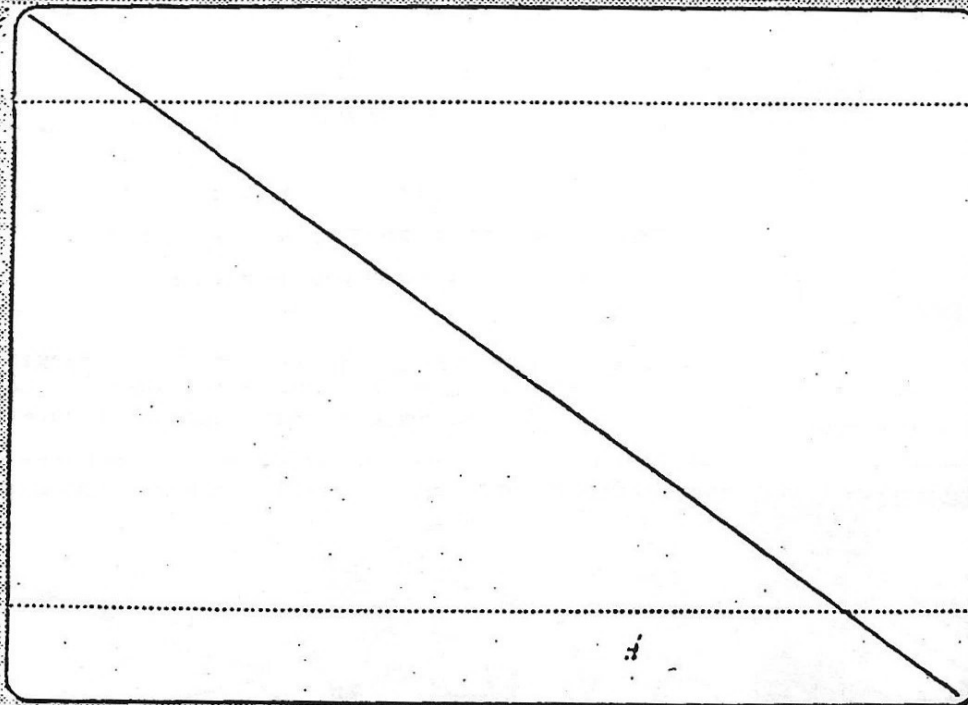


ACTION CYCLONUS AND THE SWEEPS FOLLOW THE SHUTTLE.

DIAL

MUSIC/SFX

SC.15-108



ACTION L.S. THE SWEEPS ZOOM THROUGH SPACE FIRING ON THE O.S. SHUTTLES.

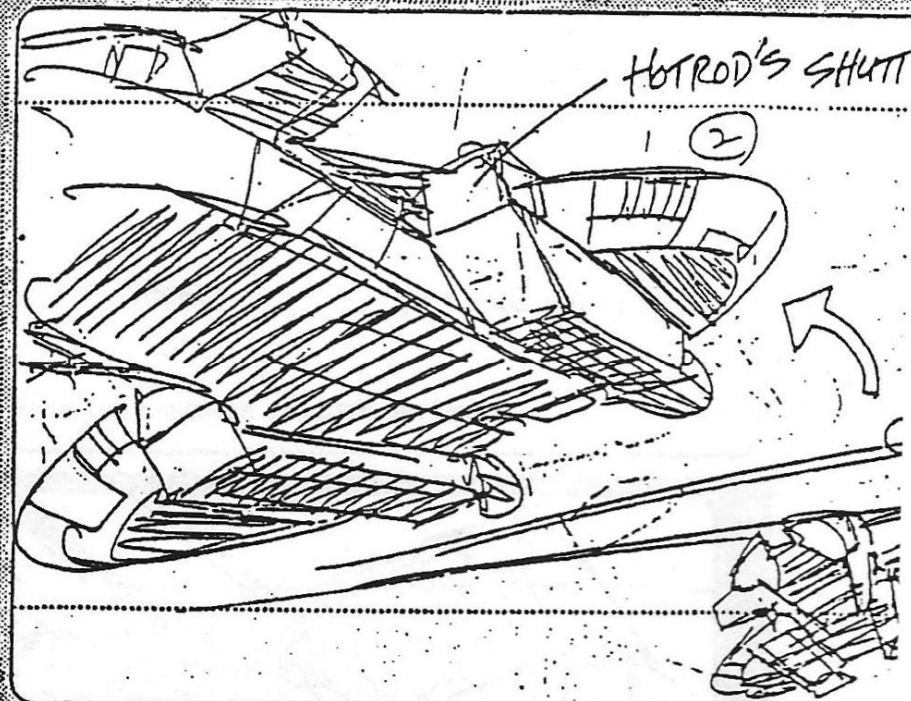
DIAL

MUSIC/SFX

CAMERA

SC.15-109

SEQ. 15 Page 76



ACTION L.S. HOT ROD'S SHUTTLE. IT TURNS TO AVOID THE FIRE FROM THE O.S. SWEEPS AND FLIES O.S.

DIAL

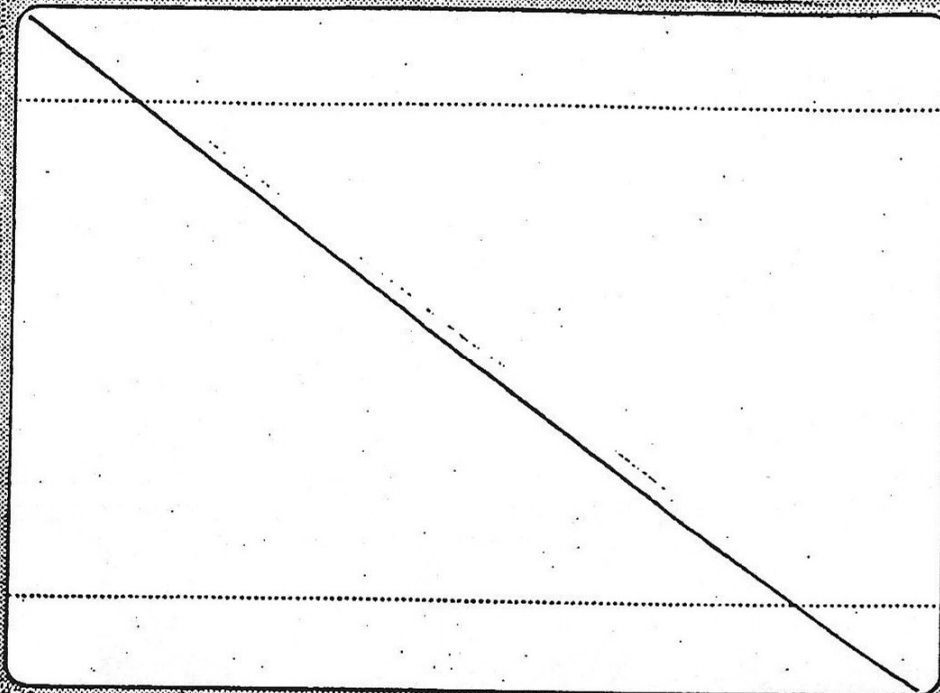
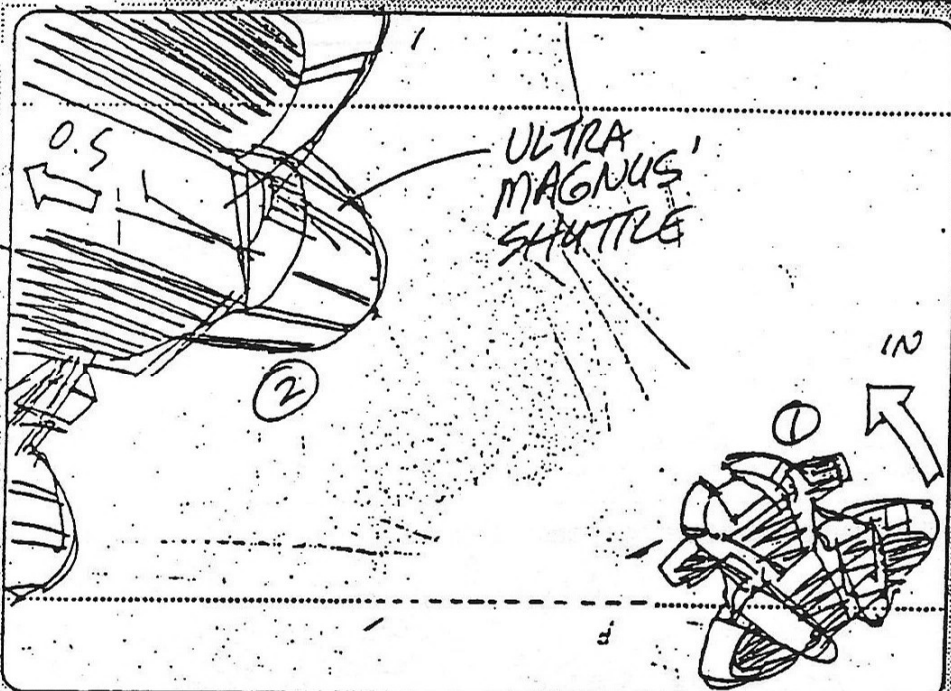
MUSIC/SFX

CAMERA

SC. CONT 15-109

SC

SEQ. 15 Page 77



ACTION  
ULTRA MAGNUS' SHUTTLE CLOS<sup>E</sup> BEHIND HOT ROD, FLIES  
THROUGH THE SCENE.

DIAL

MUSIC/SFX



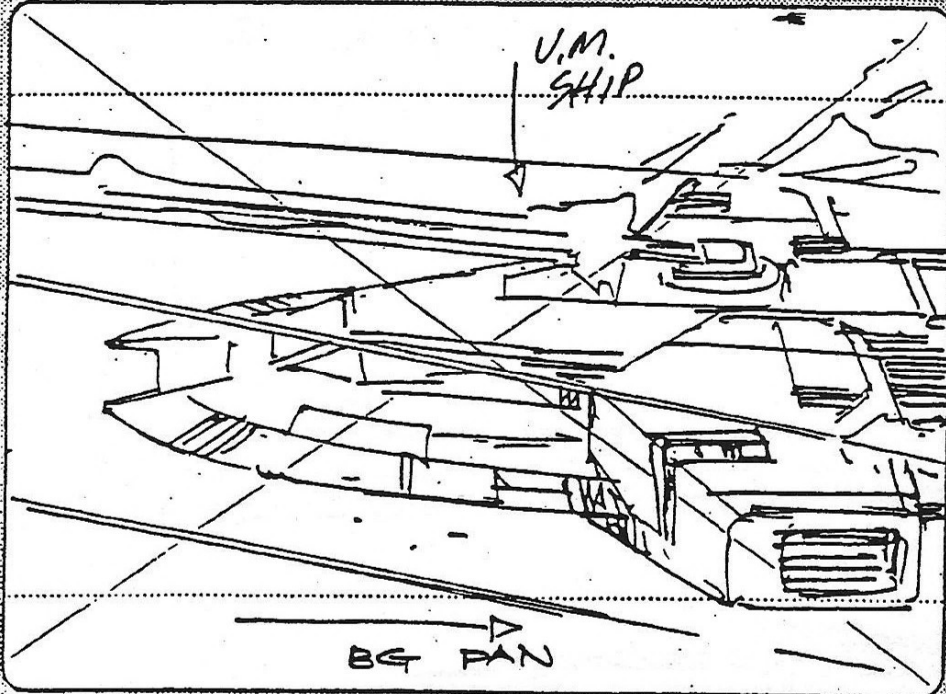
ACTION

DIAL

MUSIC/SFX

CAMERA

SC. 15-111



ACTION M.S. ULTRA MAGNUS SHUTTLE. WE MOVE WITH IT AS THE BLASTS FROM THE SWEEPS SKIM PAST. IT RETURNS THEIR FIRE.

DIAL

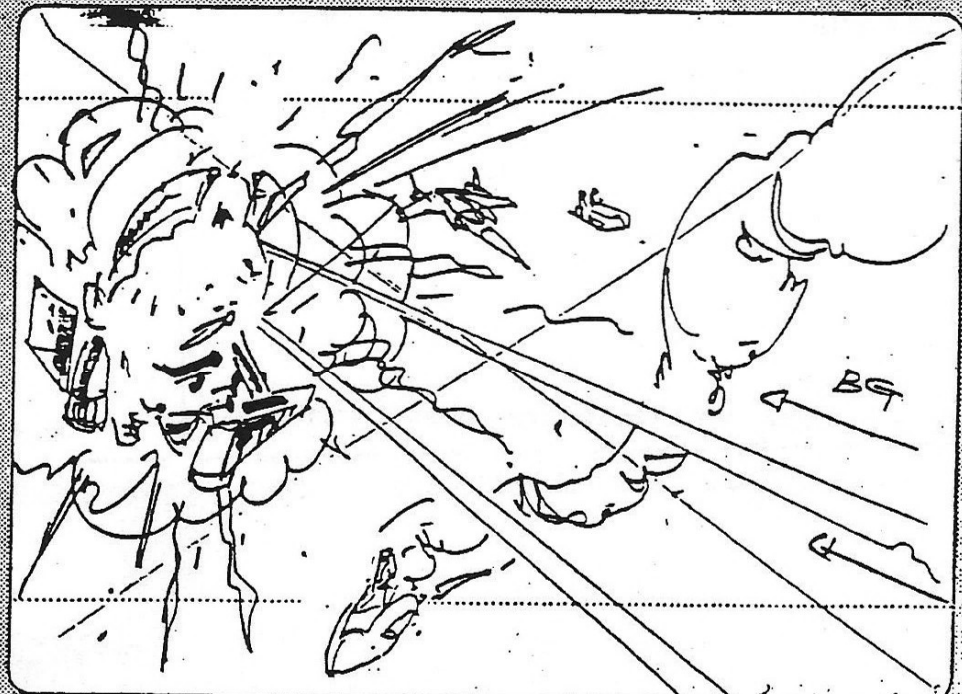
MUSIC/SFX



SC. 15-112

SEQ. 15 Page

78



ACTION L.S. THE SWEEPS AS THE LASER FIRE FROM THE SHUTTLE STREAKS IN AND EXPLODES INTO TWO OF THE SWEEPS WITH DIRECT HITS.

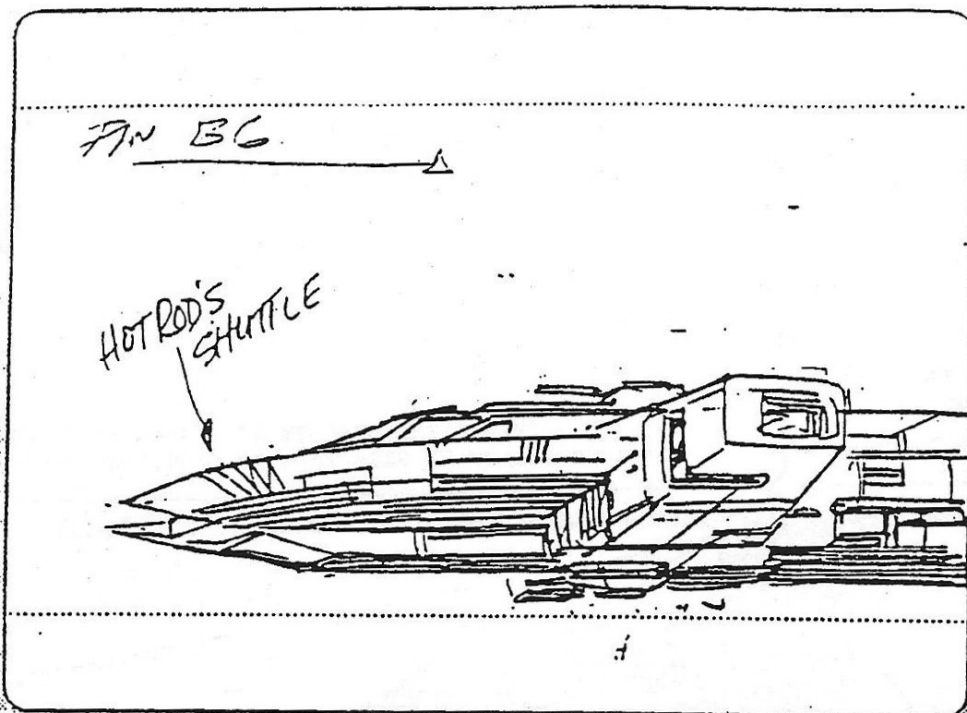
DIAL

MUSIC/SFX

CAMERA



SC. 13-15



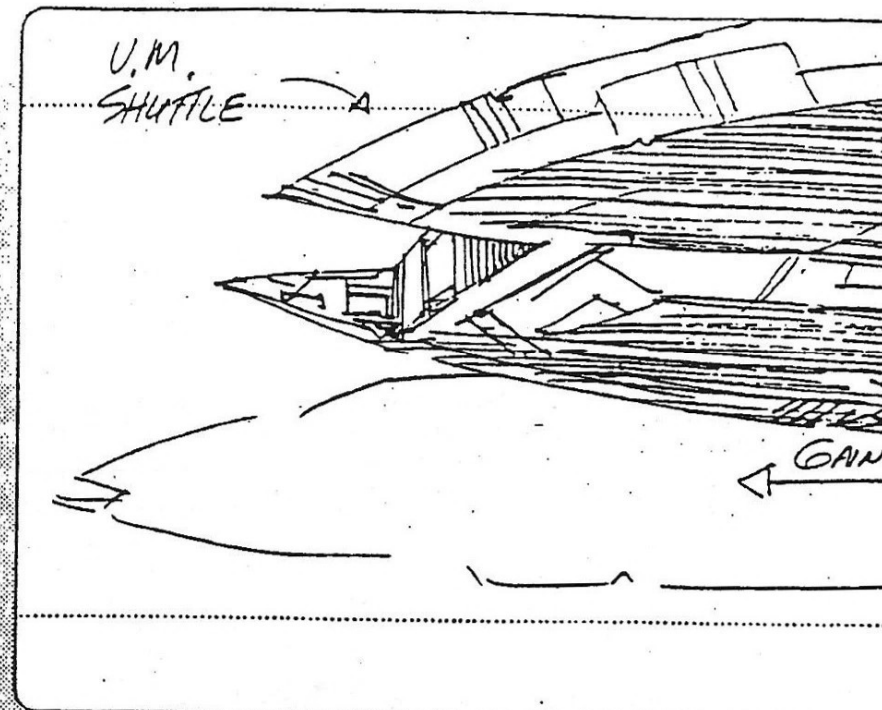
ACTION M.S. HOT ROD'S SHUTTLE. WE FOLLOW IT AS IT FLIES THROUGH SPACE.

DIAL

MUSIC/SFX

SC. 13-15

SEQ. 15 Page 1



ACTION ULTRA MAGNUS' SHUTTLE GAINS INTO SCENE ALONG SIDE.

DIAL

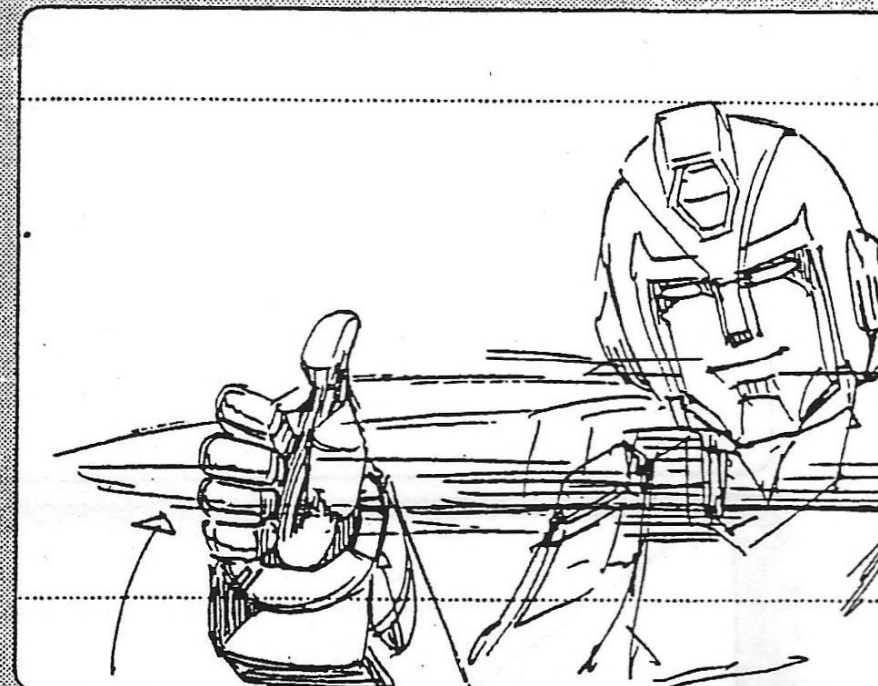
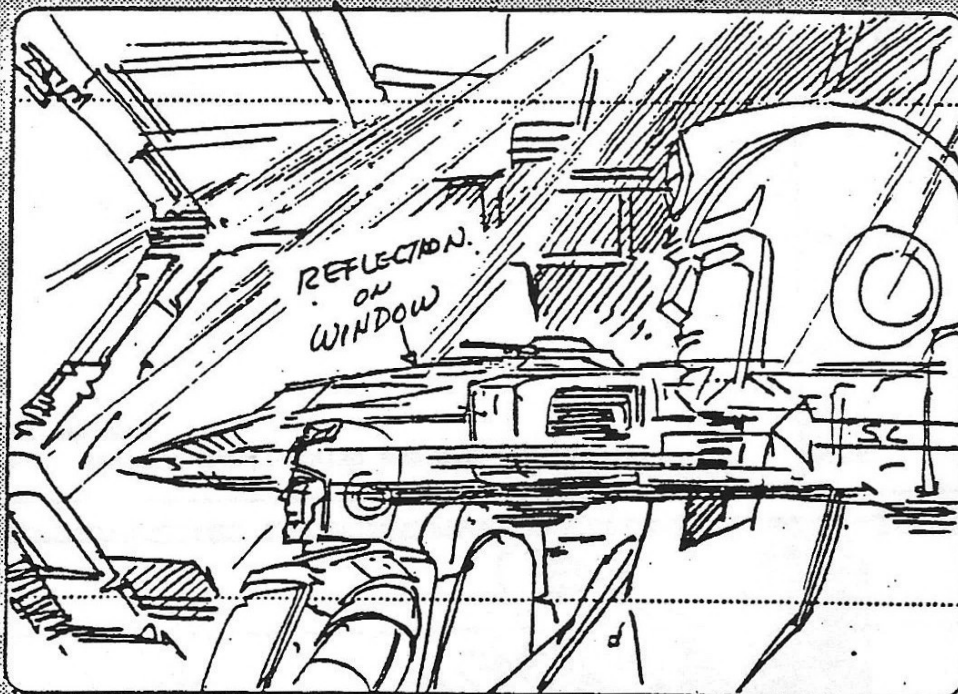
MUSIC/SFX

SC. 15-114

SC CONT.

SEQ. 15 Page

80



ACTION M.S. KUP AND HOT ROD THROUGH THE WINDOW OF THEIR SHUTTLE.  
A REFLECTION OF ULTRA MAGNUS' SHIP MOVES INTO SCENE...

DIAL

MUSIC/SFX

CAMERA

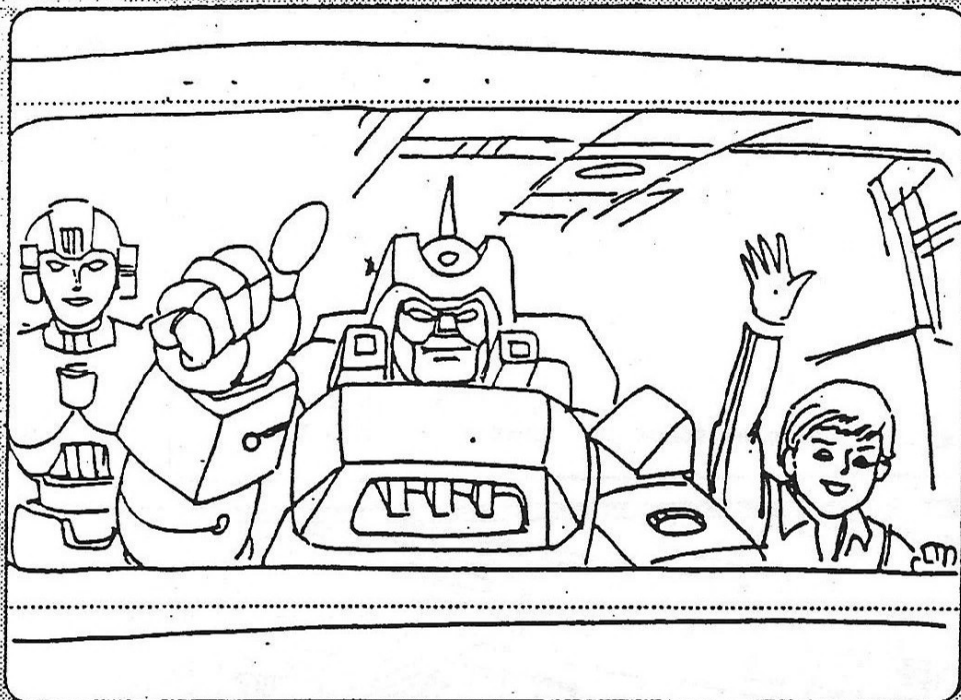
ACTION ...HOT ROD TURNS AND GIVES THEM A THUMBS UP WAVE OKAY.

DIAL

MUSIC/SFX

CAMERA

SC. 15-115



ACTION M.S. SPRINGER AND DANIEL. THEY GIVE A WAVE BACK TO HOT ROD O.S.

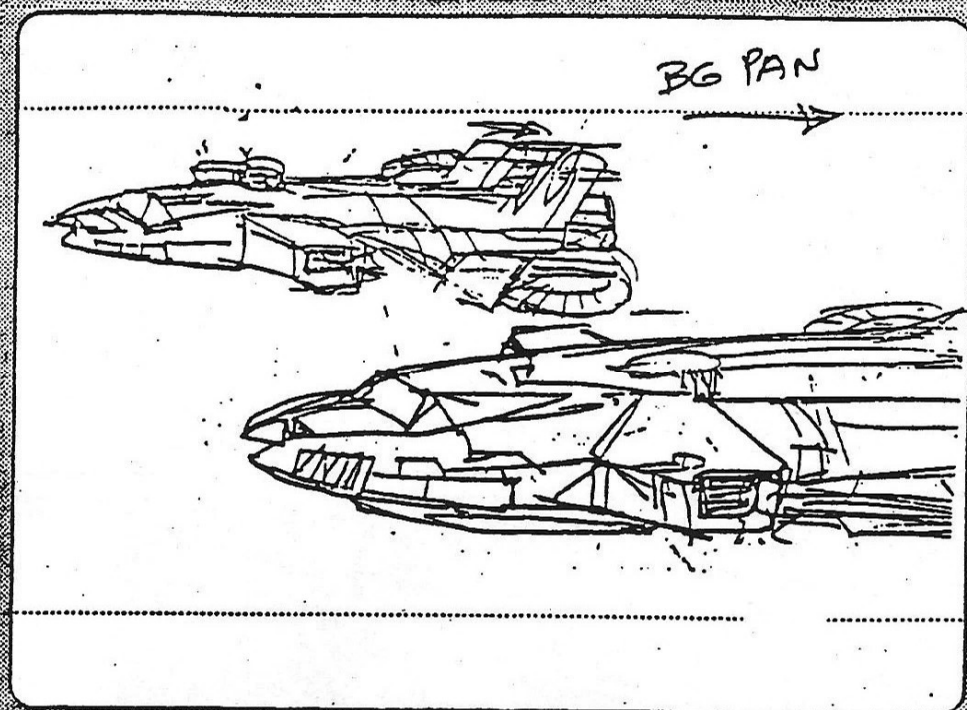
AL SPRINGER

From here on in it'll  
be smooth sailin'.

USIC/SFX  
**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-116

SEQ. 15 Page 81

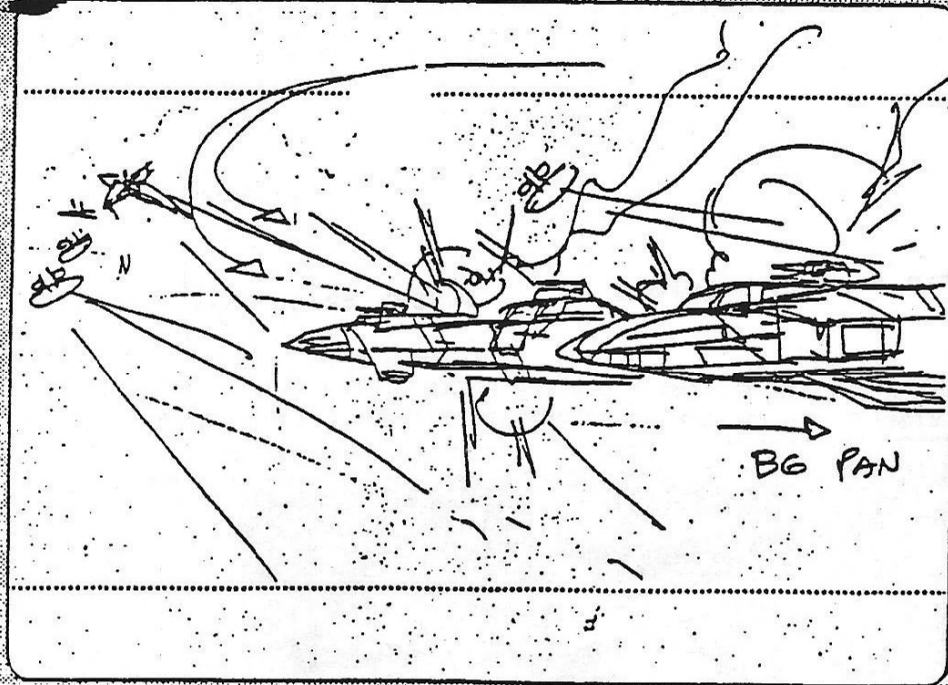


ACTION M.L.S. THE TWO AUTOBOT SHUTTLES TRAVELING THROUGH SPACE.  
WE FOLLOW THEM AS...

DIAL

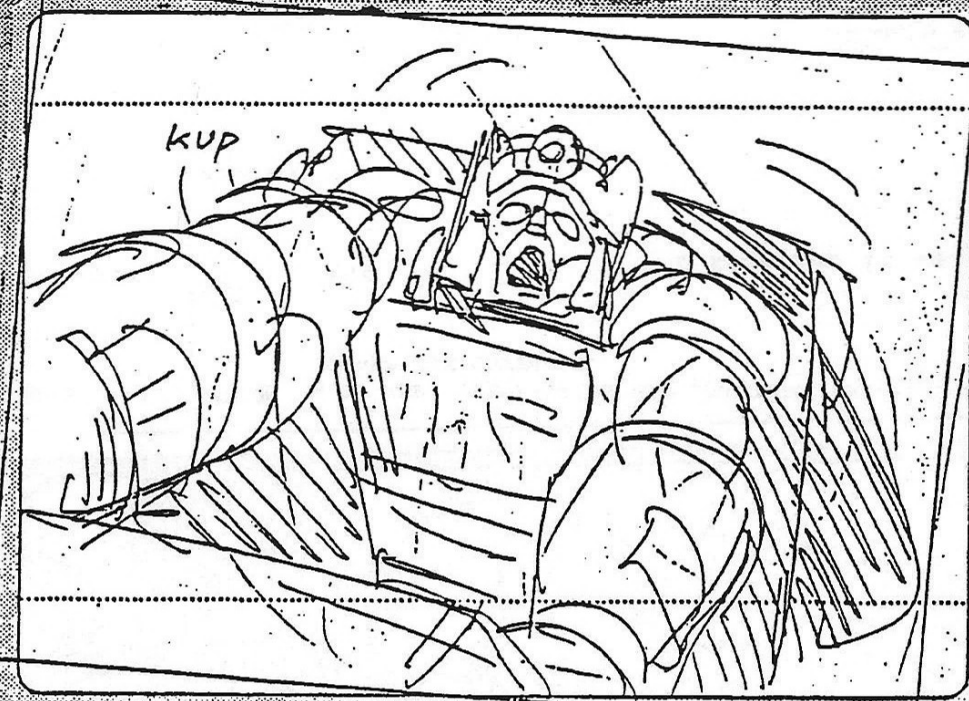
MUSIC/SFX

SC. CONT. 15-116 TRUCK-OUT



SC. 15-117

SEQ. 15 Page 82



ACTION SUDDENLY THEY ARE ATTACKED BY THE DECEPTICON FORCES.

AL

MUSIC/SFX

ACTION M.C. KUP. HE IS TERRIFIED!

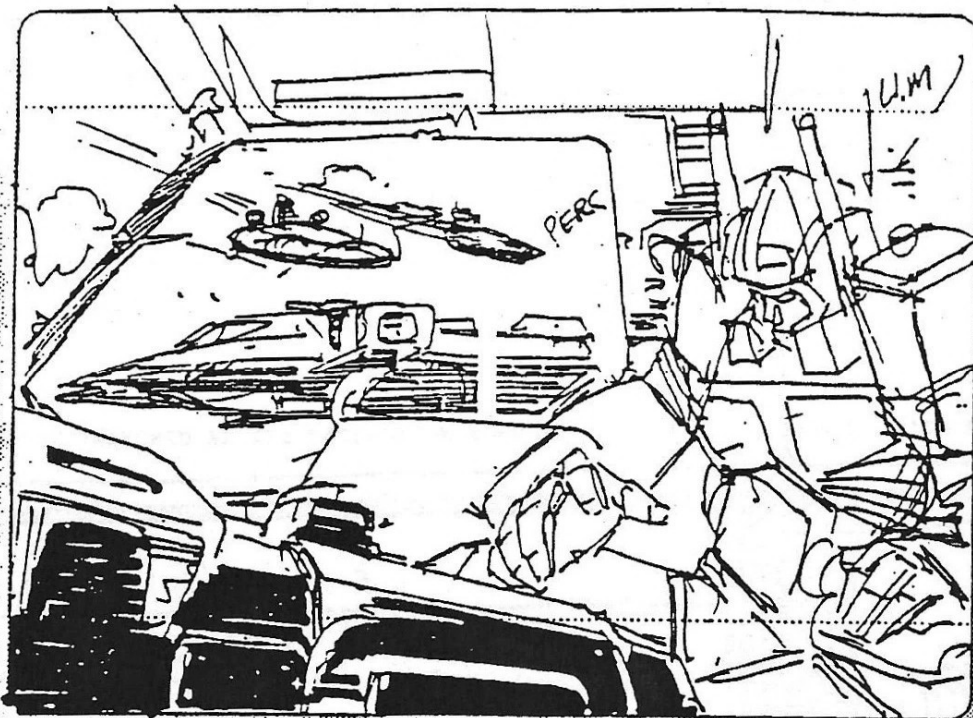
DIAL KUP

(USING INTERCOM) Ultra Magnus ...  
what next?

MUSIC/SFX

CAMERA



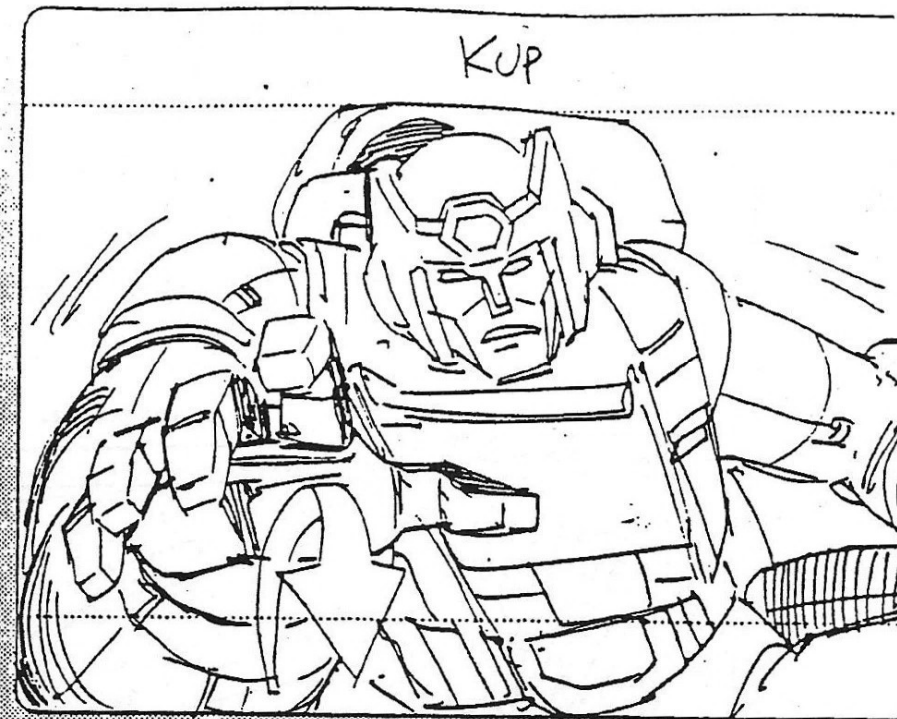


ACTION M.S. DECEPTICON AND ULTRA MAGNUS INSIDE THEIR SHUTTLE.  
WE TRUCK IN ON HOT ROD'S SHUTTLE WHICH CAN BE SEEN THROUGH  
THEIR WINDOW.

DIAL ULTRA MAGNUS

Remember what we did off Beta Four!

MUSIC/SFX



ACTION M.S. KUP. HE REGAINS HIS COMPOSURE AND REACHES FORWARD  
TOWARD THE CONTROLS.

DIAL

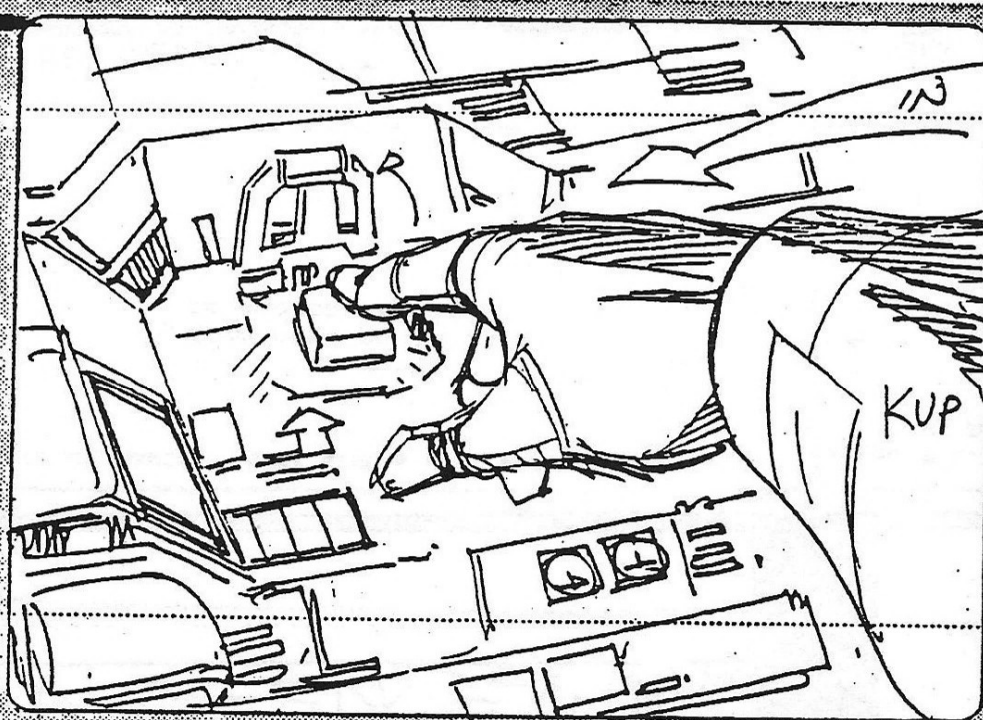
KUP

I remember it well.

MUSIC/SFX

MUSIC/SFX

SC. 15-120



ACTION

X.C.U. KUP'S HAND. IT MOVES INTO SHOT AND HE PRESSES A FIRING BUTTON.

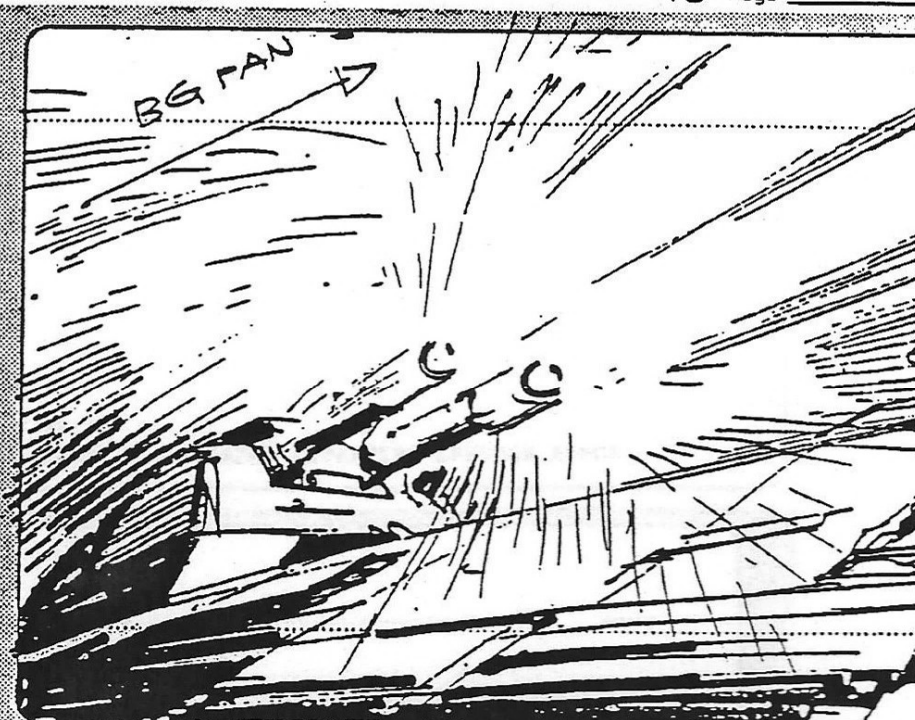
DIAL

MUSIC/SFX

CAMERA

SC. 15-121

SEQ. 15 Page 84



ACTION

C.U. THE GUNS OF HOT ROD'S SHUTTLE. THEY FIRE REPEATEDLY.

DIAL

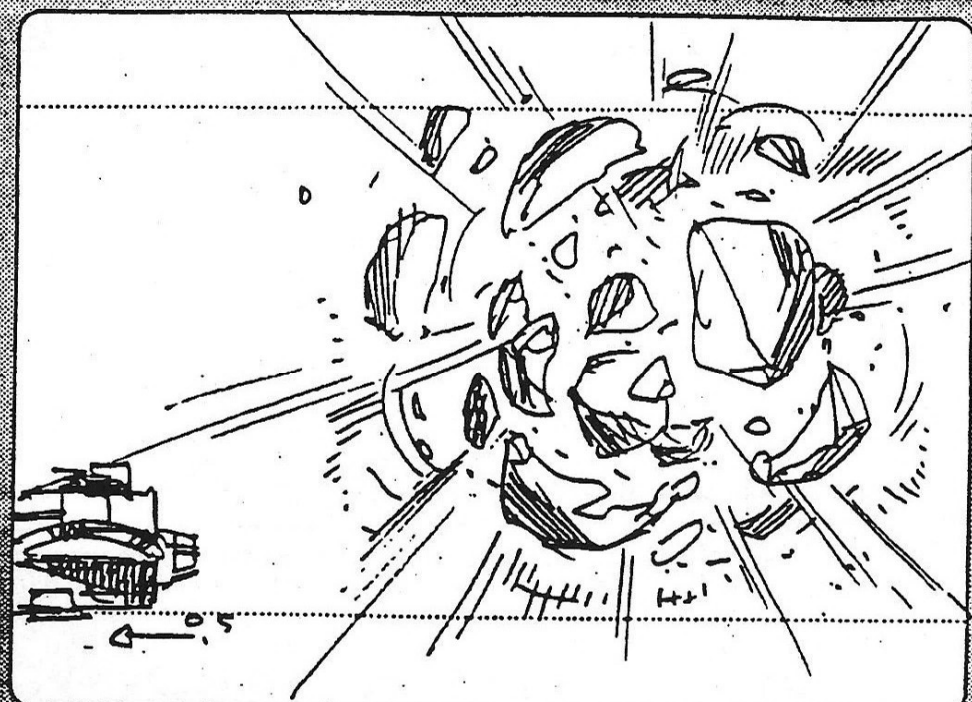
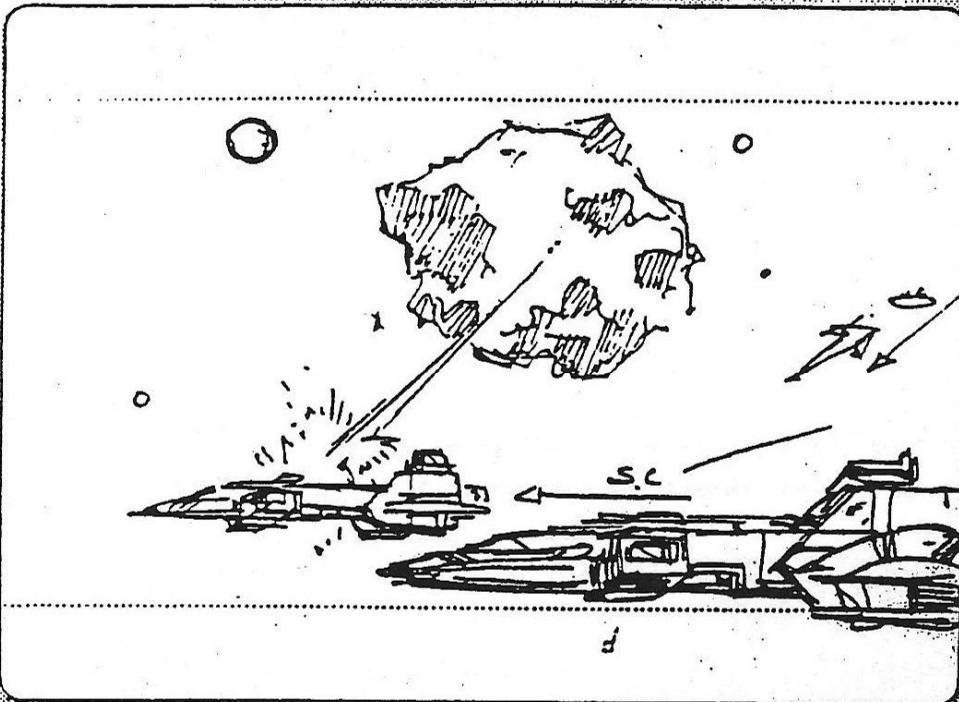
MUSIC/SFX

CAMERA

SC. 15-122

SC. CONT

SEQ. 15 Page 85



ACTION X.L.S. THE SHUTTLES, CYCLONUS AND THE SWEEPS. THE BLAST FROM KUP'S GUNS HIT A NEARBY ASTEROID.

ACTION ...EXPLODING IT TO BITS AS THE TWO SHUTTLES FLY O.S.

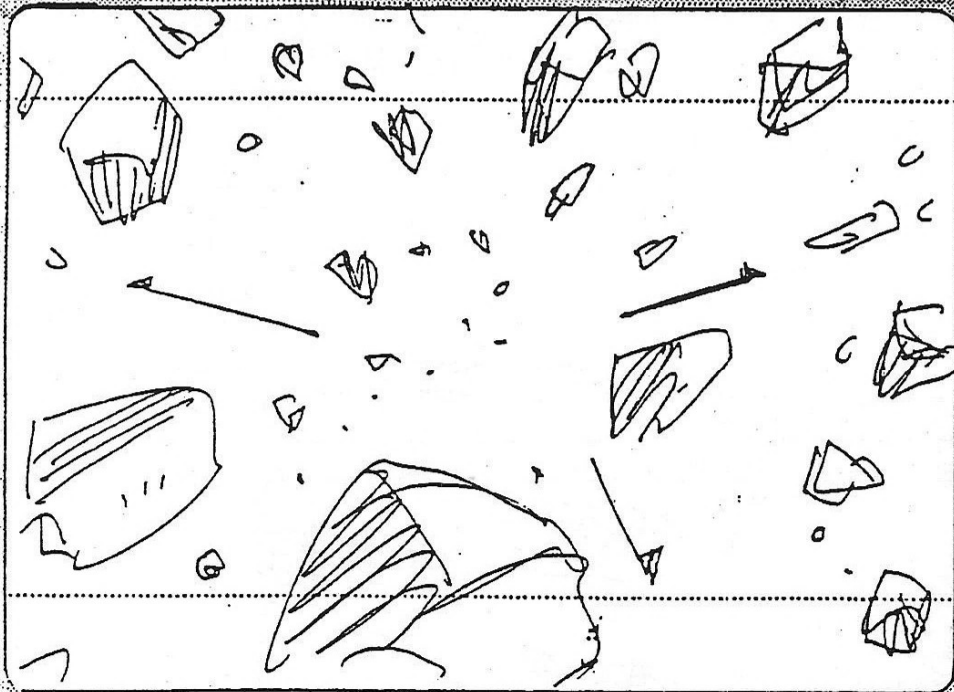
DIAL

MUSIC/SFX

CAMERA

SIC/SFX

SC. CONT. 15-122



SC. 15-123

SEQ. 15 Page

86



TION THE PIECES OF THE ASTEROID FILL THE SCENE.

L

SIC. SFX

ACTION L.S. CYCLONUS AND A SWEEP AS THEY DODGE TO AVOID BEING HIT BY THE PIECES OF THE ASTEROID.

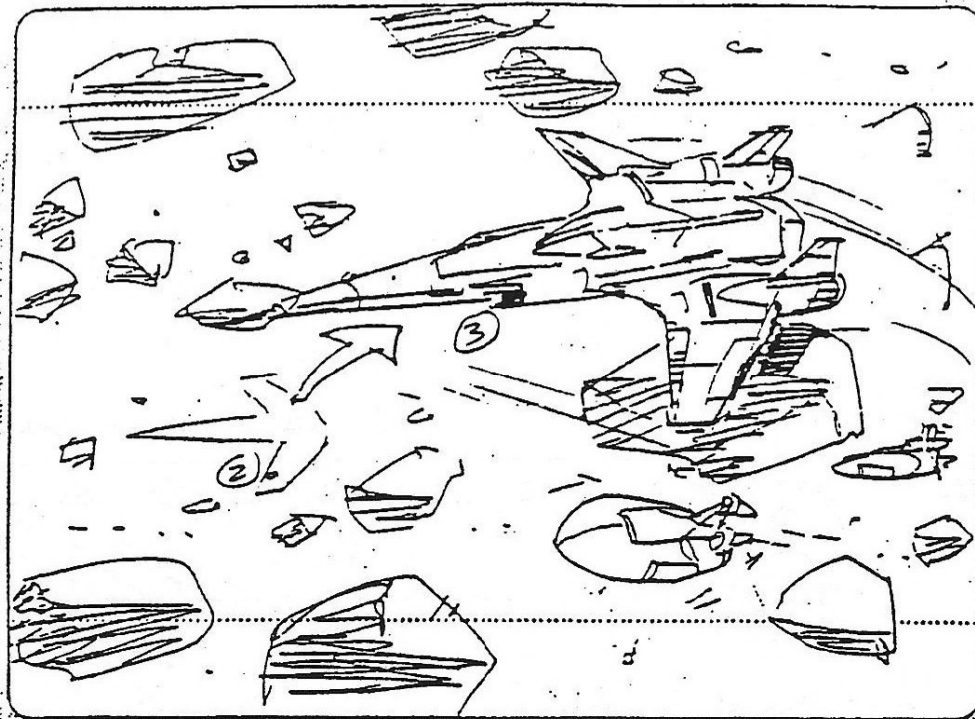
DIAL

MUSIC/SFX

CAMERA



SC. CONT 15-123



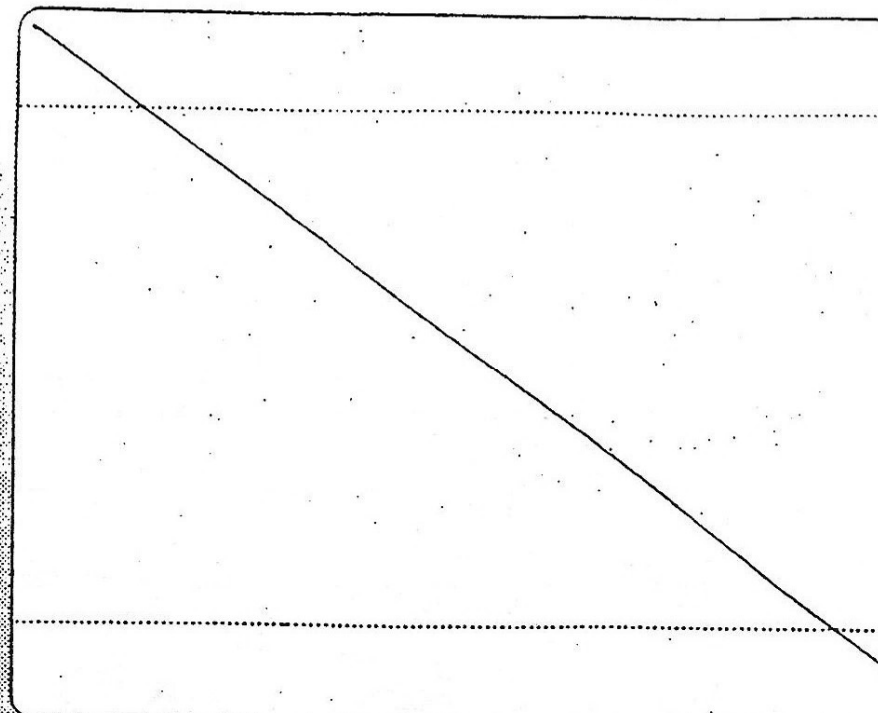
ACTION THEY CONTINUE DODGING BACK AND FORTH AS MORE CHUNKS OF THE ASTEROID STREAK PAST.

DIAL

MUSIC/SFX

SC.

SEQ. 5



ACTION

DIAL

MUSIC/SFX

SC. CONT 15-123

SC. CONT

SEQ. 15 Page 8

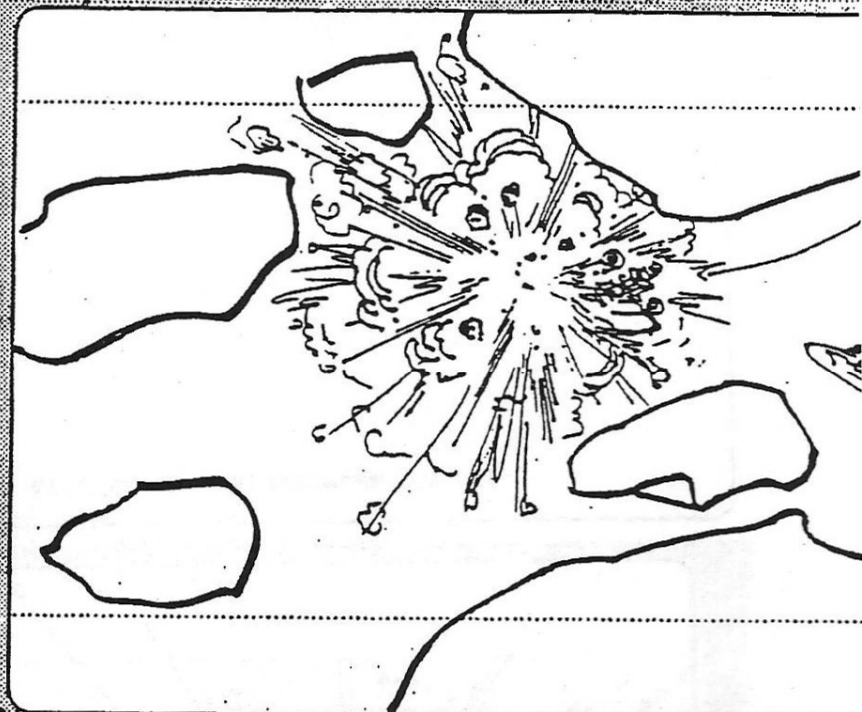


ACTION X.L.S. CYCLONUS AND THE SWEEPS MANEUVER THEIR WAY THROUGH...  
THE CHUNKS OF THE ASTEROID. WE MOVE ALONG WITH THEM.

DIAL

MUSIC/SFX

CAMERA



ACTION ONE OF THE SWEEPS RUNS INTO ONE OF THE CHUNKS AND  
EXPLODES

DIAL

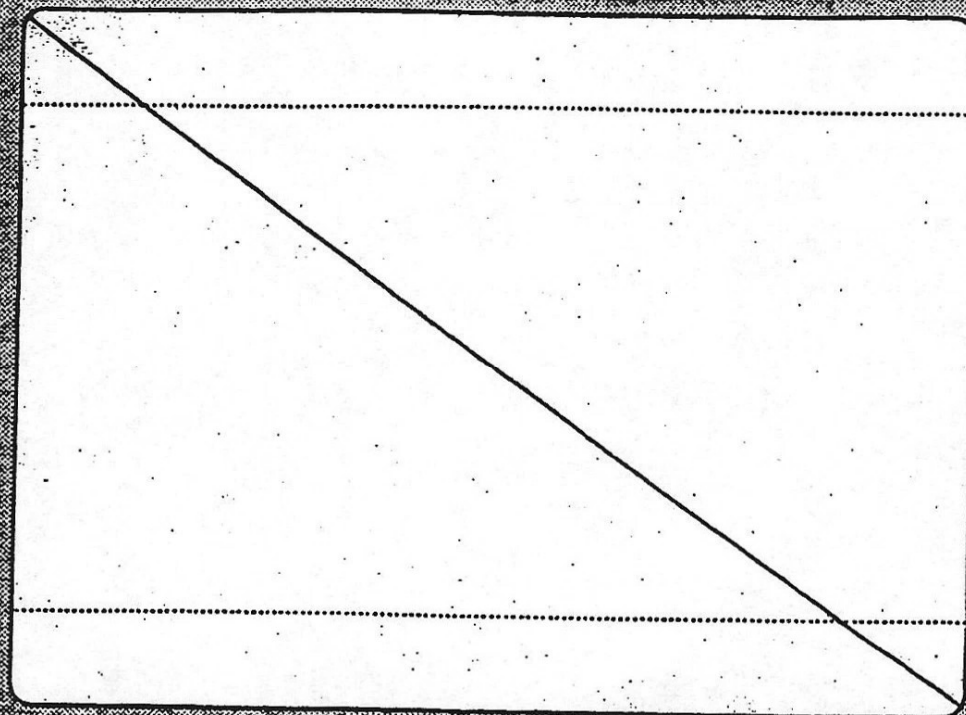
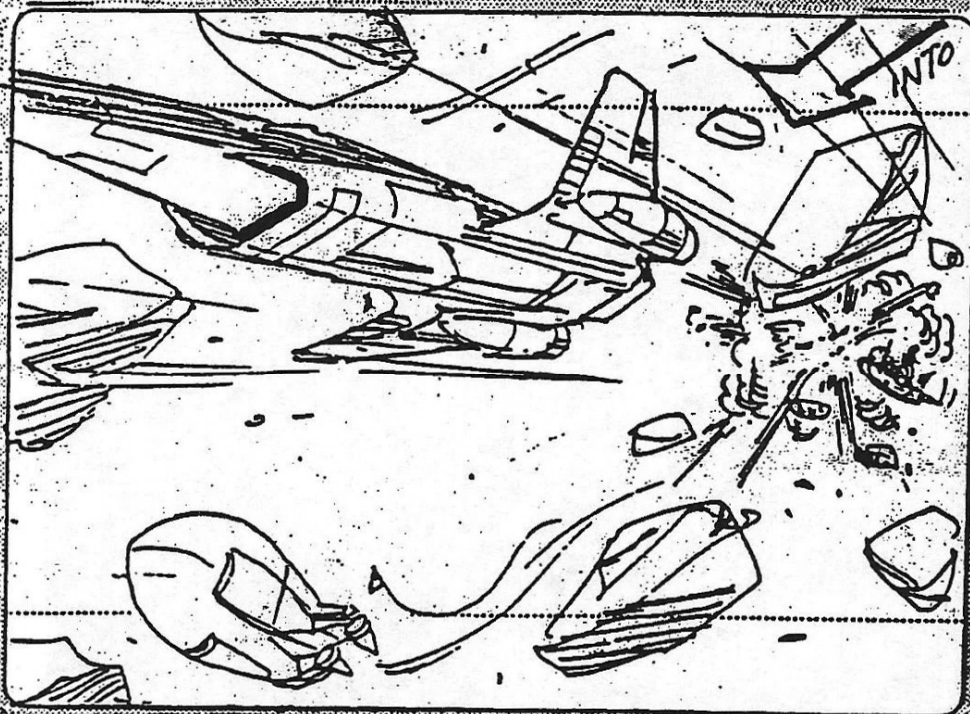
MUSIC/SFX

CAMERA

SC. 15-123 CONT

SC.

SEQ. 15 Page 89



ACTION THE EXPLODING SWEEP FALLS AWAY INTO THE DISTANCE AS  
CYCLONUS SLIDES INTO THE SCENE FROM ABOVE.

DIAL

MUSIC/SFX

TFRAW  
Generation 1 to Beast Hunters and Beyond!!!!

ACTION

DIAL

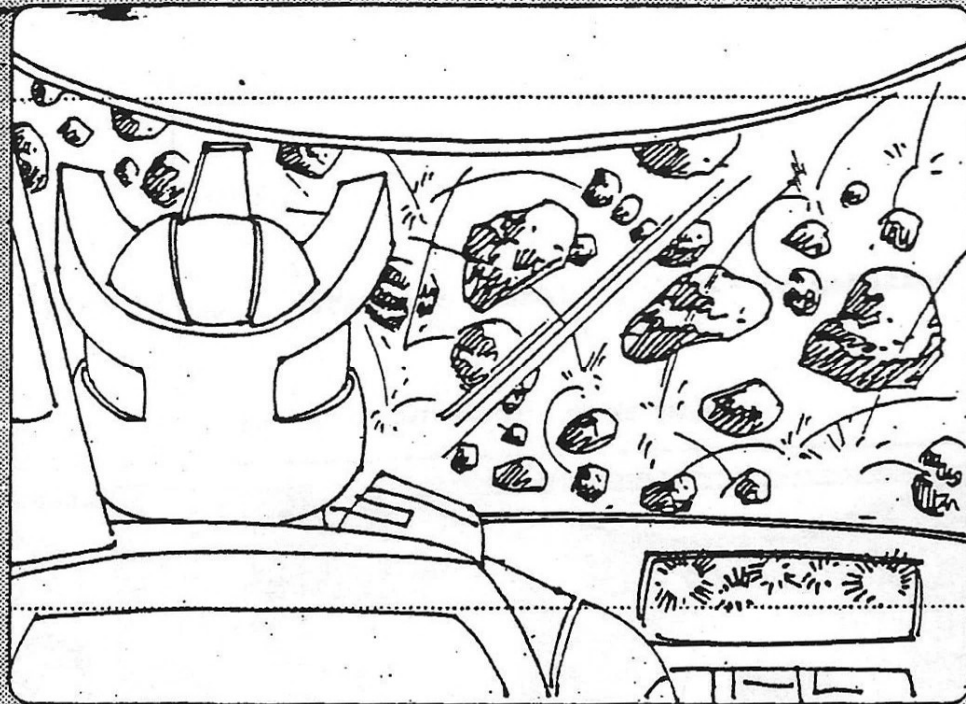
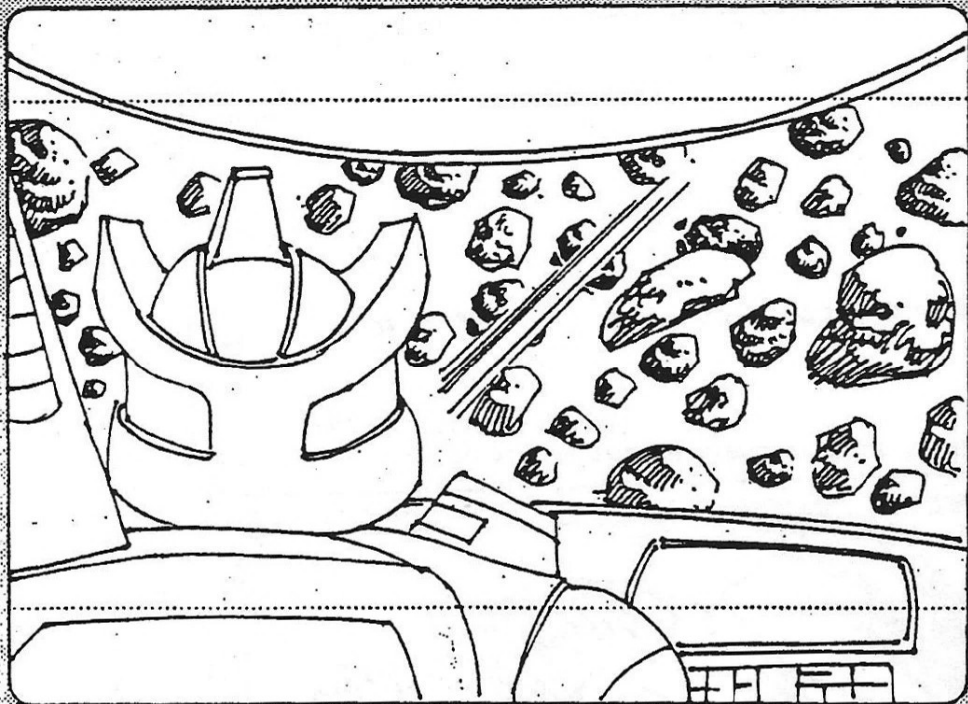
MUSIC/SFX

CAMERA

SC. 15-124

SC. CONT

SEQ 15 Page 90



ACTION M.C.U. GALVATRON FROM BEHIND. HE LOOKS OUT OF CYCLONUS' WINDOW.

ACTION THE LIGHTS ON CYCLONUS' PANEL BLINK AND FLASH.

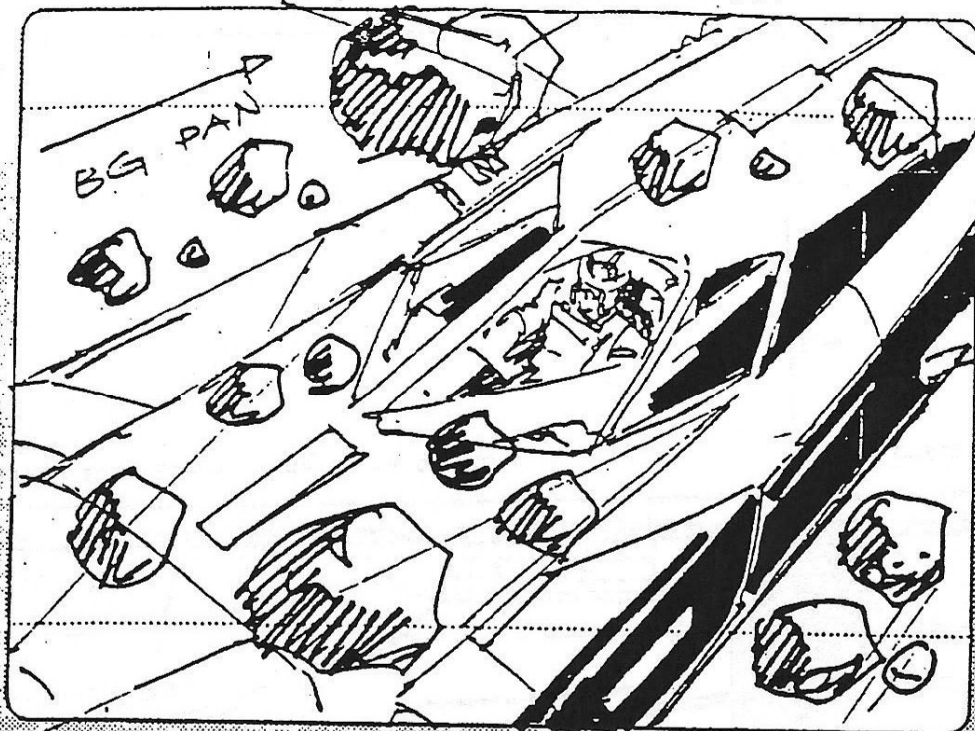
DIAL CYCLONUS I've lost track of the Autobots!

MUSIC/SFX

CAMERA



SC. 10-1-1



ACTION M.S. CYCLONUS. WE FOLLOW ALONG WITH IT IN HIS COCKPIT.  
WE CAN SEE GALVATRON.

DIAL GALVATRON Damn it!! They did the same thing...

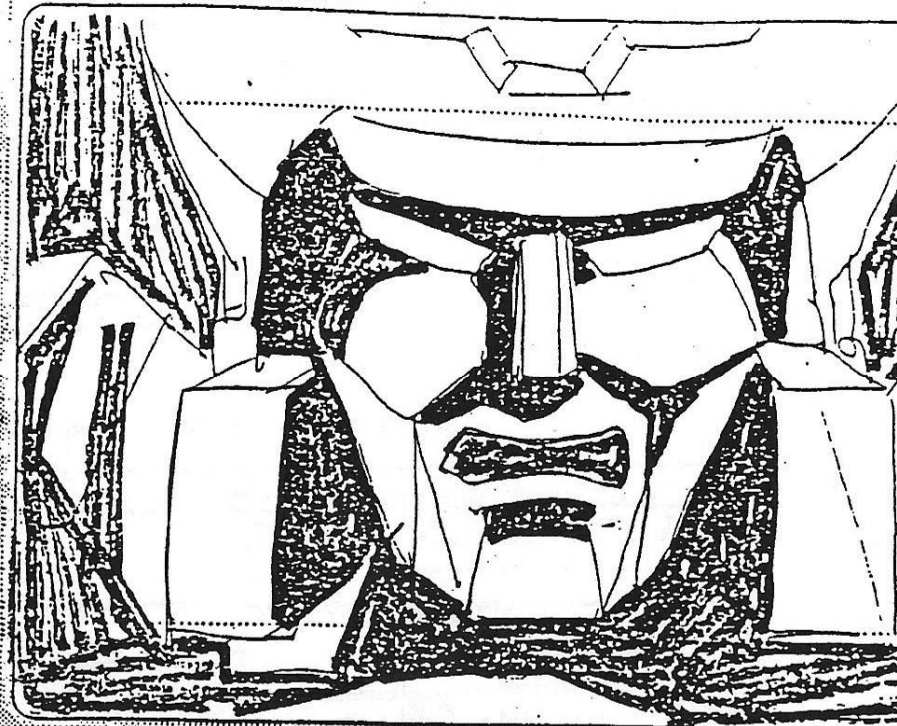
MUSIC/SFX

CAMERA



SC. 10-1-2

SEC. 10



ACTION X.C.U. GALVATRON. HE IS ANGRY.

DIAL GALVATRON (CONT) ... to Megatron off Beta 1

MUSIC/SFX

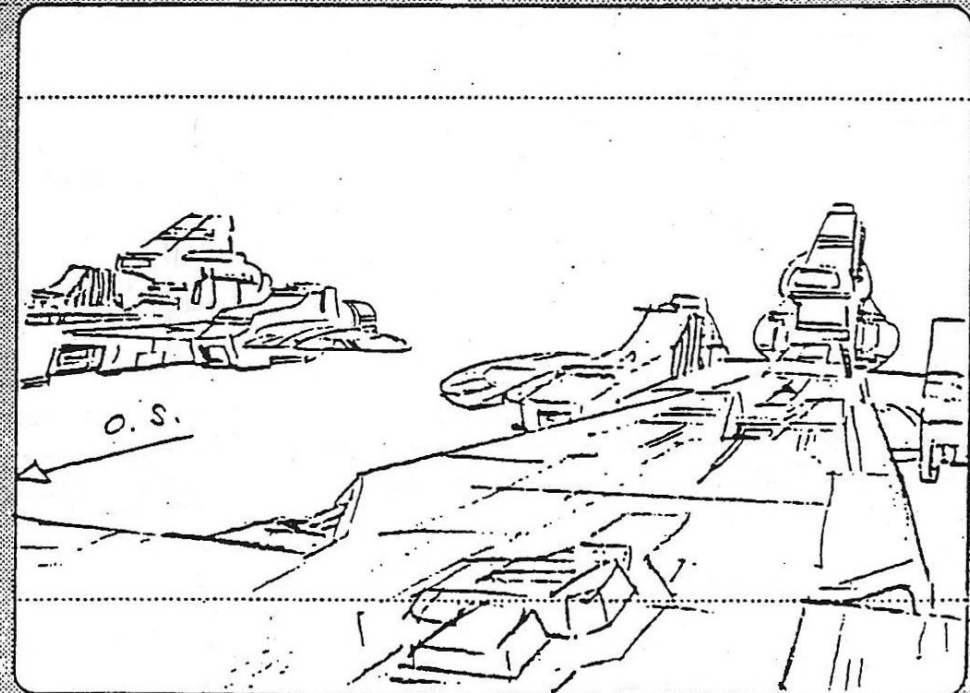
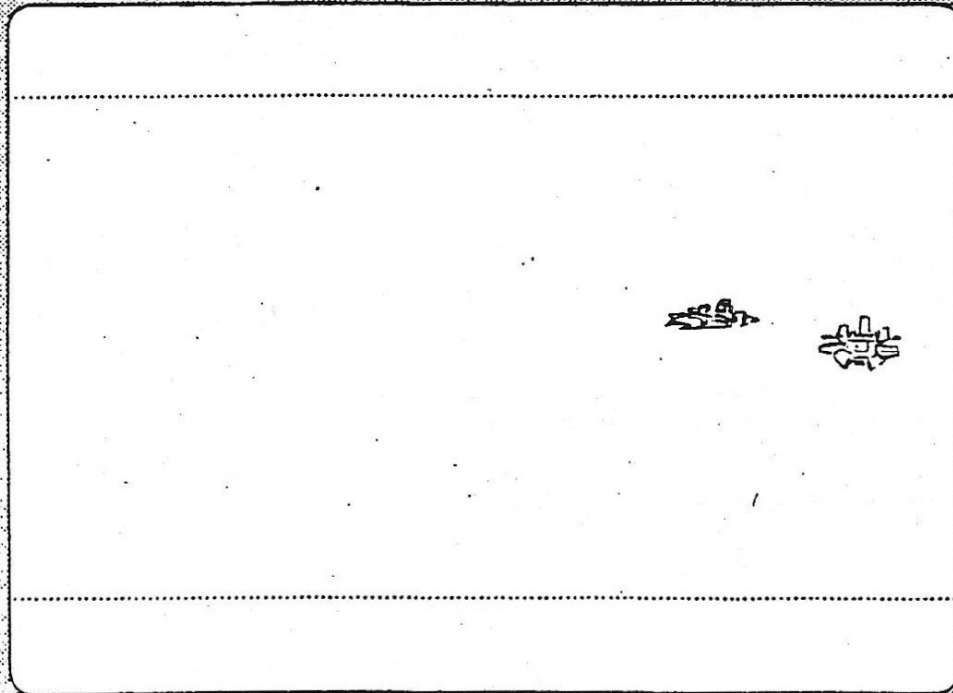
CAMERA

39  
X-D  
Tc

SC. 16-1

SC. CONT

SEQ. 16 Page 1



ACTION X.L.S. THE TWO AUTOBOT SPACE SHUTTLES DEEP IN SPACE.

AL

MUSIC/SFX

ACTION ...THEY FLY IN TOWARD US.

DIAL ULTRA MAGNUS

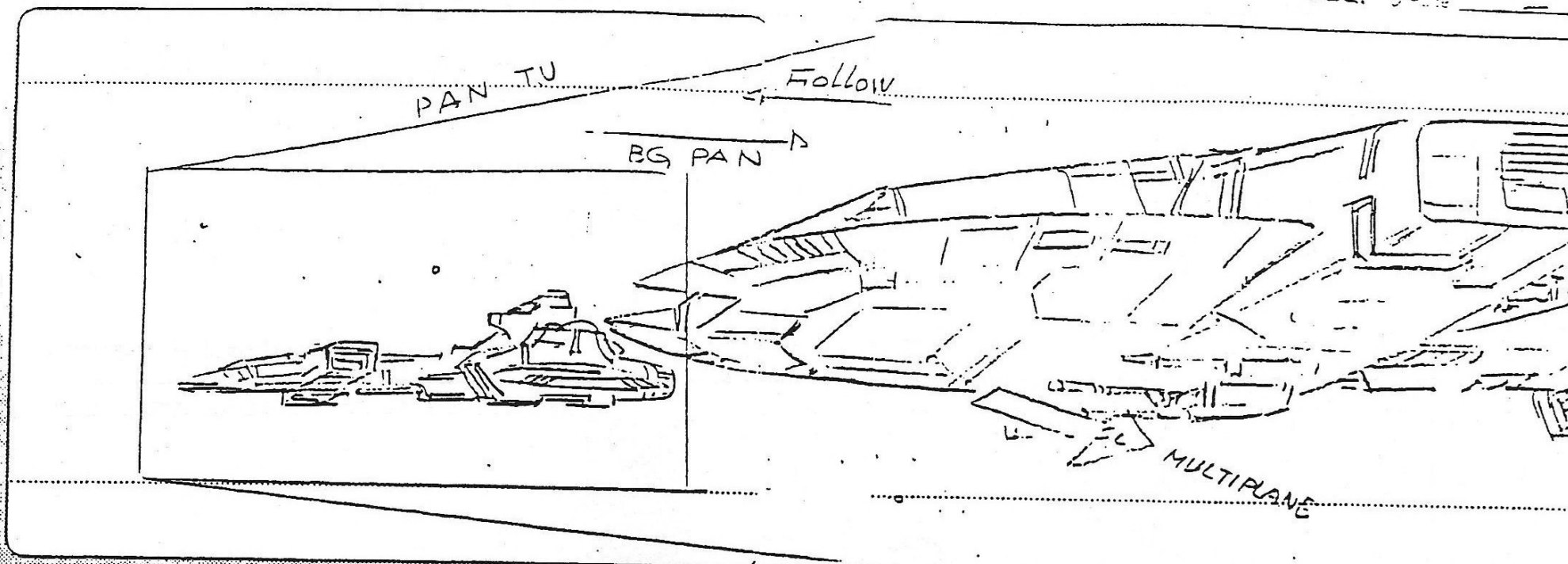
Congratulations Autobots,  
we've lost them...

MUSIC/SFX

CAMERA

SC. 1-2

SEC. 1-2



ACTION L.S. ULTRA MAGNUS' SHUTTLE MOVING THROUGH SPACE. WE TRUCK OUT AND PAN OVER TO HOT ROD'S SHUTTLE.

DIAL ULTRA MAGNUS (V.O.) (CONT) ... So rest while you can. We'll have our work cut out for us when we get to Moon Base 2.

MUSIC/SFX

ACTION

DIAL

MUSIC/SFX

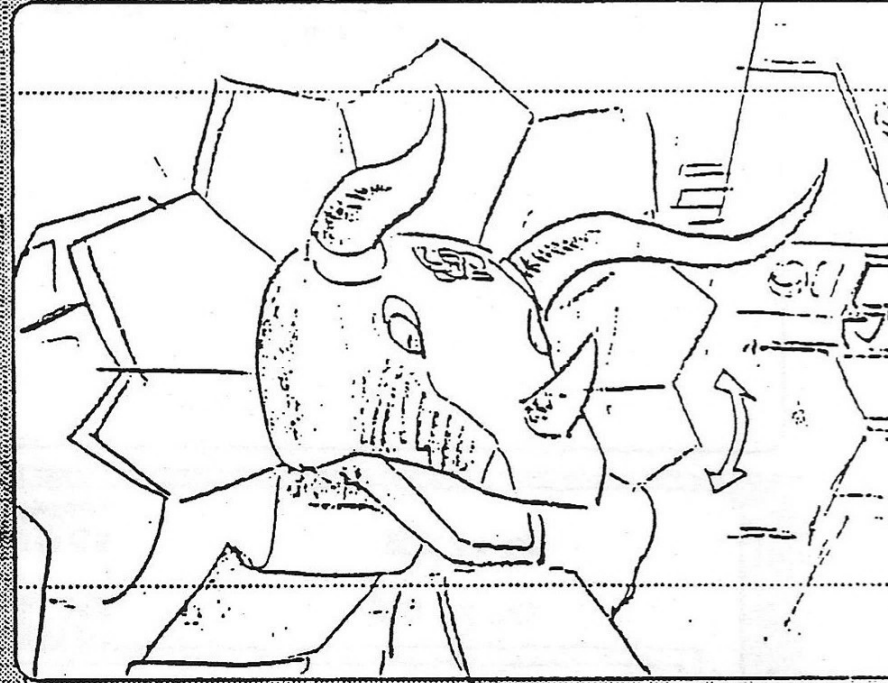
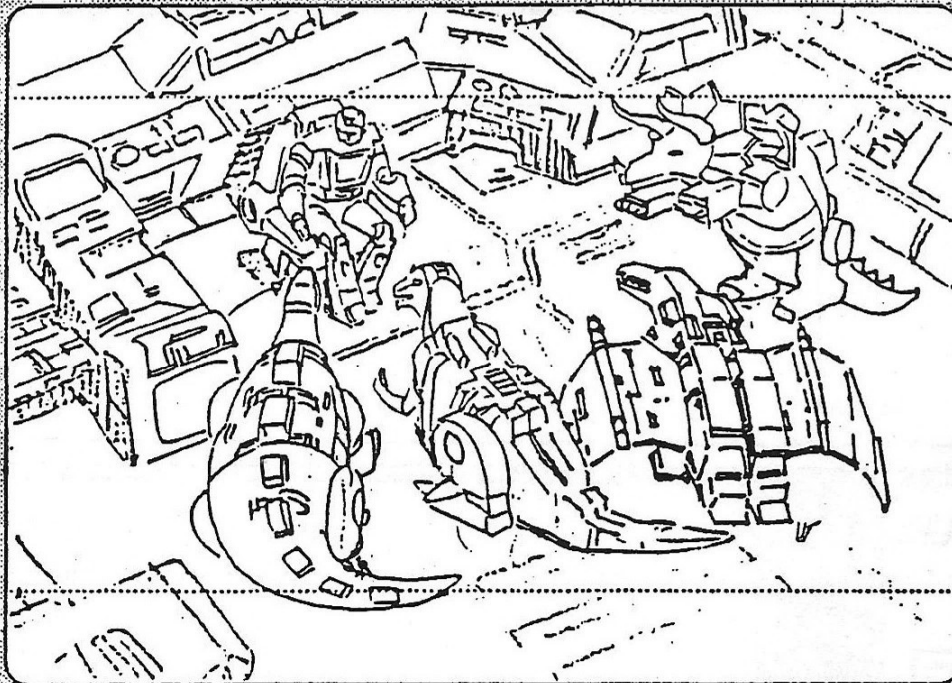
SC.16-3

SC.16-4

SEQ 16

Page

3



ACTION L.S. KUP, SLAG, SWOOP, GRIMLOCK, SLUDGE. THEY ARE ALL GATHERED IN A CIRCLE.

DIAL KUP Yep. I remember the Dust was ...

MUSIC/SFX

CAMERA

ACTION M.C.U. SLAG. HE NODS IN AGREEMENT TO KUP'S WAR STORY.

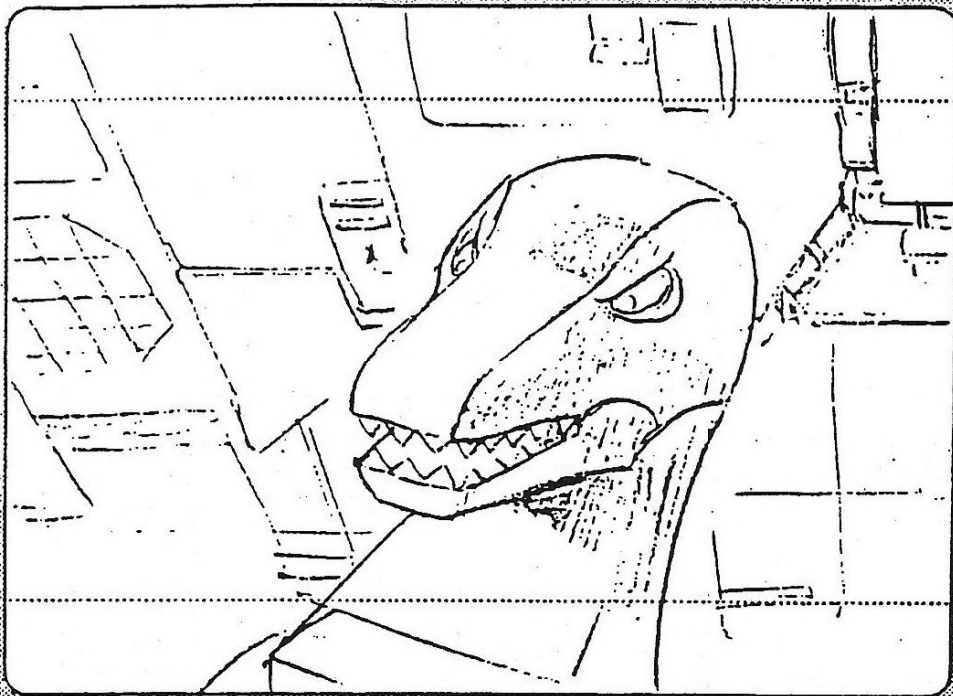
DIAL KUP (V.O.) (CONT) ... so thick off Beta 4

MUSIC/SFX

CAMERA

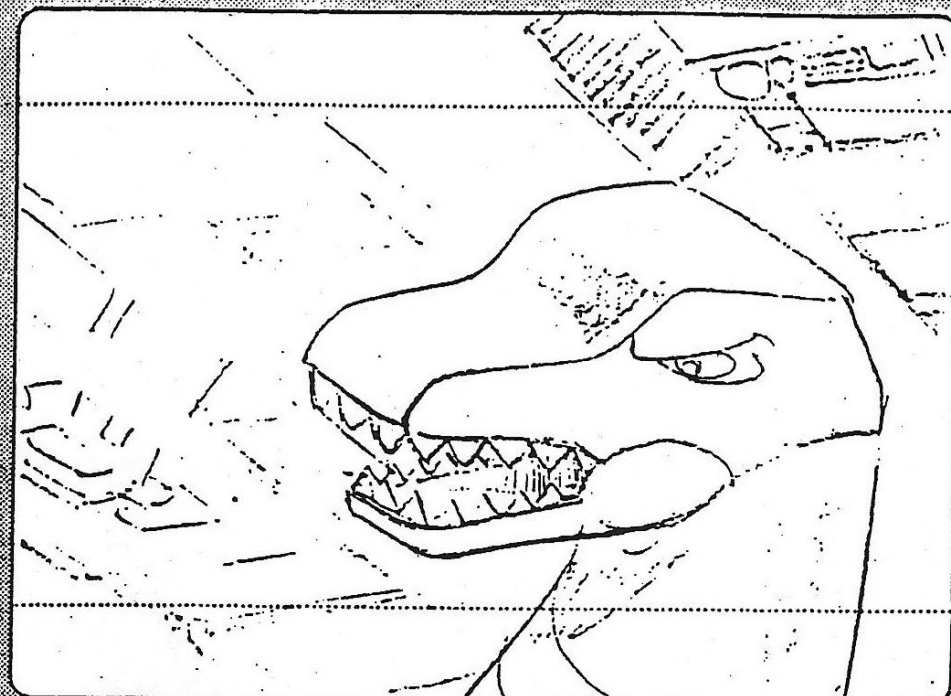


SC. 16-6



SC. CONT

SEQ. 16 Page 4



ACTION C.U. SLUDGE. HE LISTENS TO THE O.S. KUP...

DIAL KUP (V.O.) (CONT) ... you had to use ...

MUSIC/SFX

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...BUT HE'S BECOMING IMPATIENT.

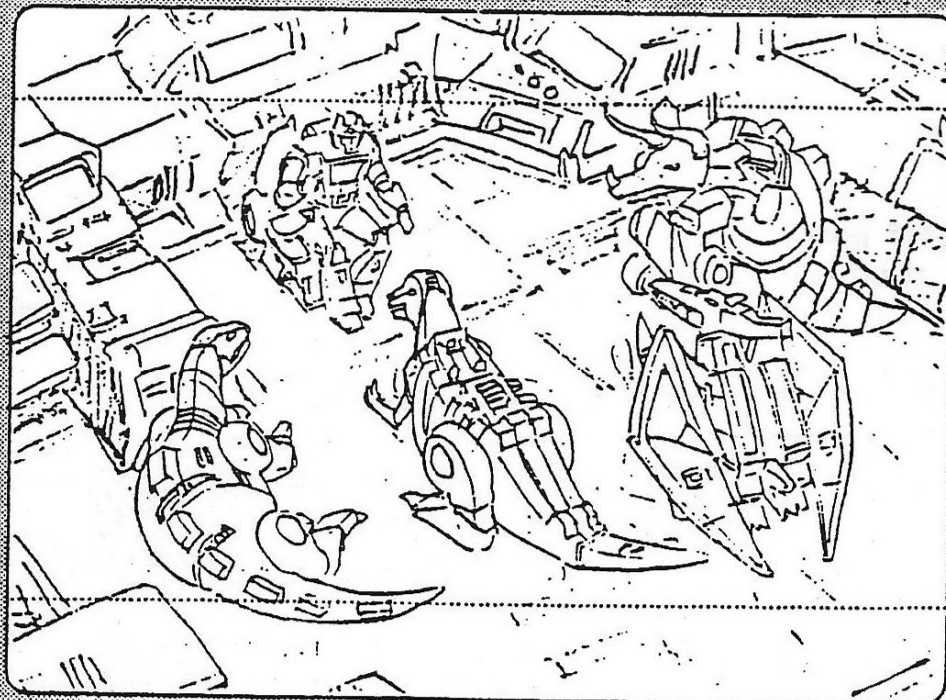
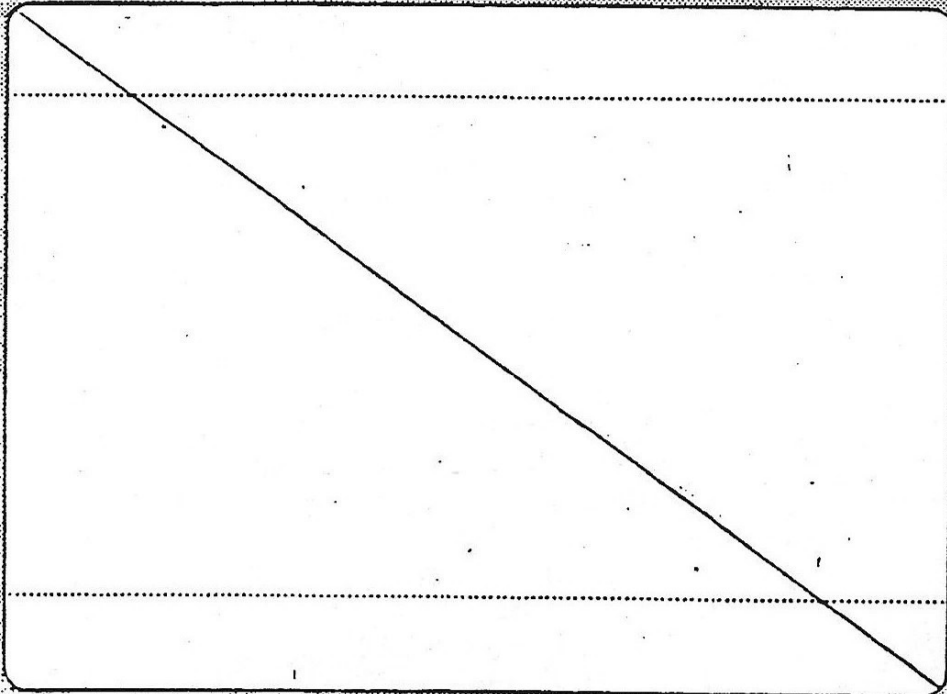
DIAL KUP (V.O.) (CONT) ... windshield wipers ...

MUSIC/SFX

SC.

SC/6-7

SEQ. 16 Page 5



ACTION

ACTION L.S. KUP AND THE GROUP OF DINOBOTS GATHERED AROUND HIM.

DIAL

DIAL KUP (V.O.) (CONT) ...on your optic sensors.

MUSIC/SFX

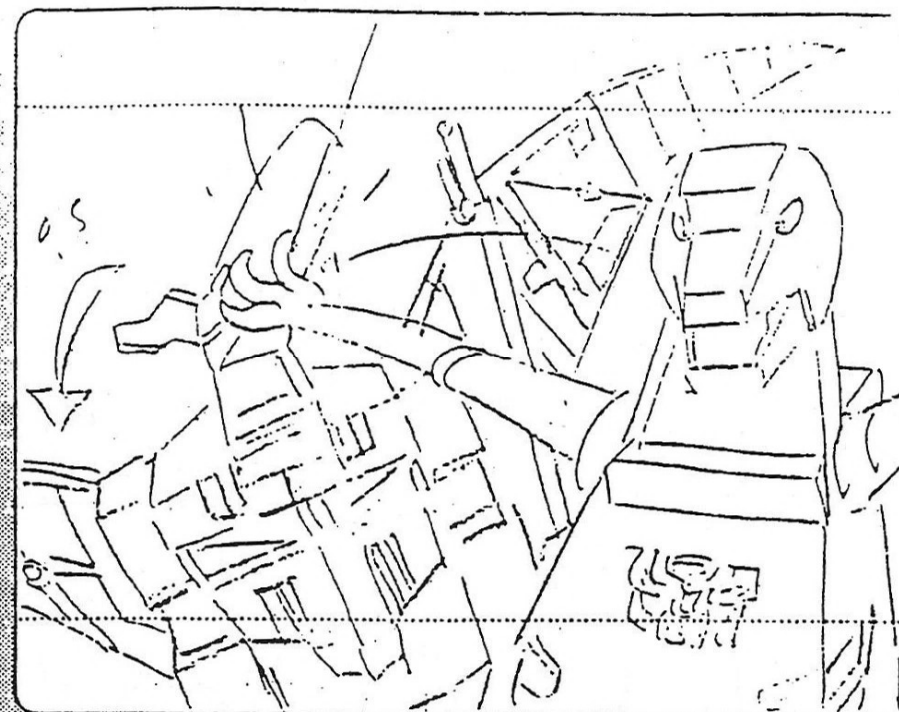
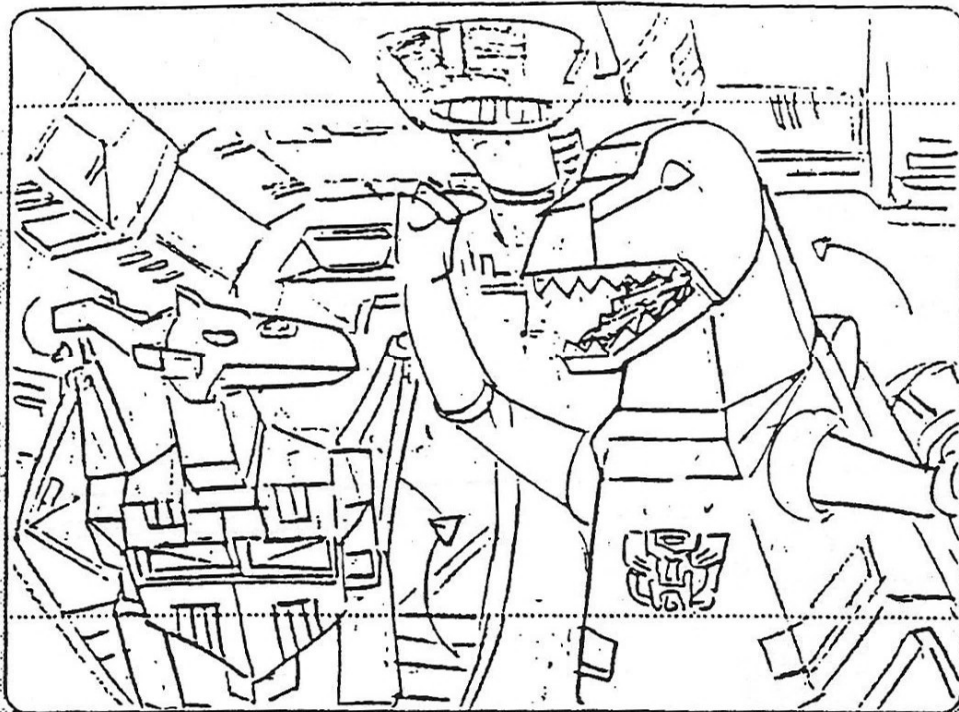
MUSIC/SFX

CAMERA

SC.

SC. CONT

SEQ. / 6 Page 2



ACTION M.S. SWOOP AND GRIMLOCK. GRIMLOCK LOSES HIS PATIENCE...

DIAL GRIMLOCK (IMPATIENTLY) Me, Grimlock, know all about wipers!...

MUSIC/SFX

ACTION ...HE GESTURES, KNOCKING SWOOP IN THE HEAP. SWOOP FALLS BACK O.S.

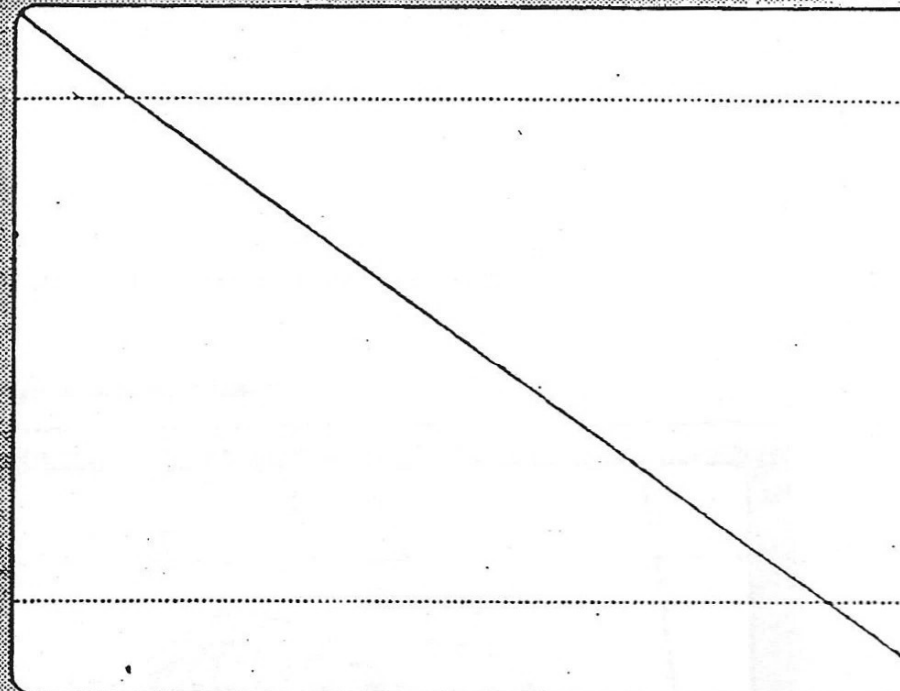
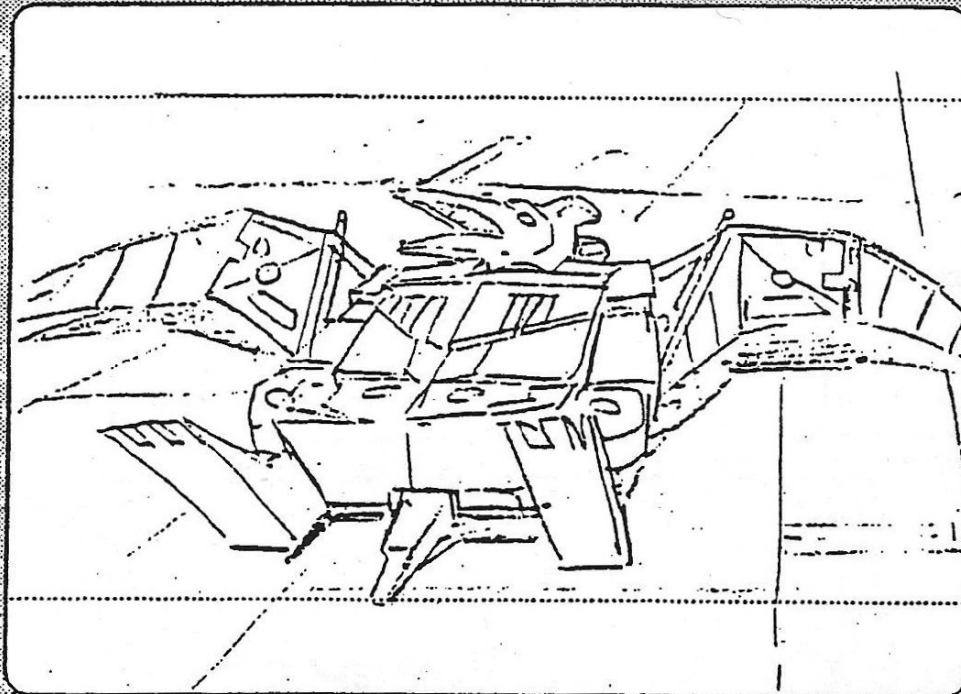
DIAL GRIMLOCK (CONT) ... Want to hear good part of story

MUSIC/SFX

SC. 16-9

SC.

SEQ./6 Page 7



ACTION M.L.S. SWOOP LIES ON THE FLOOR. HE LIFTS HIS HEAD AND SPEAKS.

DIAL SWOOP (BEATING WINGS RAPIDLY, EXCITED)  
Good part, Kup! Tell Swoop good part!

MUSIC/SFX

CAMERA

ACTION

DIAL

MUSIC/SFX

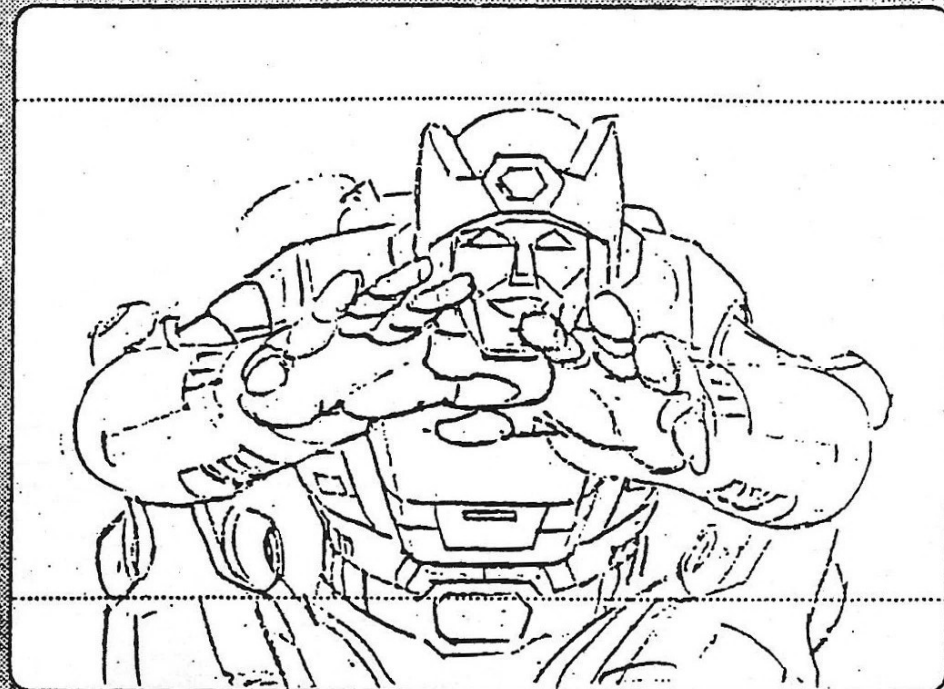
CAMERA



SC. 16-11

SC. CONT

SEQ. 16 Page 9



ACTION M.S. KUP. HE WAVES OFF SLAG, THEN...

AL KUP Okay, okay...

ACTION ...GOES ON TELLING HIS WAR STORY.

DIAL KUP (CONT) ...Well, the dust was really thick and then this gigantic Ick Yak came tromping and...

MUSIC/SFX

SC. 16-12

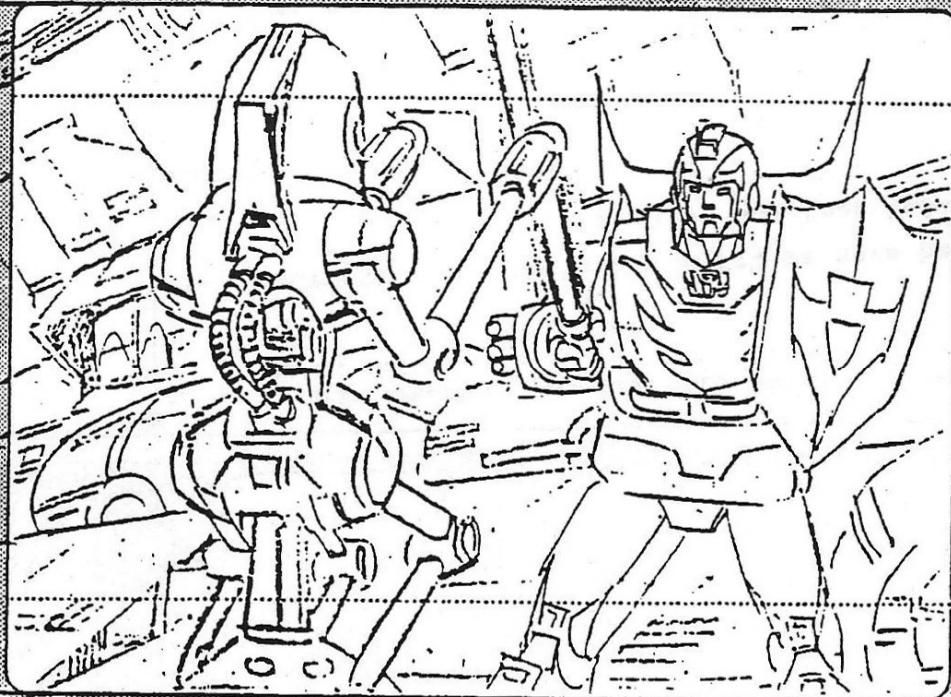
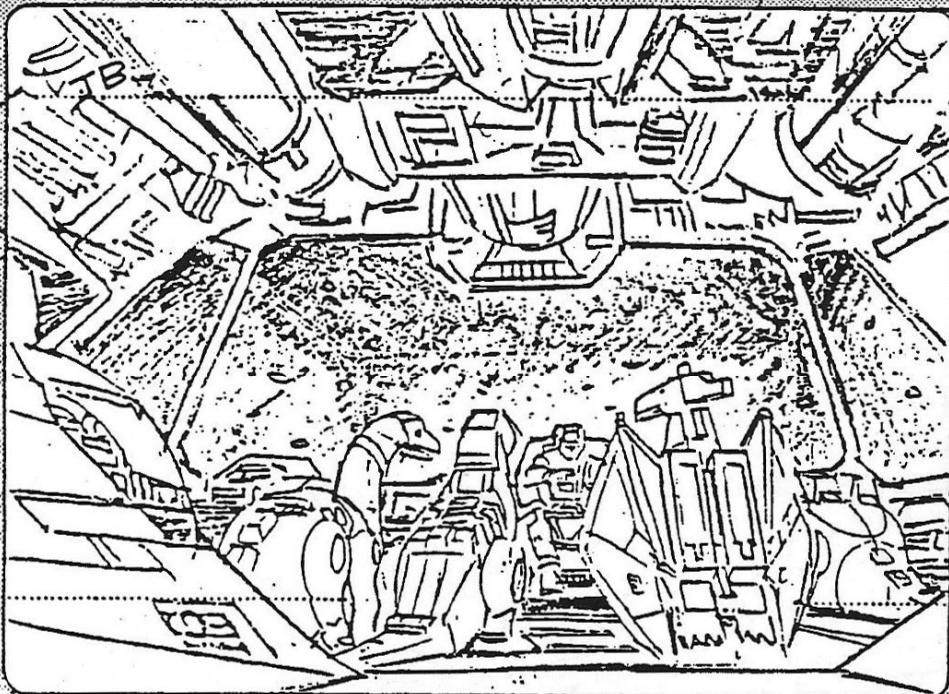
START

PAN. →

SEQ. 16

Page 10

STOP



CTION M.S. KUP AND THE DINOBOTS. WE TRUCK BACK AND PAN OVER TO...

AL KUP (CONT) ...stomping down the mountain.

MUSIC/SFX

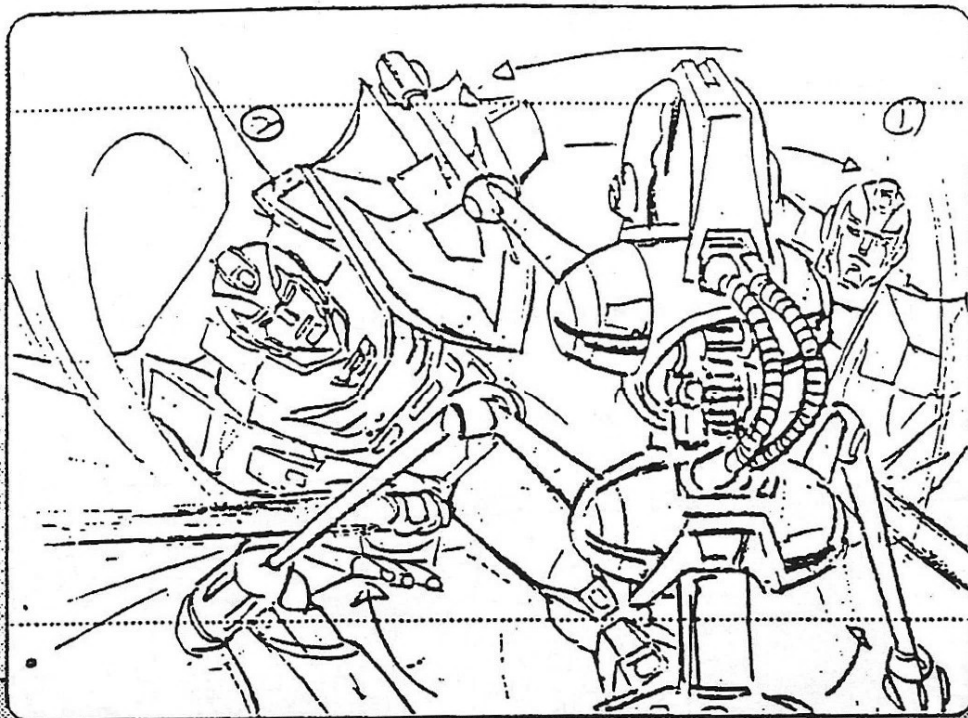
ACTION ...HOT ROD WHO IS SPARRING WITH AN AUTO-COMBATANT.

DIAL KUP (CONT) ...Flames spewing out of its nostrils and...

MUSIC/SFX

CAMERA

SC. CONT 10 -



ACTION HOT ROD DUCKS RIGHT AND LEFT, AVOIDING THE BLOWS FROM THE AUTO COMBATANT.

DIAL KUP (CONT) ...I thought for sure...

MUSIC/SFX

SC. CONT

SEQ. / 6 =



ACTION ...THE COMBATANT MOVES O.S. HOT ROD STRAIGHTENS UP AND SPEAKS TO KUP O.S.

DIAL HOT ROD

Don't you think we have better things to do now than tell old stories, Kup?

MUSIC/SFX

MUSIC/SFX

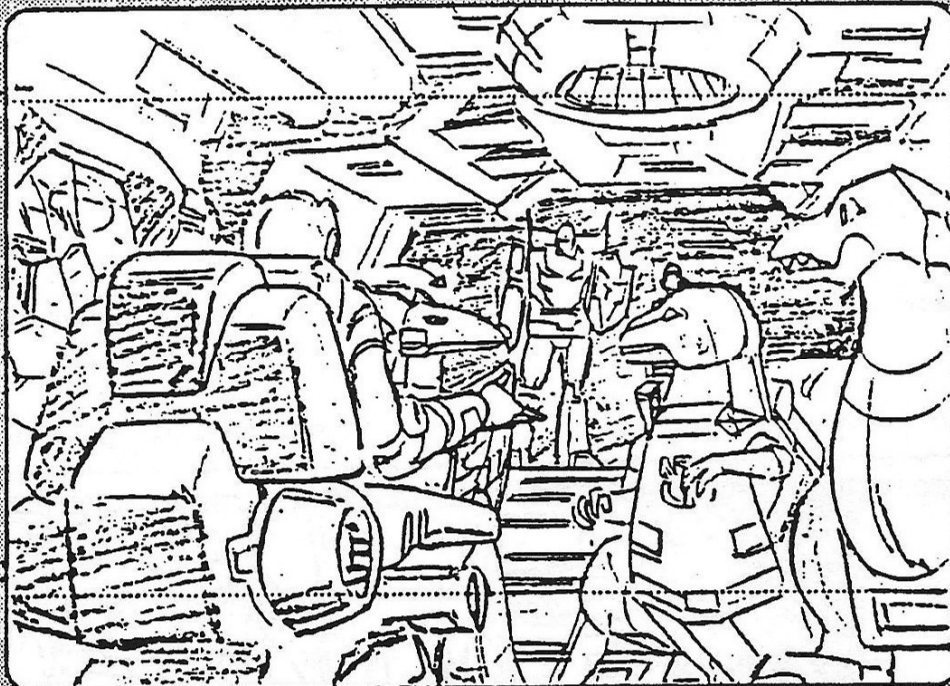
From Generation 1 to Beast Hunters and Beyond!!!!



SC. 16-13

SC. 16-14

SEQ. 16 Page 12



ACTION L.S. HOT ROD, KUP, AND THE DINOBOOTS. KUP REPLIES TO HOT ROD.

DIAL KUP Like what?

MUSIC/SFX

CAMERA

ACTION M.S. HOT ROD. HE ANSWERS KUP BACK.

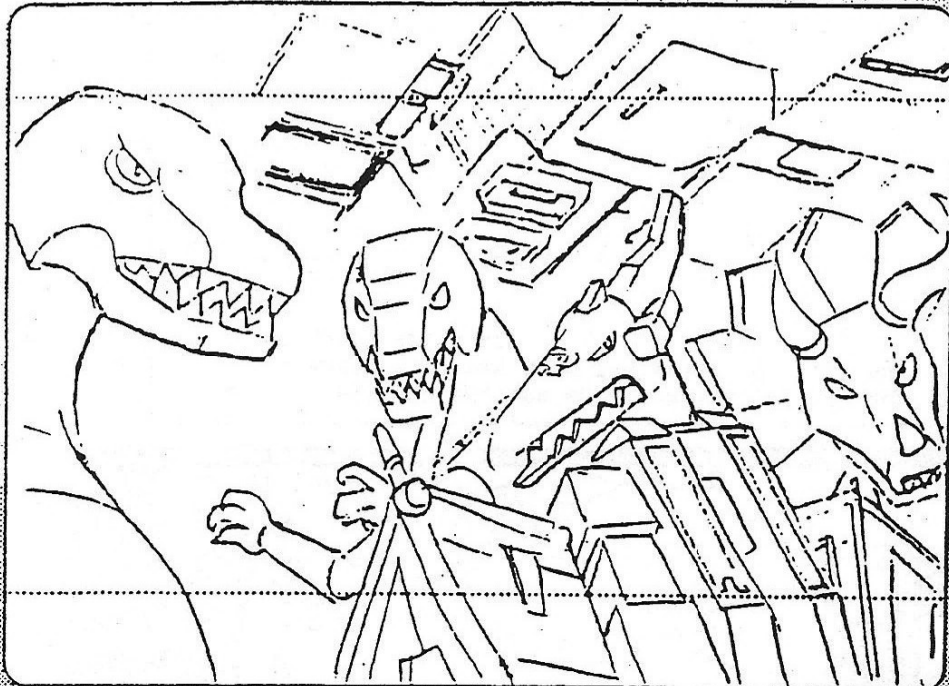
DIAL HOT ROD Like maybe figure out how we're gonna rescue our friends and then s. Cybertron.

MUSIC/SFX

CAMERA



SC. 16-15



ACTION M.S. THE FOUR DINOBOOTS. THEY ARE NOT TOO HAPPY WITH HOT ROD'S COMMENTS.

DIAL DINOBOOTS (ALL SHUSH HIM)

MUSIC/SFX

TFRAW  
From AMERICA 1 to Beast Hunters and Beyond!!!!

SC. 16-16

SEQ. 16 Page 13



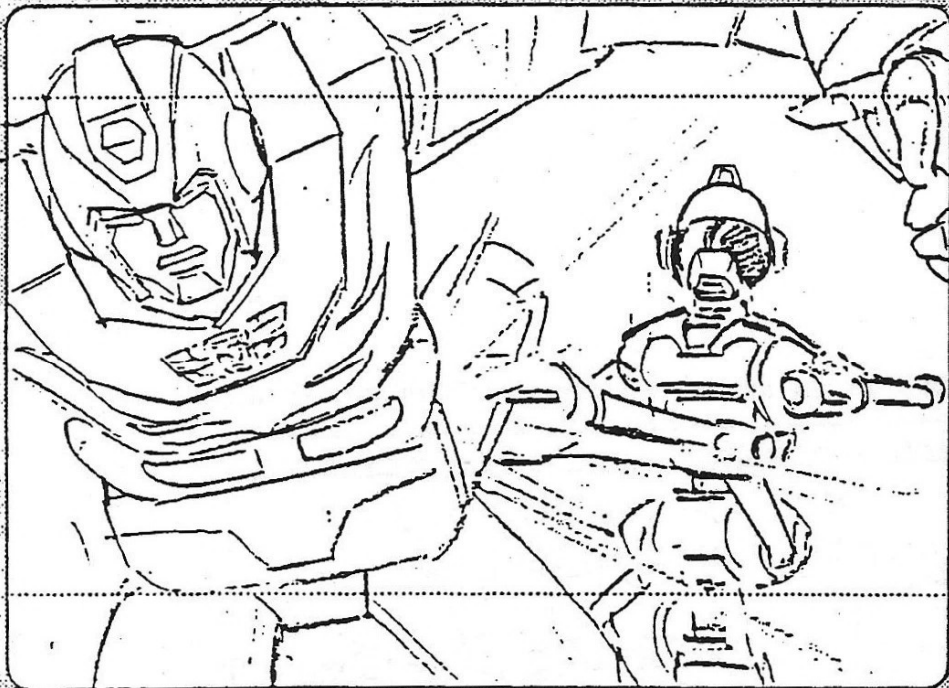
ACTION M.S. HOT ROD. HE SHAKES HIS HEAD. THE AUTO COMBATANT MOVES INTO SCENE BEHIND HIM.

DIAL

MUSIC/SFX

CAMERA

SC. CONT 16-16



SC. 16-17

SEQ. 16 Page 14



TION ...AND CATCHING HIM OFF GUARD, KICKS HIM, KNOCKING HIM FORWARD.

AL

MUSIC/SFX

ACTION M.S. HOT ROD STUMBLING INTO SCENE.

DIAL

MUSIC/SFX

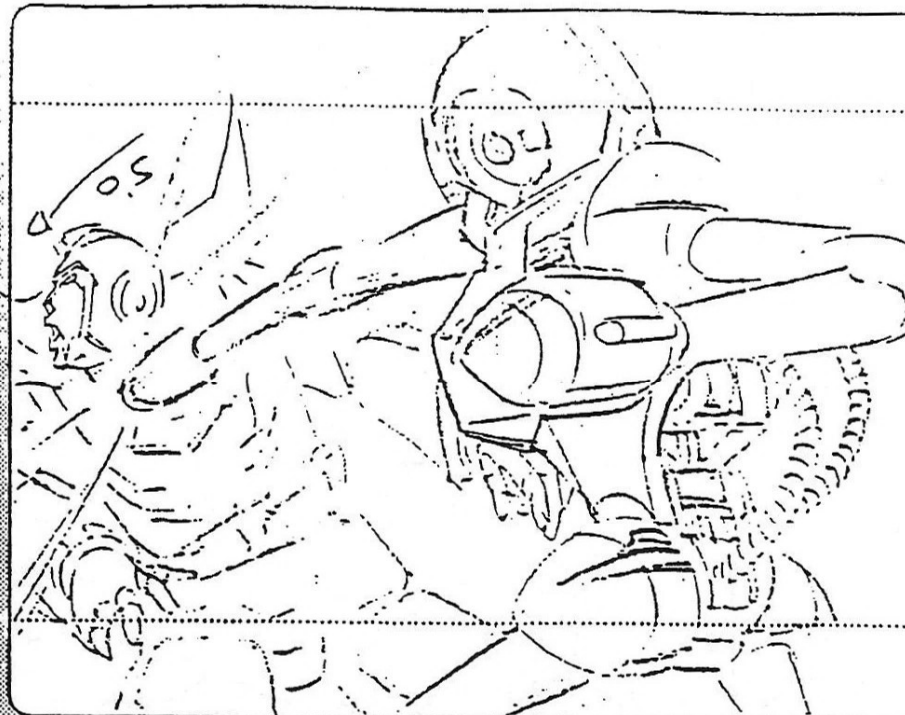
CAMERA

SC. CONT 10-17



SC. CONT

SEQ. 10-17



ACTION HE REGAINS HIS BALANCE AND CHARGES THE AUTO COMBATANT.

DIAL

MUSIC/SFX

ACTION ...WHO PUNCHES HOT ROD IN THE FACE, KNOCKING HIM O.S.

DIAL

MUSIC/SFX

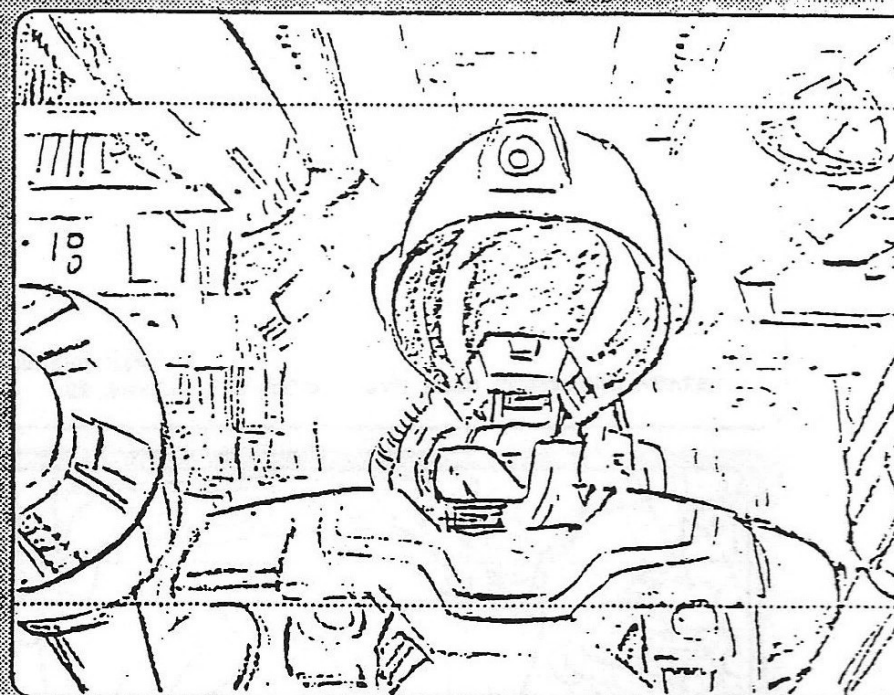
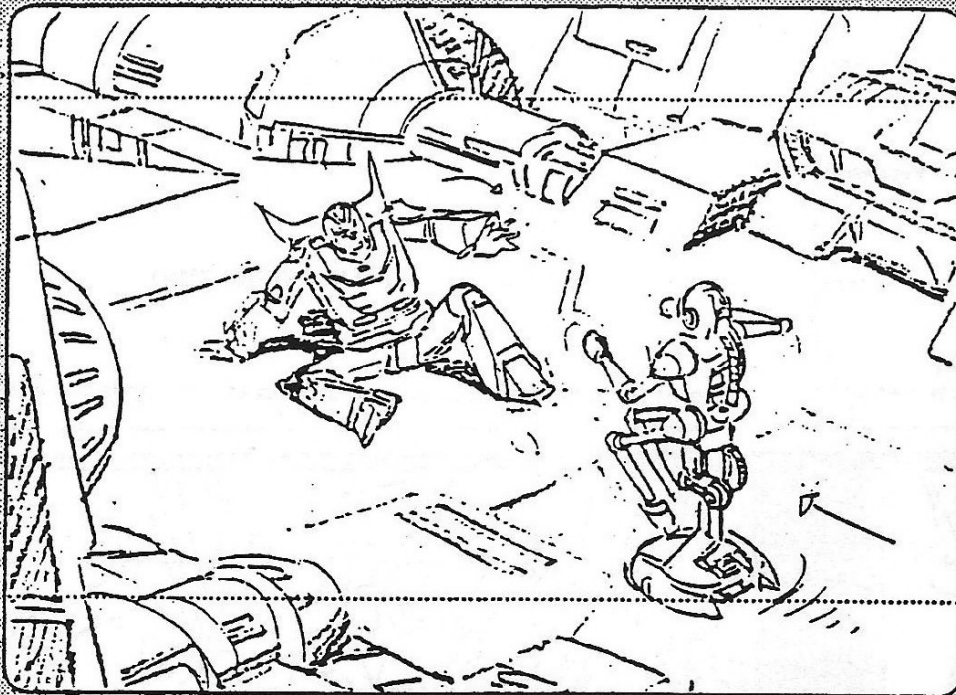
TRAW

From Generation 1 to Beast Hunters and Beyond!!!!

SC. 16-18

SC. 16-19

SEQ. 16 Page 16



ACTION L.S. HOT ROD AND THE AUTO COMBATANT. HOT ROD LIES ON THE FLOOR. HE MOTIONS TO THE AUTO COMBATANT TO STOP, BUT THE COMBATANT MOVES IN AFTER HIM.

DIAL HOT ROD Time out!!

MUSIC/SFX

CAMERA

ACTION M.C.U. THE AUTO COMBATANT. HE GIVES HOT ROD THE RAZZBERRY!

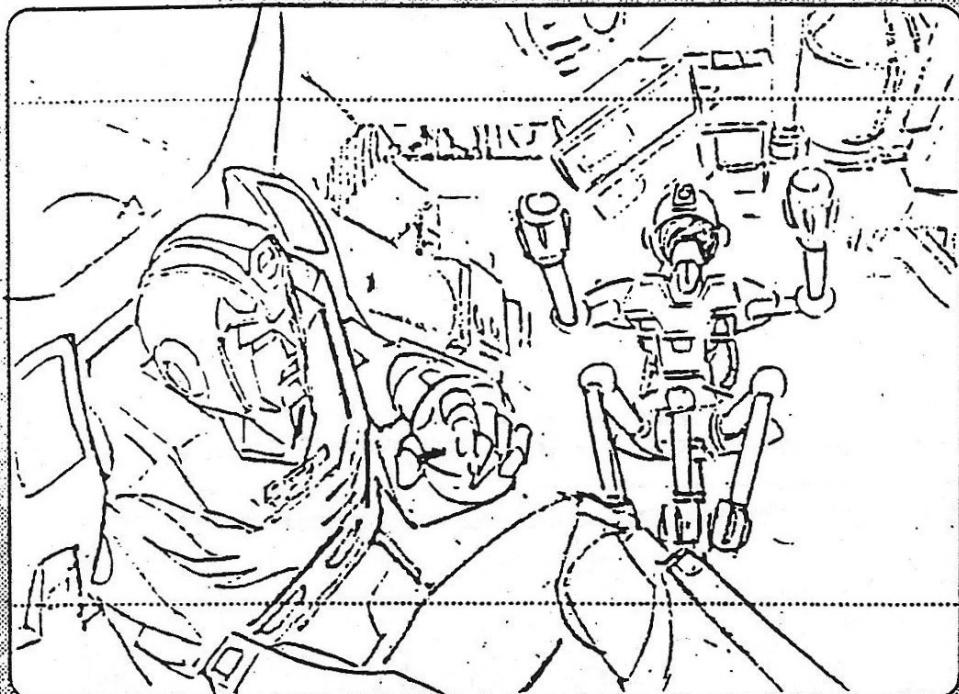
DIAL

MUSIC/SFX

CAMERA



SC. 16-20



SC. CONT

SEQ. 16 Page 17



ACTION M.L.S. HOT ROD AND THE AUTO COMBATANT. HOT ROD RESPONDS TO THE COMBATANT'S INSULT...

DIAL

MUSIC/SFX

TFRAW  
From the Motion 1 to Beast Hunters and Beyond!!!!

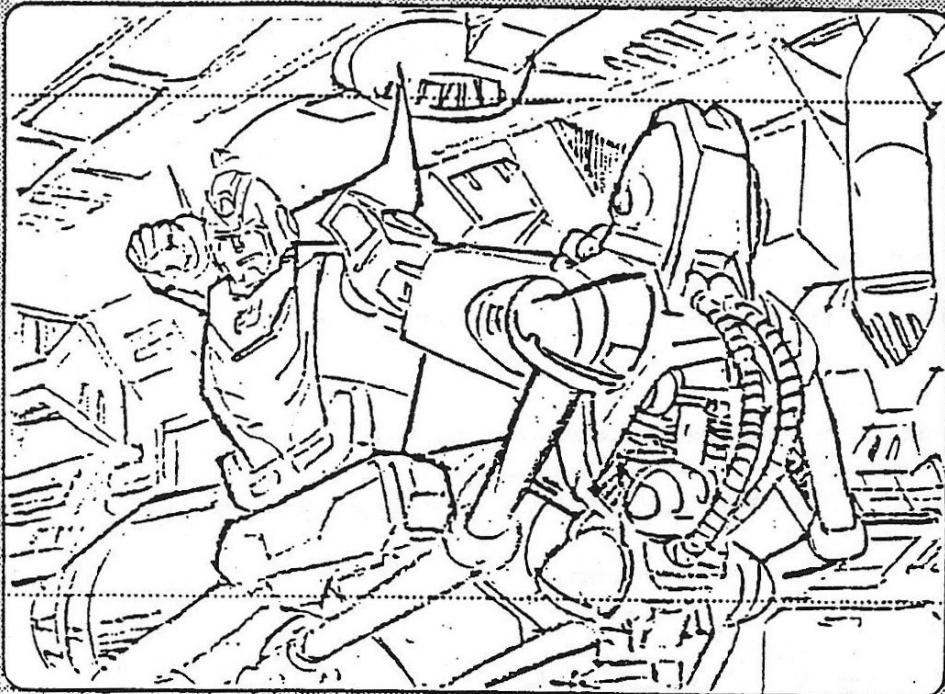
ACTION ...CHARGES THE AUTO COMBATANT, GRABBING HIM BY THE HEAD.

DIAL

MUSIC/SFX

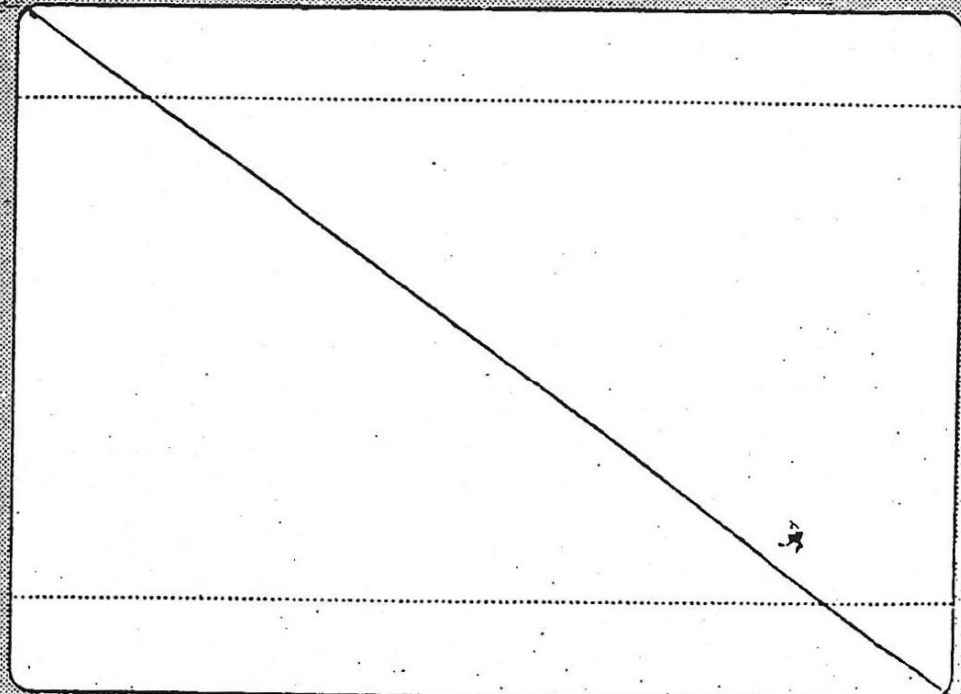
CAMERA

SC. 16-21



SC.

SEQ. 16 Page 18



TION M.S. HOT ROD AND THE AUTO COMBATANT. HOT ROD REACHES BACK TO  
LET THE COMBATANT HAVE IT!

AL

SIC/SFX

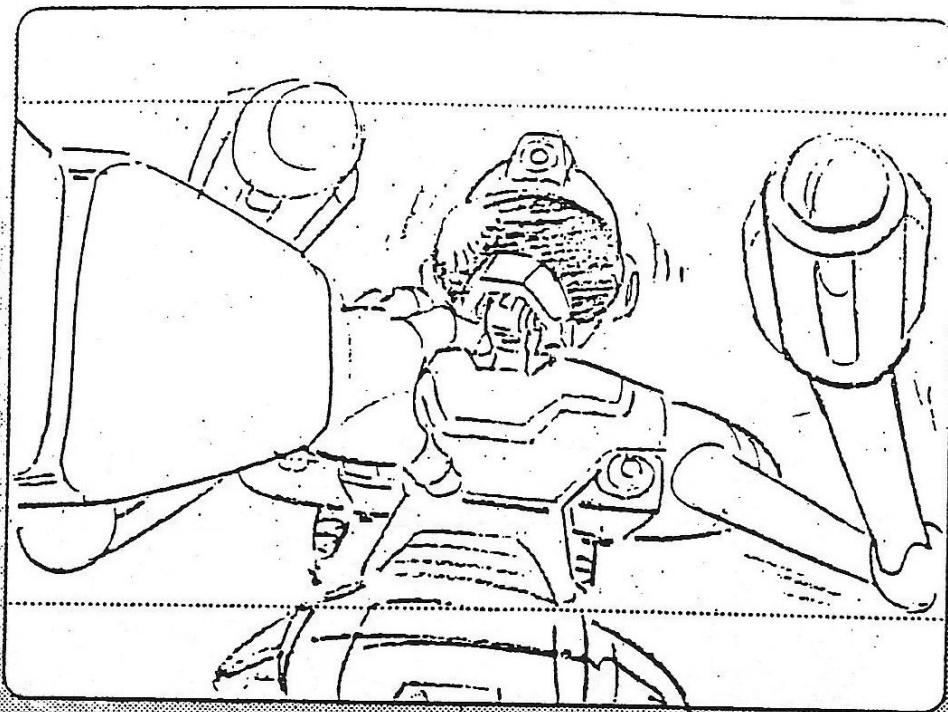
ACTION

DIAL

MUSIC/SFX

CAMERA

SC. 15-22



ACTION M.C.U. THE AUTO COMBATANT SHAKES AND CRIES OUT TO HOT ROD.

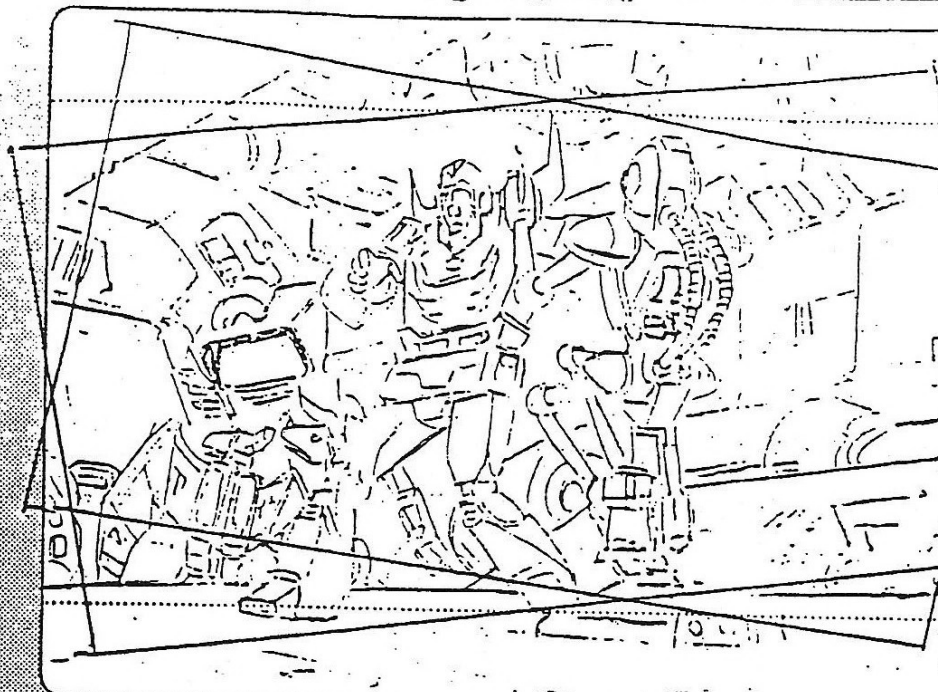
DIAL AUTO COMBATANT (MECHANICALLY, QUICKLY)

Time out, time out, time out!

MUSIC/SFX

SC. 15-23

CAMERA SHOT SEQ. 1/2

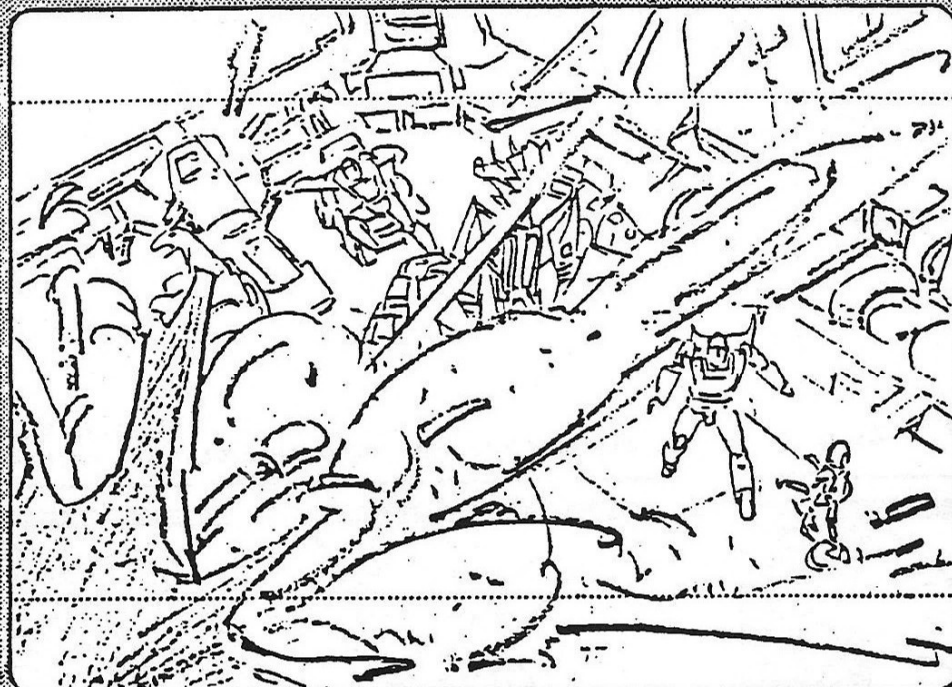


ACTION M.L.S. HOT ROD AND THE AUTO COMBATANT. SUDDENLY THE SHUTTLE SHAKES VIOLENTLY FROM AN IMPACT OUTSIDE THE SHUTTLE.

DIAL

MUSIC/SFX

SC. 16-24



ACTION X.L. DOWN SHOT. HOT ROD, KUP AND THE DINOBOOTS. THE BULKHEAD OF THE SHUTTLE EXPLODES INWARD.

DIAL

MUSIC/SFX

CAMERA

SC. 16-25

SEQ./6 Page 20



ACTION X.L.S. HOT ROD, KUP, AND THE DINOBOOTS. DEBRIS FALLS ALL AROUND THEM. HOT ROD COVERS HIS HEAD, KUP RISES FROM HIS AS ULTRA MAGNUS' IMAGE APPEARS ON THIER MONITOR, WE TRUCK ON THE MONITOR.

DIAL

ULTRA MAGNUS

Kup! Raise your force fields  
at once!

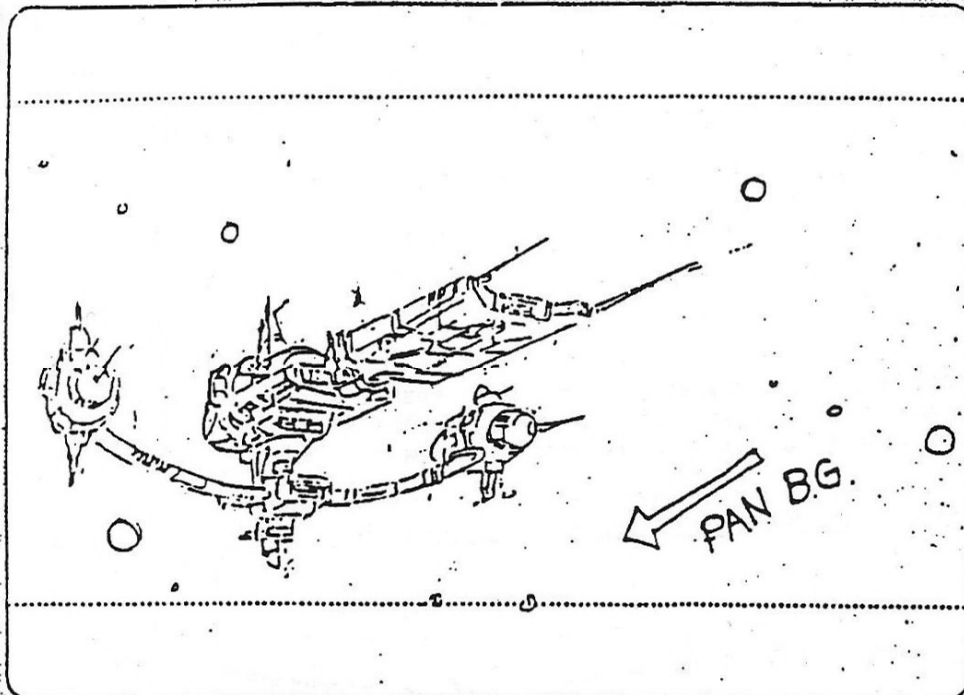
MUSIC/SFX

The Decepticons are armed with

CAMERA

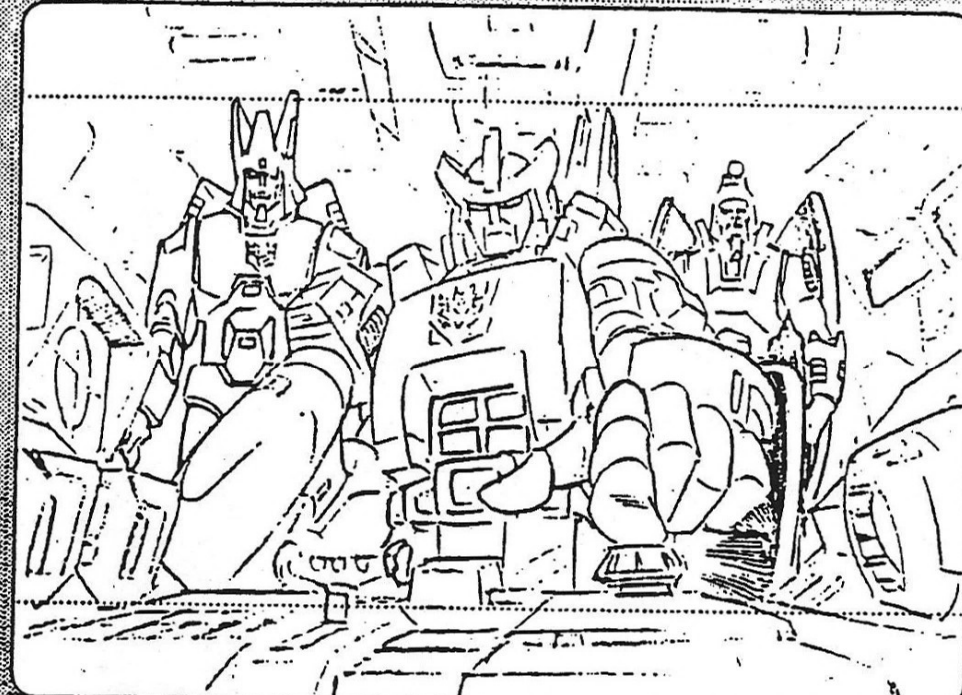


SC. 16-26



SC. 16-27

SEQ. 16 Page 21



ACTION X.L.S. THE DECEPTICON SPACE SHIP IN DEEP SPACE.

DIAL ULTRA MAGNUS (V.O.)

Moleculon Missiles!

ACTION M.S. GALVATRON BEHIND HIM AND CYCLONUS AND SCOURGE. GALVATRON AT THE CONTROL BRIDGE OF THE DECEPTICON SHIP. HE PUSHES THE FIRING BUTTON.

DIAL

MUSIC/SFX

CAMERA

MUSIC/SFX

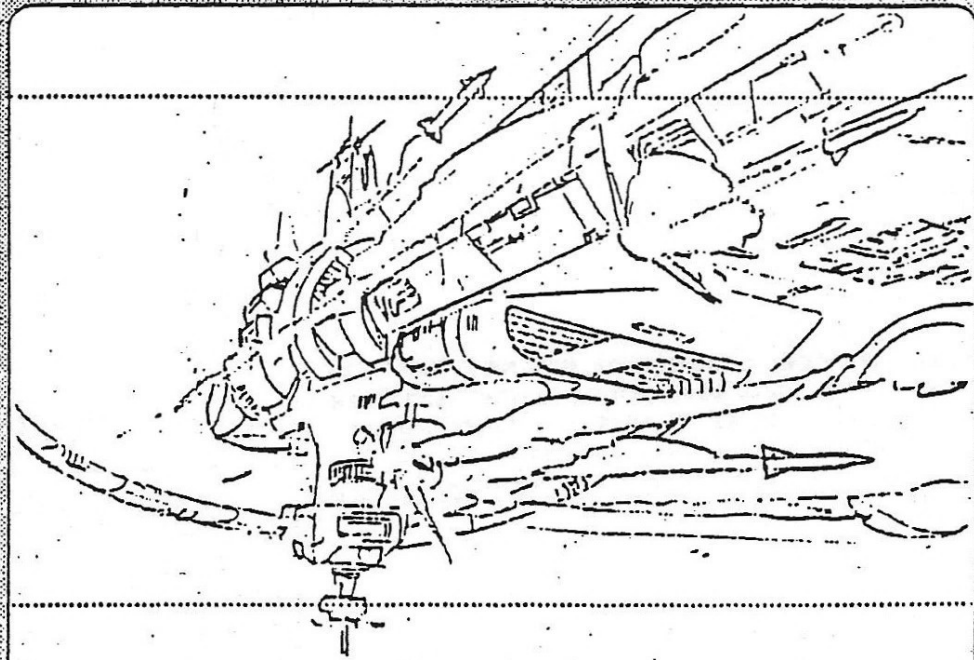
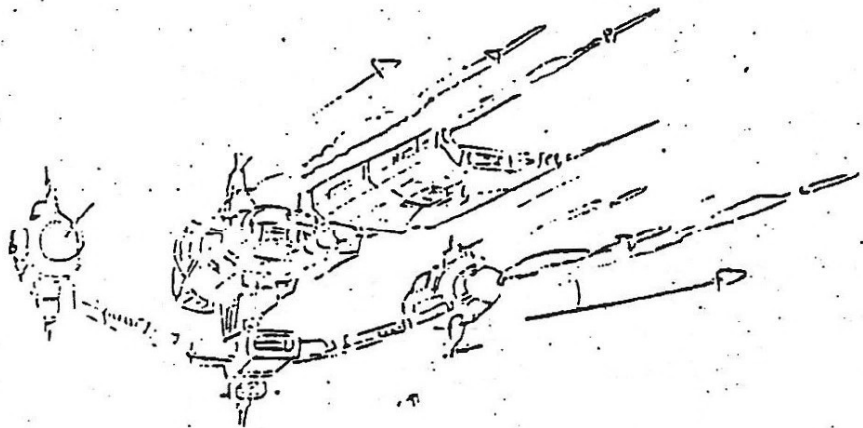
TFRAW

From Generation 1 to Beast Hunters and Beyond!!!!

SC. 16-28

SC. CONT

SEQ. / 6 Page 22



ON X.L.S. THE DECEPTICON SPACE SHIP. IT MOVES FORWARD, FIRING MANY MISSILES AT THE O.S. AUTOBOTS.

ACTION MOVING IN CLOSER, IT FIRES ANOTHER ROUND OF MISSILES.

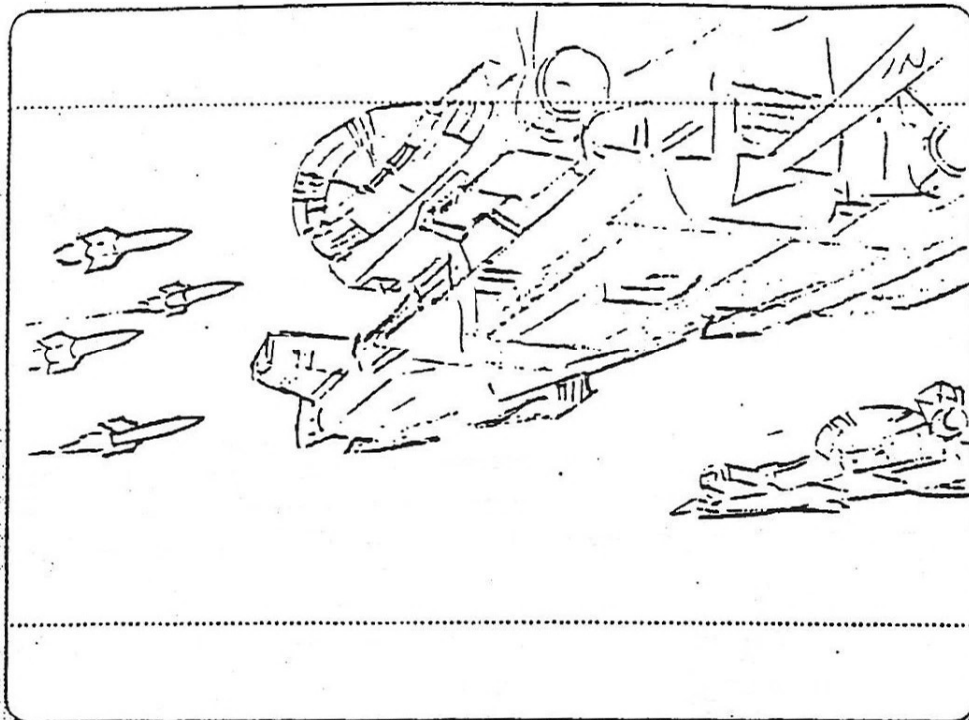
DIAL

MUSIC/SFX

CAMERA

C:SFX

SC. 105-1



ACTION L.S. THE TWO AUTOBOT SPACE SHUTTLES AS THE MISSILES STREAK INTO SCENE, HEADING DIRECTLY FOR THEM...

DIAL

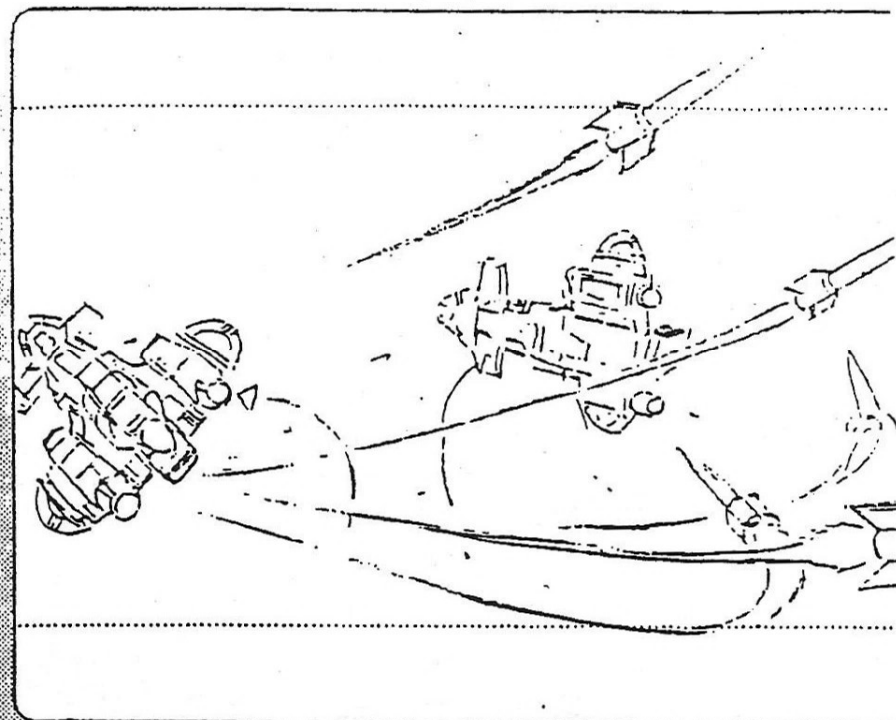
MUSIC/SFX

**T FRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

CAMERA

SC. 106-1

SC. 106-1



ACTION ...THEY SPLIT UP, BANKING IN OPPOSITE DIRECTIONS TO AVOID MISSILES, WHICH STREAK PAST THEM. AND ZOOM O.S. A FEW OF THE MISSILES TURN AND HEAD BACK TOWARD HOT ROD'S SHUTTLE.

DIAL

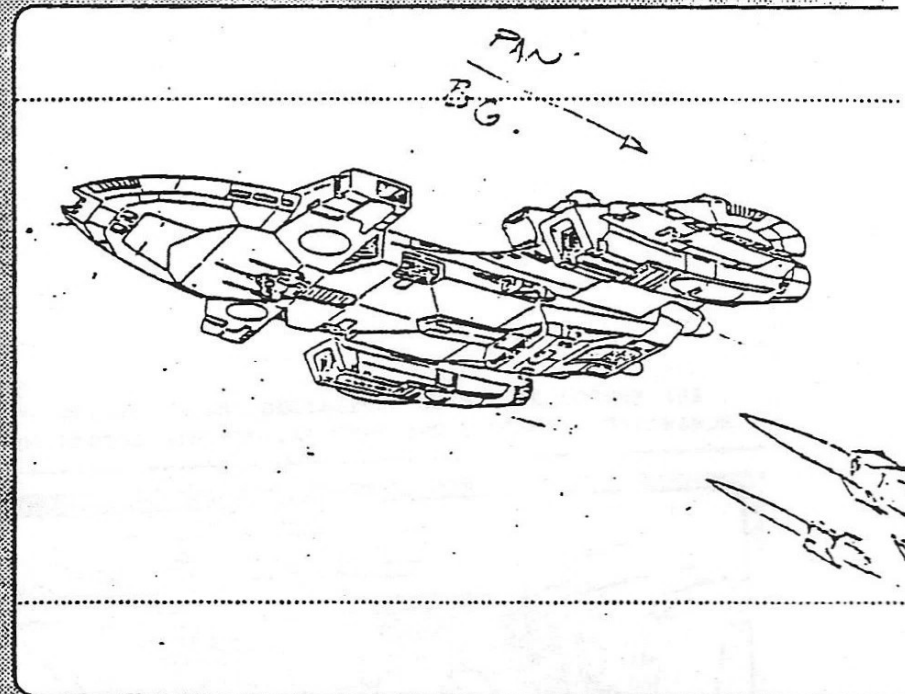
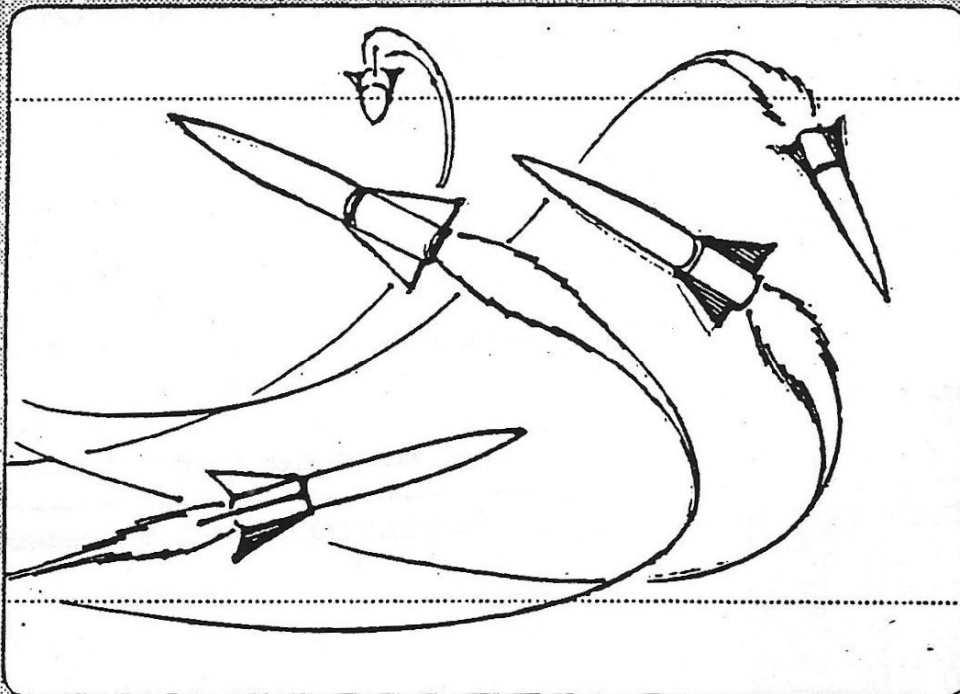
MUSIC/SFX

CAMERA

SC. 16-29A

SC. 16-29B

Page 23A



**ACTION** L.S. THE MISSILES. AFTER MISSING THE SHUTTLES THE MISSILES CHANGE COURSE, SOME OF THEM STREAK OFF IN VARIOUS DIRECTIONS, WHILE OTHERS TURN AND HEAD BACK FOR THE SHUTTLES.

**DIAL**

**MUSIC/SFX**

**CAMERA**

**ACTION** L.S. HOT ROD'S SHUTTLE. IT SPEEDS ON ITS WAY TRYING TO OUT RUN THE MISSILES WHICH ENTER THE SCENE AND CLOSE IN ON THE SHUTTLE.

**DIAL**

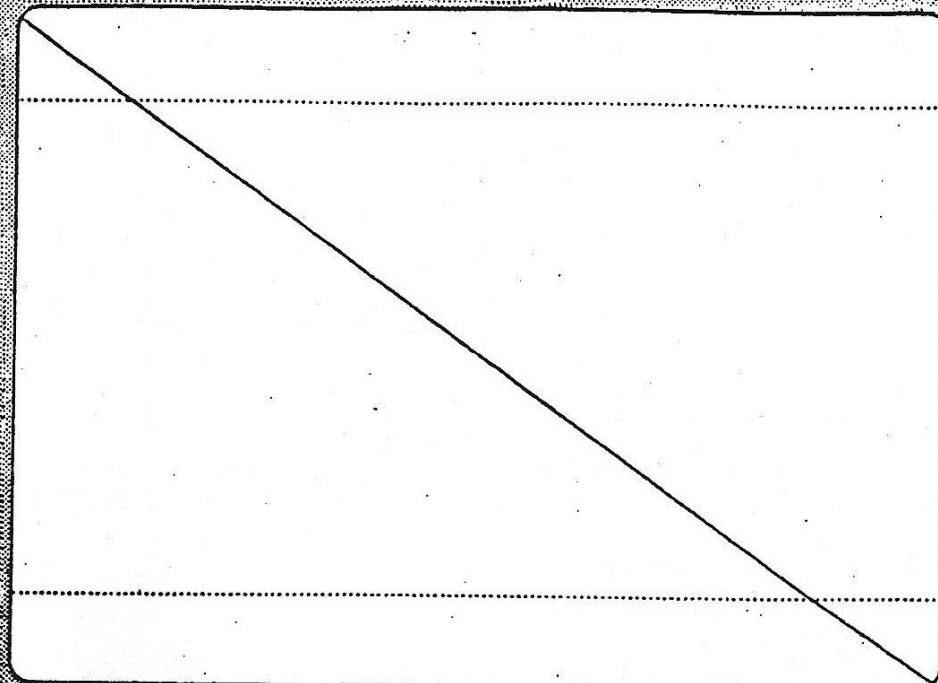
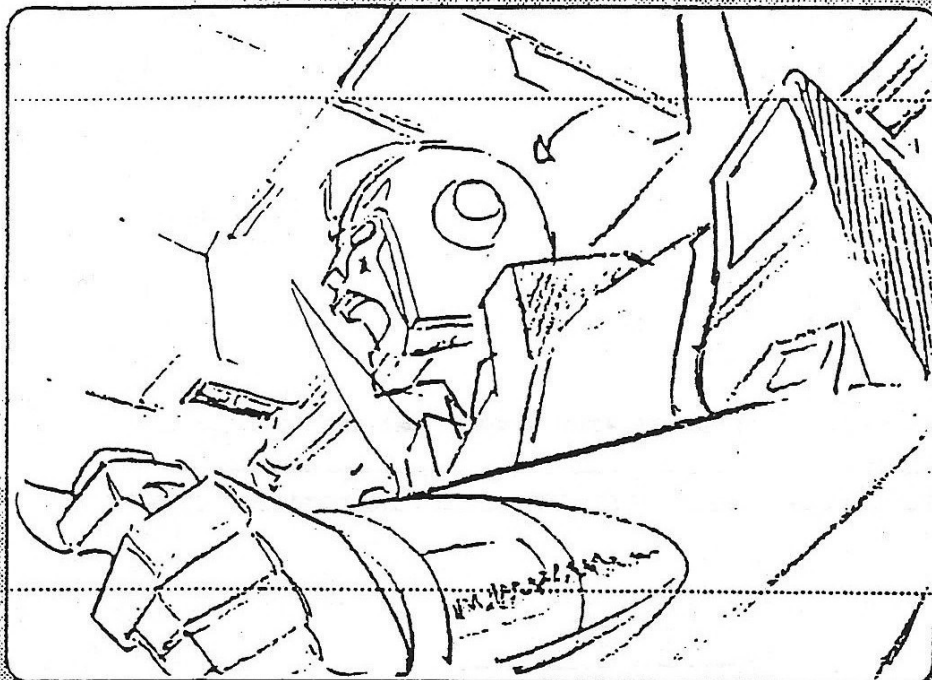
**MUSIC/SFX**

**CAMERA**



SC. 16-30

SEQ. 16 Page 24



ACTION M.C.U. HOT ROD AT THE CONTROLS OF THE SHUTTLE.

DIAL HOT ROD

They're closing on us!

ACTION

DIAL

MUSIC/SFX

MUSIC/SFX

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

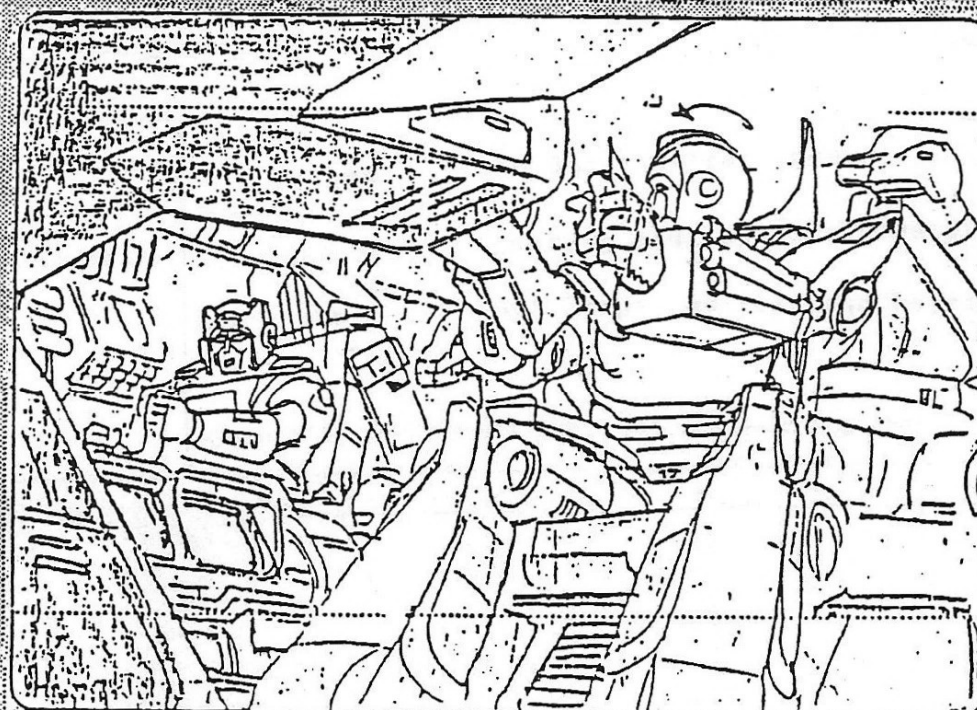
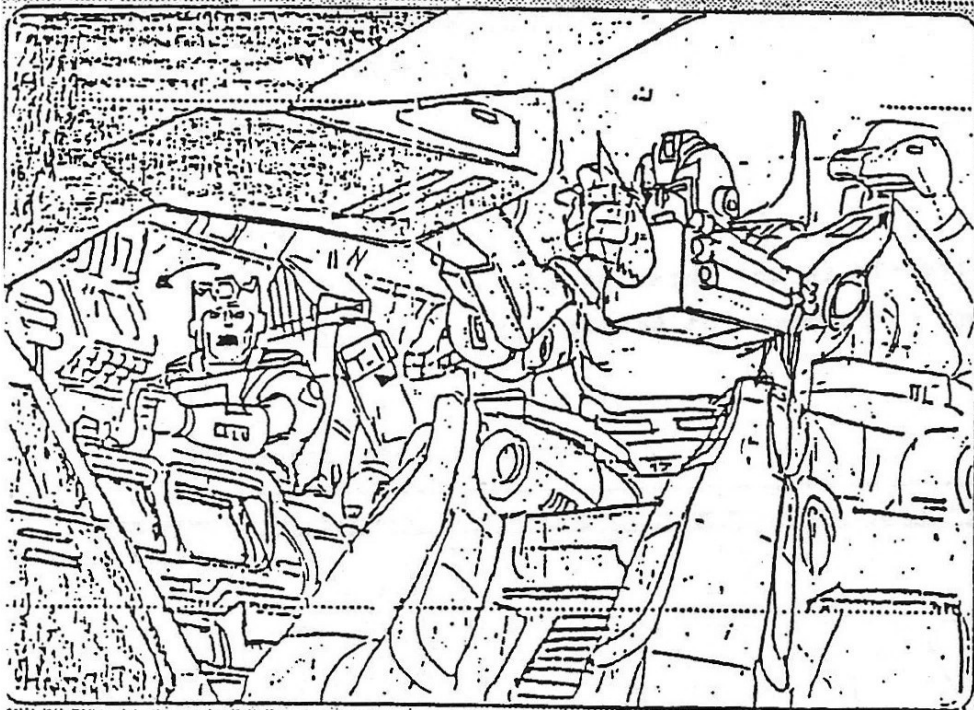
SC. 16-32

SC. CONT

SEQ. 16

Page

25



ACTION KUP SPEAKS TO HOT ROD THEN TURNS HIS FACE FORWARD.

DIAL KUP Yep, like the shrikebats of Dromedon!

MUSIC/SFX

ACTION HOT ROD TURNS TO KUP.

DIAL HOT ROD How'd you beat them?

MUSIC/SFX

CAMERA

SC. 15-33



ACTION C.U. KUP. HE THINKS.

DIAL KUP I'm trying to remember... There were an awful lot of casualties that day.

MUSIC/SFX

**TFR**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-34



ACTION M.S. KUP AND HOT ROD. KUP TURNS TO HOT ROD.

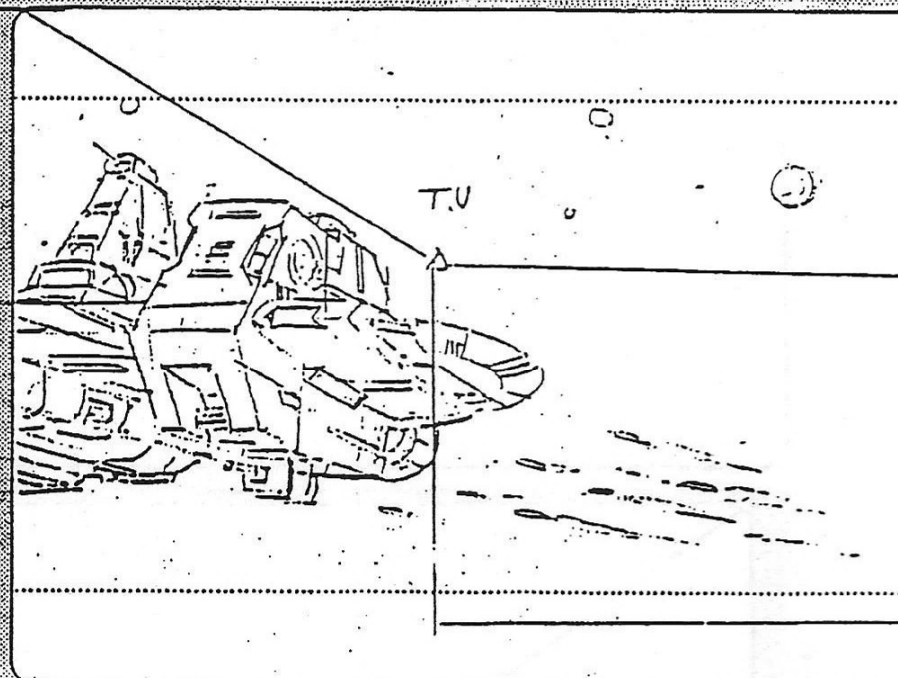
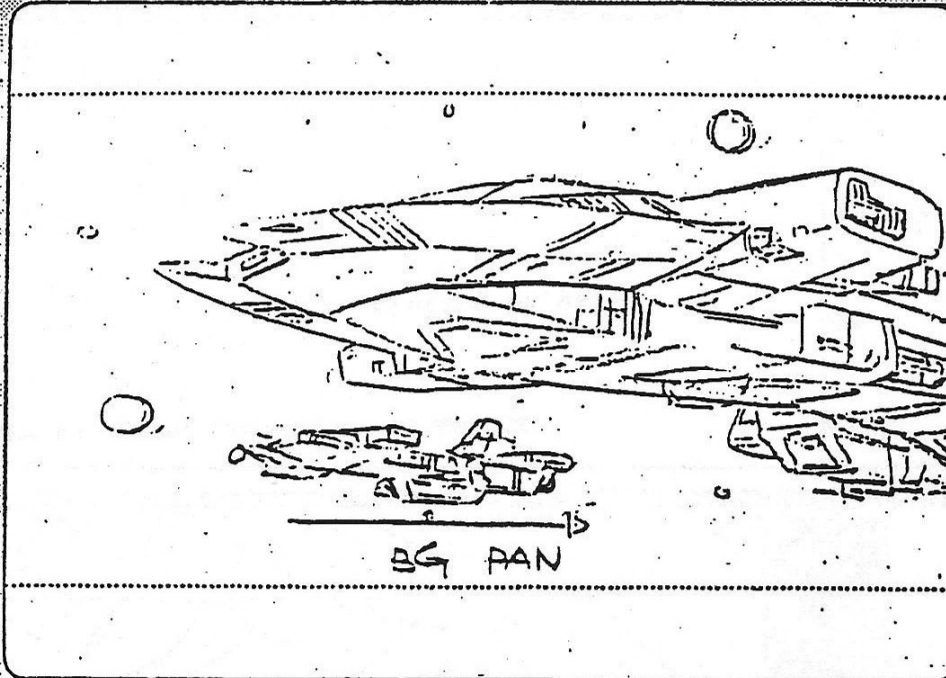
DIAL KUP Oh, yeah. We inverted polarities.  
HOT ROD That'll tear the ship apart!  
MUSIC/SF> KUP You got a better idea?!!

SC. 16-35

START

PAN →

STOP SEQ/6 Page 27



ACTION L.S. THE TWO-AUTOBOT SPACE SHUTTLES. WE PAN BACK TO SEE...

DIAL

MUSIC/SFX

CAMERA

ACTION ...A GROUP OF MISSILES TRAILING AFTER THEM.

DIAL

MUSIC/SFX

CAMERA

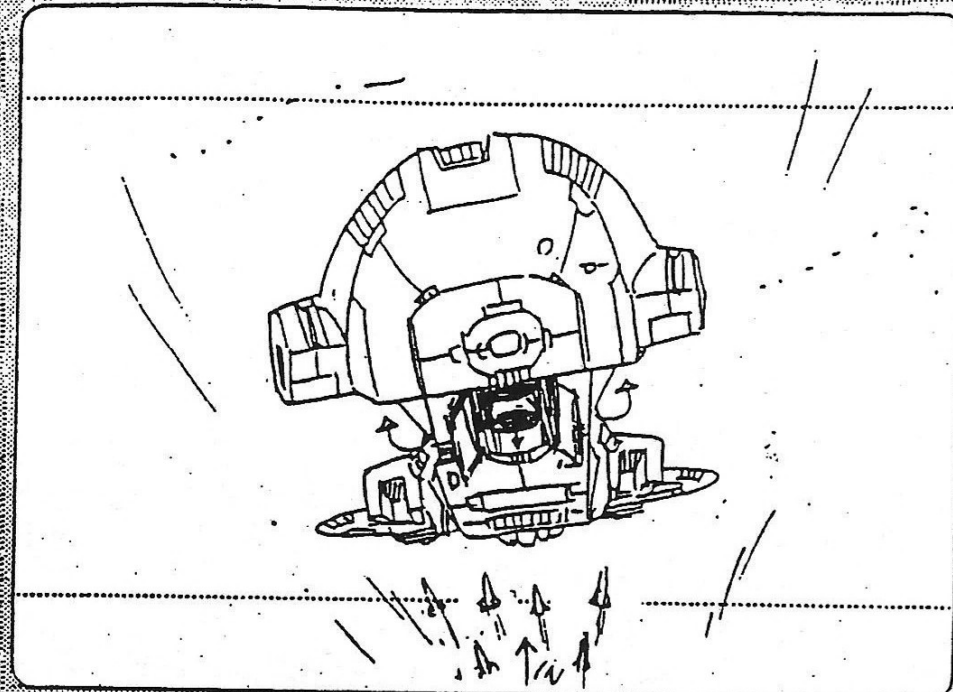
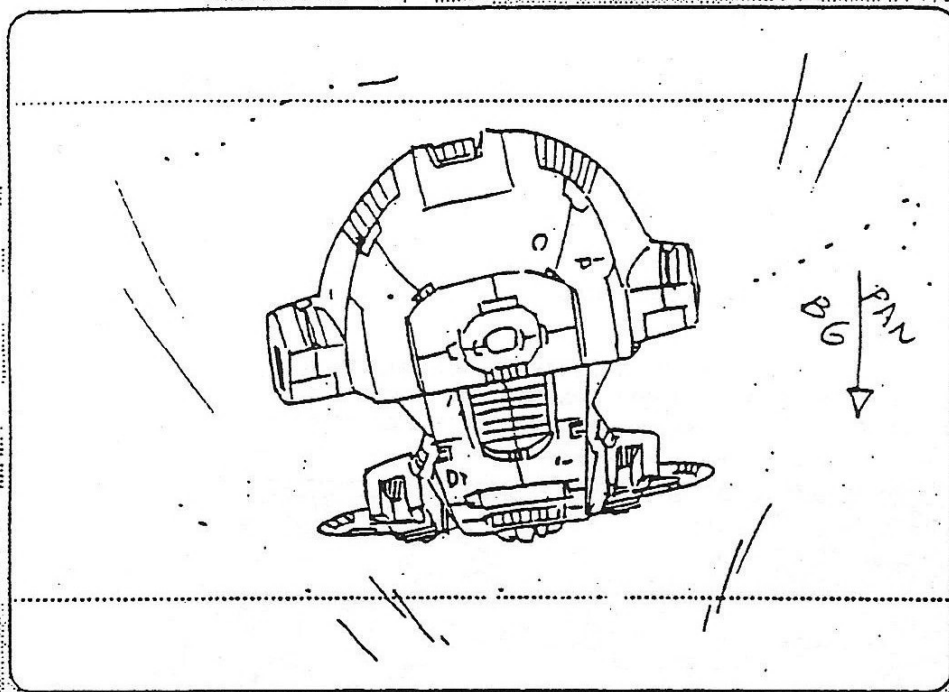


SC. 16-36

SC. CONT

SEQ. 16

Page 28



NEXT PAGE 29

ACTION L.S. HOT ROD'S SPACE SHUTTLE. WE FOLLOW IT ALONG AS IT TRIES TO OUT RUN THE CLUSTER OF MISSILES CLOSING IN ON IT O.S.

ACTION DOORS IN THE BOTTOM OF THE SHUTTLE OPEN AS THE MISSILES ENTER THE SCENE FROM BEHIND INSIDE THE DOORS. WE CAN SEE ROCKET NOZZLES, WHICH START TO LOWER...

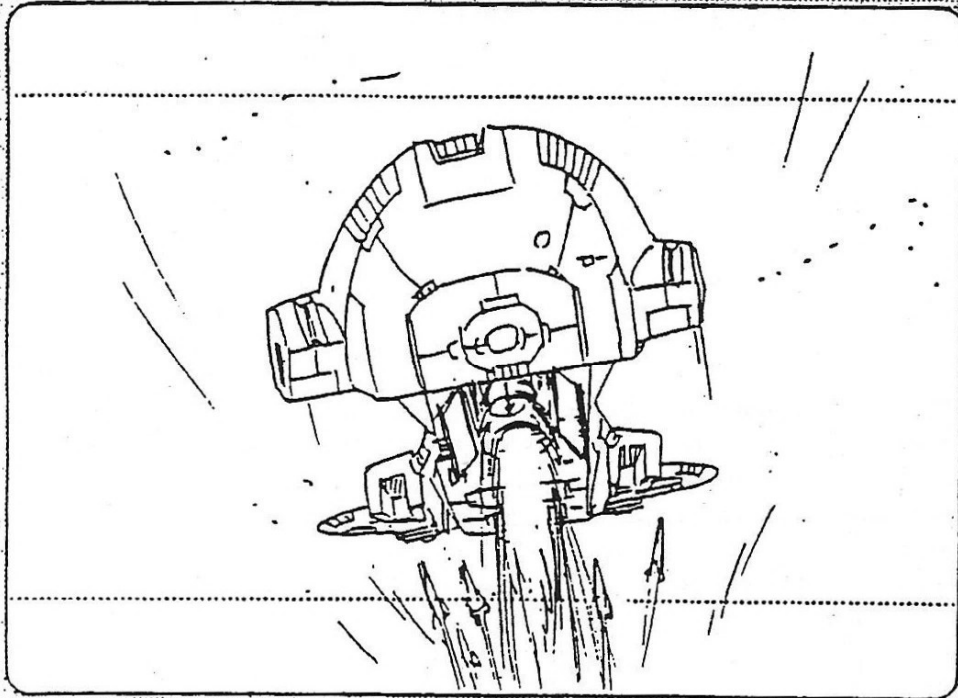
DIAL

DIAL

MUSIC/SFX

MUSIC/SFX

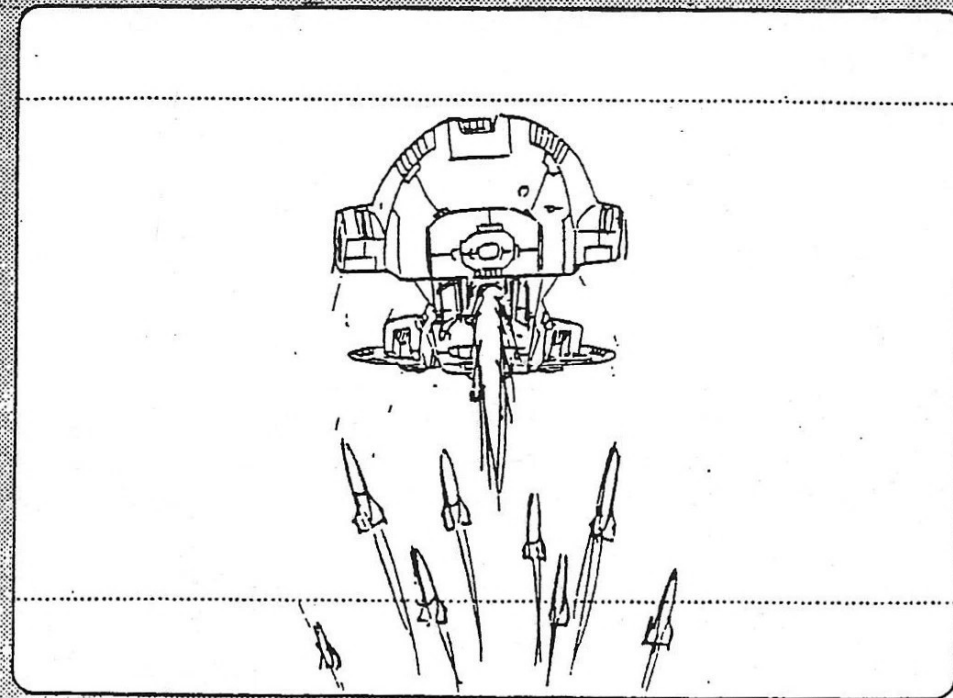
SC. CONT 16-36



SC. CONT

SEQ. 16

Page 28A



ACTION ...AS THE MISSILES CLOSE IN THE ROCKET NOZZLES MOVE INTO POSITION AND FIRE...

DIAL

MUSIC/SFX

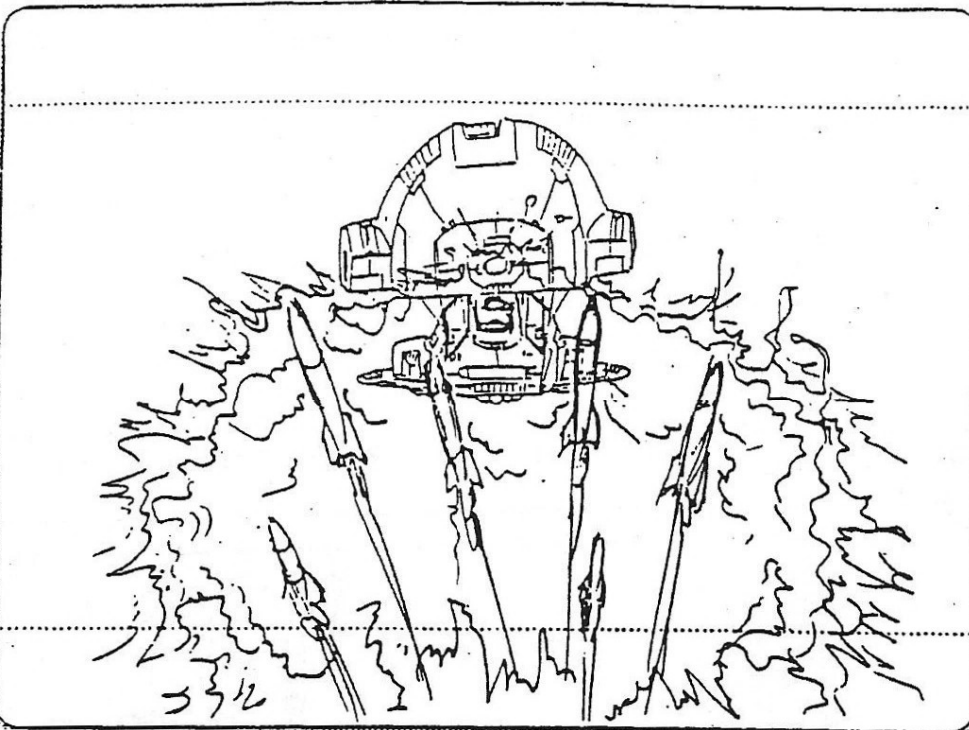
ACTION ...SENDING THE SHUTTLE FLYING UP AND SAFELY OUT OF THE WAY OF THE MISSILES WHICH PASS BELOW.

DIAL

MUSIC/SFX

CAMERA

SC. 1000



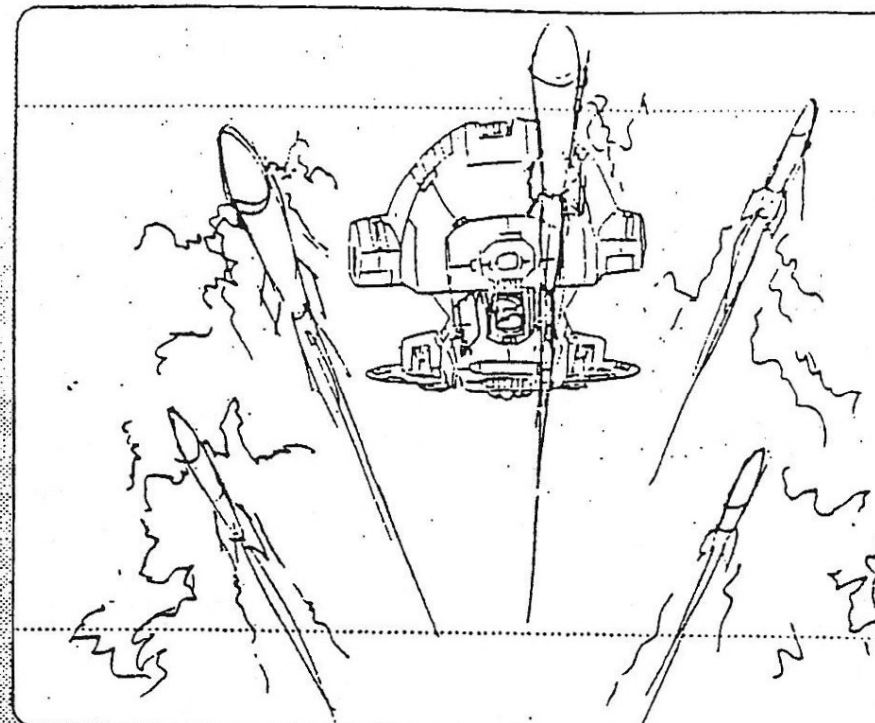
ACTION HOT ROD'S SHUTTLE FIRES OUT A CHARGE OF ITS ELECTRO-MAGNETIC DESTABILIZING RAY WHICH SURROUNDS THE MISSILES.

DIAL

MUSIC/SFX

SC. 1001

SEC. 10



ACTION THE MISSILES PASS THROUGH THE ENERGY FIELD AND CONTINUE O.S.

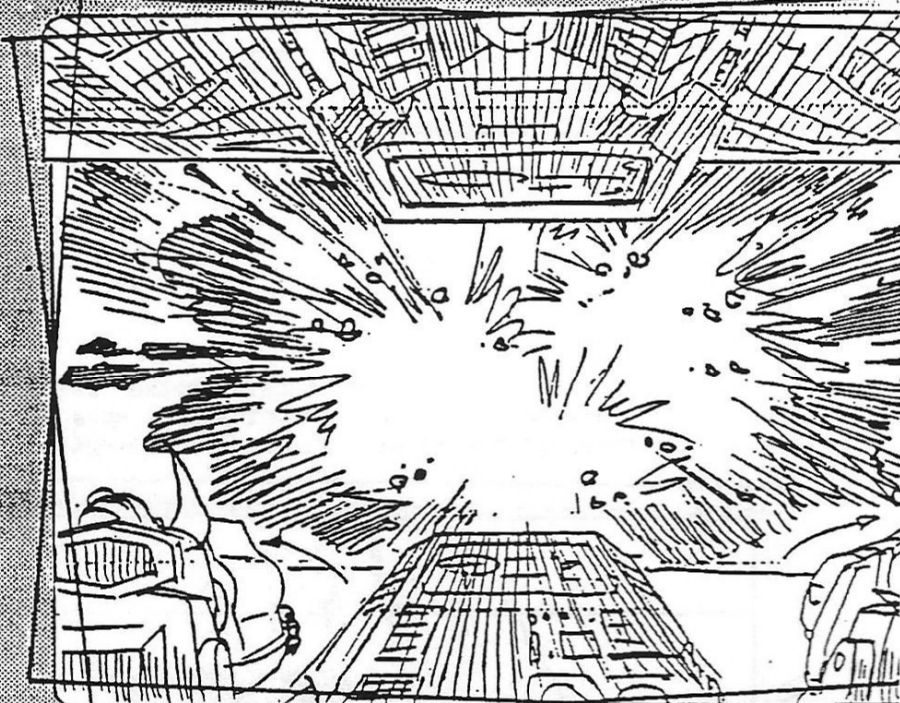
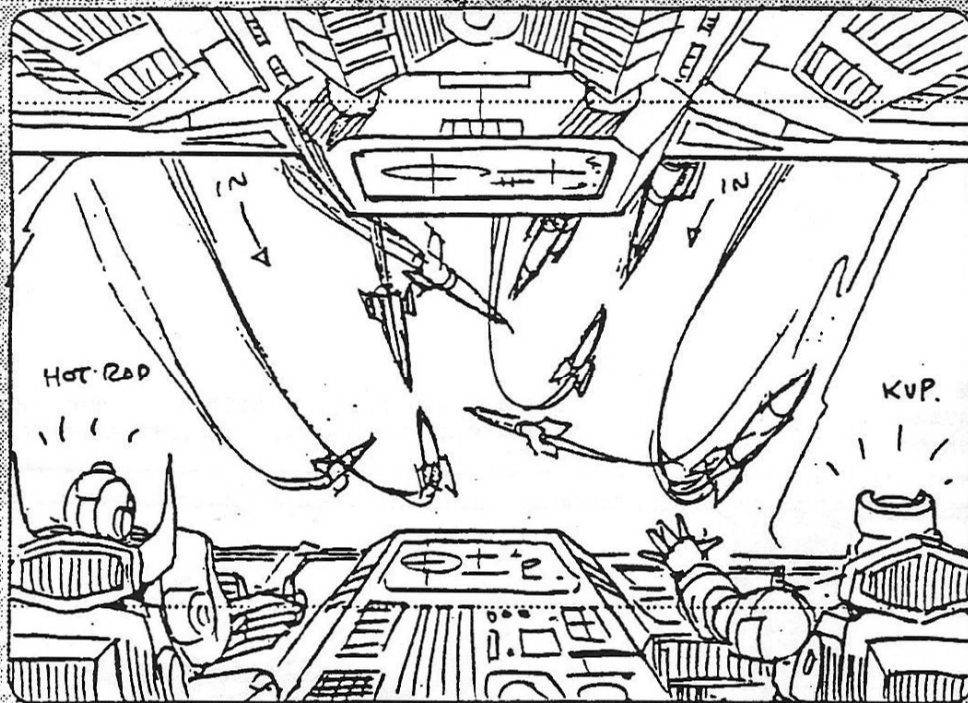
DIAL

MUSIC/SFX

SC. 16-36A

SC. CONT CAM SHAKE:

SEQ. 16 Page 28



ACTION L.S. THE MISSILES THROUGH THE WINDSHIELD OF HOT ROD'S SHUTTLE. KUP AND HOT ROD CAN BE SEEN IN THE FOREGROUND REACTING TO THE MISSILES...

DIAL  
HOT ROD They're coming back!

MUSIC/SFX

CAMERA

ACTION WHICH RUN INTO EACH OTHER AND EXPLODE IN A SERIES OF BLINDING FLASHES. .

DIAL

MUSIC/SFX

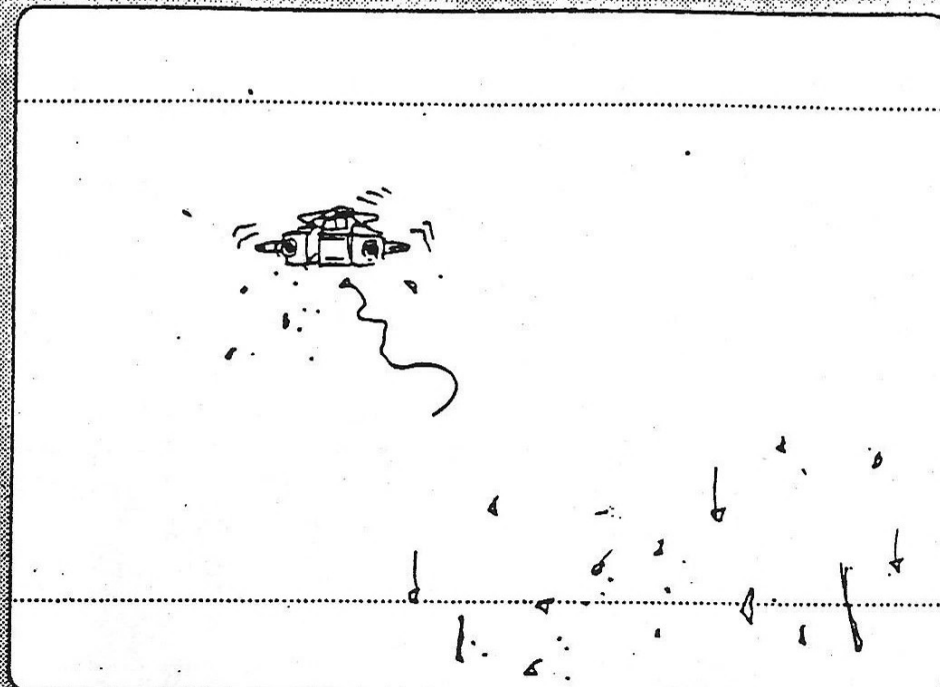
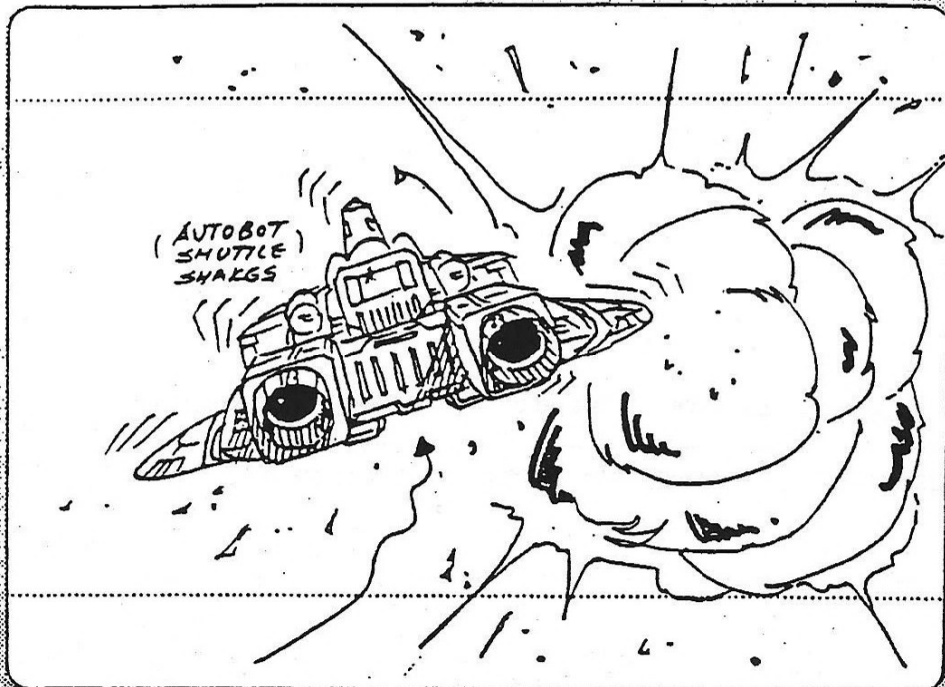
CAMERA



SC. 16-36 B

SC. CONT

Page 29



NEXT PAGE 29A

ACTION L.S. HOT ROD'S SHUTTLE IS SHAKEN BY THE EXPLOSION AND THROWN TO ONE SIDE.

DIAL

MUSIC/SFX

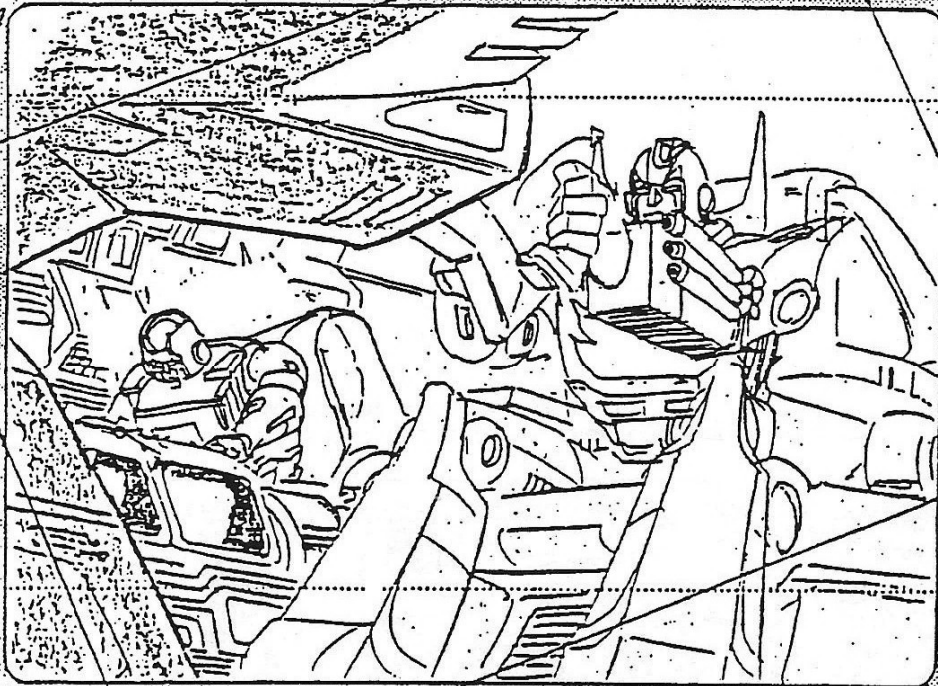
IFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION BUT, UNDA MGED, IT STRAIGHTENS OUT AND FLYS ON.

DIAL

MUSIC/SFX

SC. 16-37

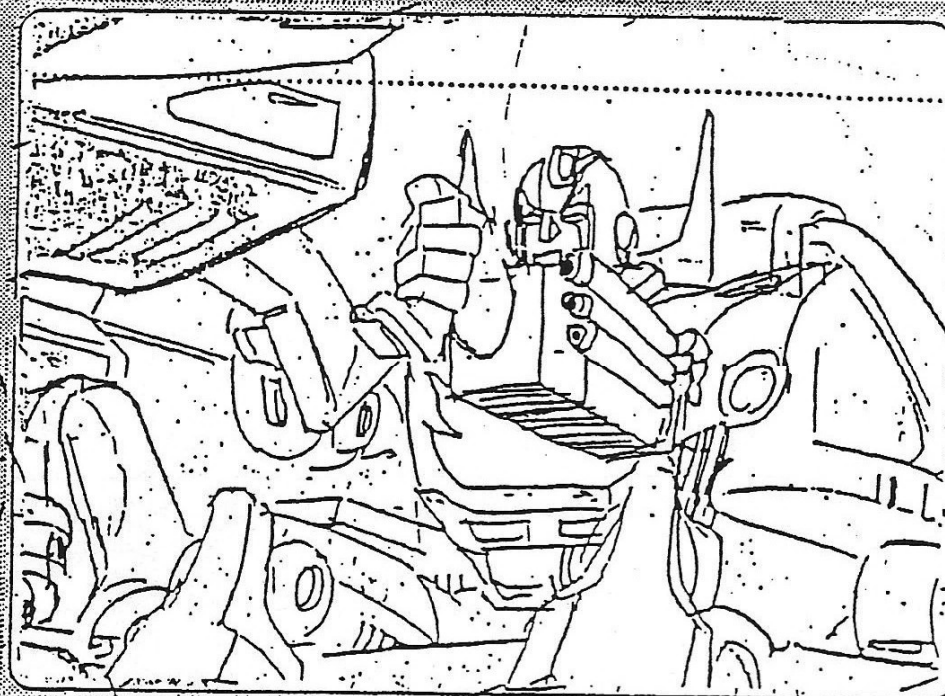


SC. 16-37A

SEQ 16

Page

29A



ACTION M.L.S. KUP AND HOT ROD. KUP PULLS BACK ON THE CONTROLS AND THE SHUTTLE STRAIGHTENS UP.

DIAL

MUSIC/SFX

ACTION M.S. HOT ROD AT THE CONTROLS OF THE SHUTTLE.

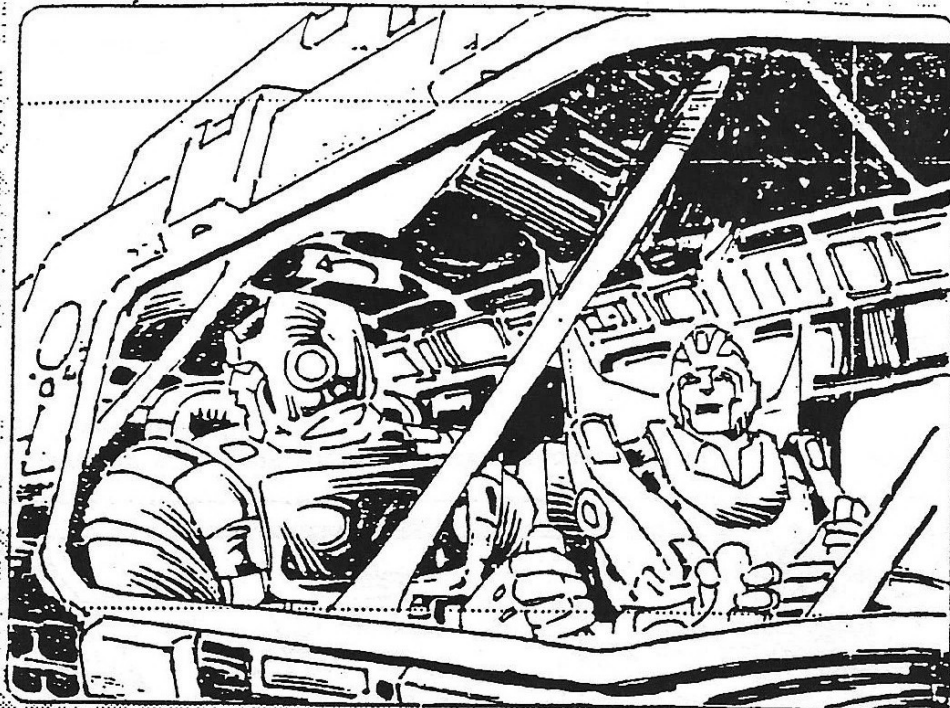
DIAL HOT ROD

Okay, so you were right.

MUSIC/SFX

CAMERA

SC. 16-38



ACTION M.S. KUP AND HOT ROD FROM OUTSIDE THE SHUTTLE. HE LOOKS BACK ALONG THE SIDE OF THE SHIP.

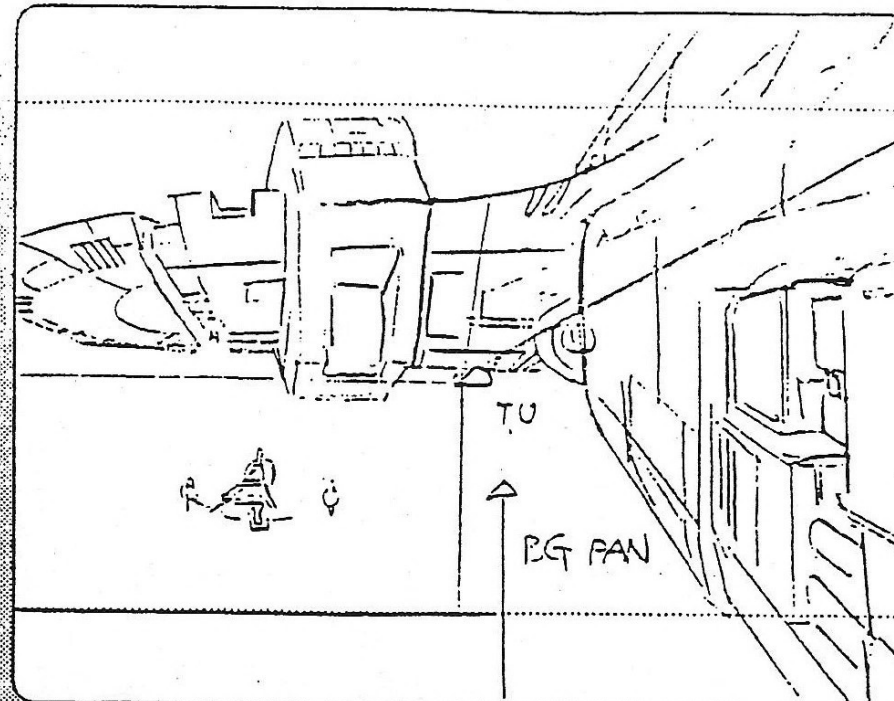
DIAL KUP Oh no!  
(PICK UP LINE)

MUSIC/SFX

**TFRAW**  
From Ge... CAMERAs East Hunters and Beyond!!!!

SC. 16-39

SEQ. 16-39



ACTION L.S. KUP'S P.O.V. THE DECEPTICON SHIP IS TRAILING THEM.

DIAL

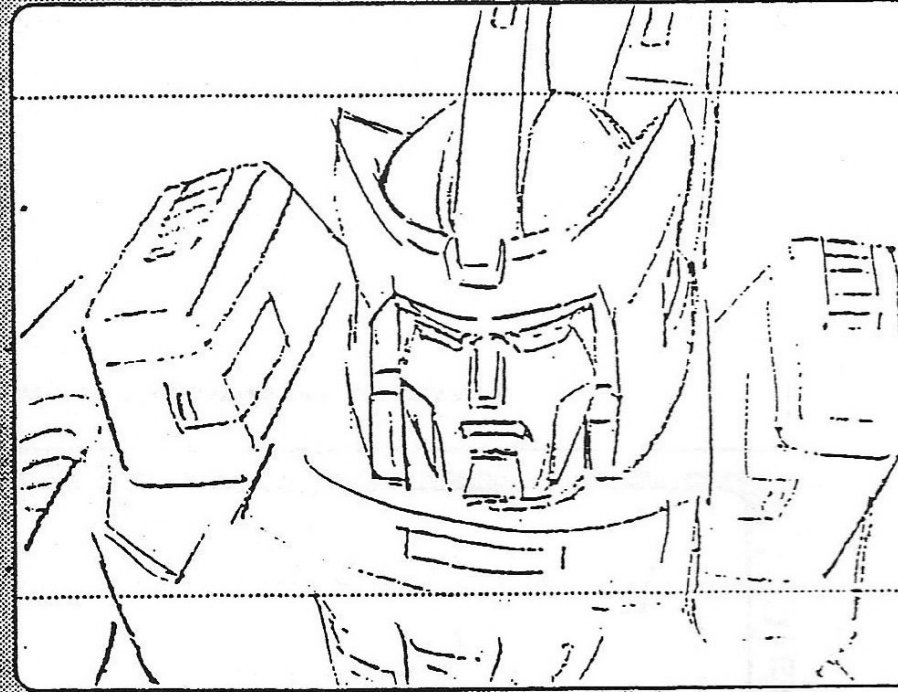
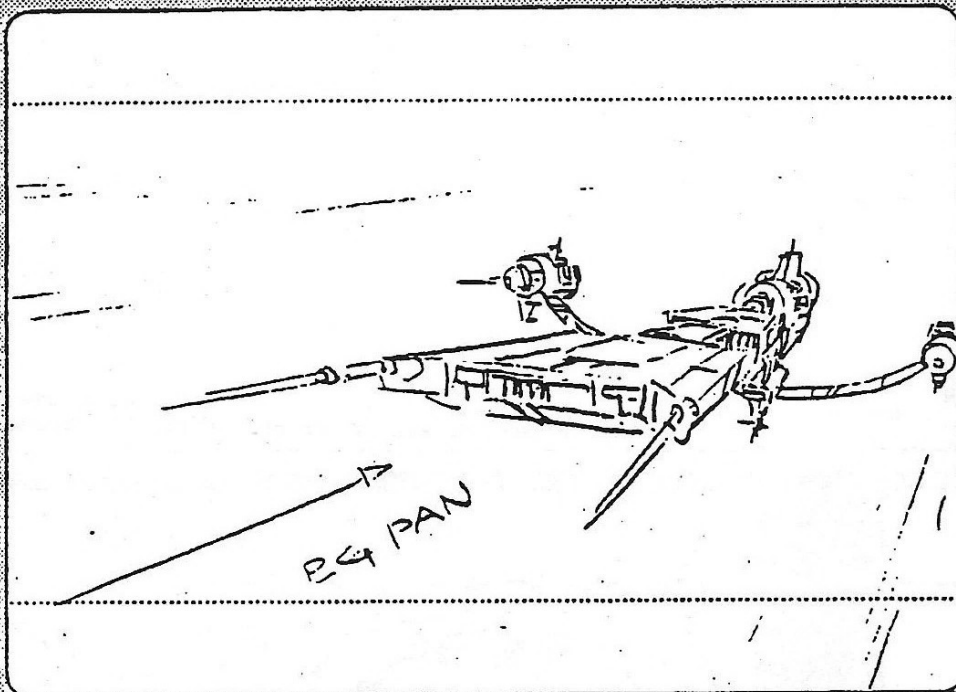
MUSIC/SFX

CAMERA

SC. 16-40

SC. 16-41

SEQ. 16 Page 31



ACTION M.L.S. THE DECEPTICON SHIP. WE MOVE ALONG WITH IT.

DIAL

MUSIC/SFX

CAMERA

ACTION M.C.U. GALVATRON. HE IS ANGRY.

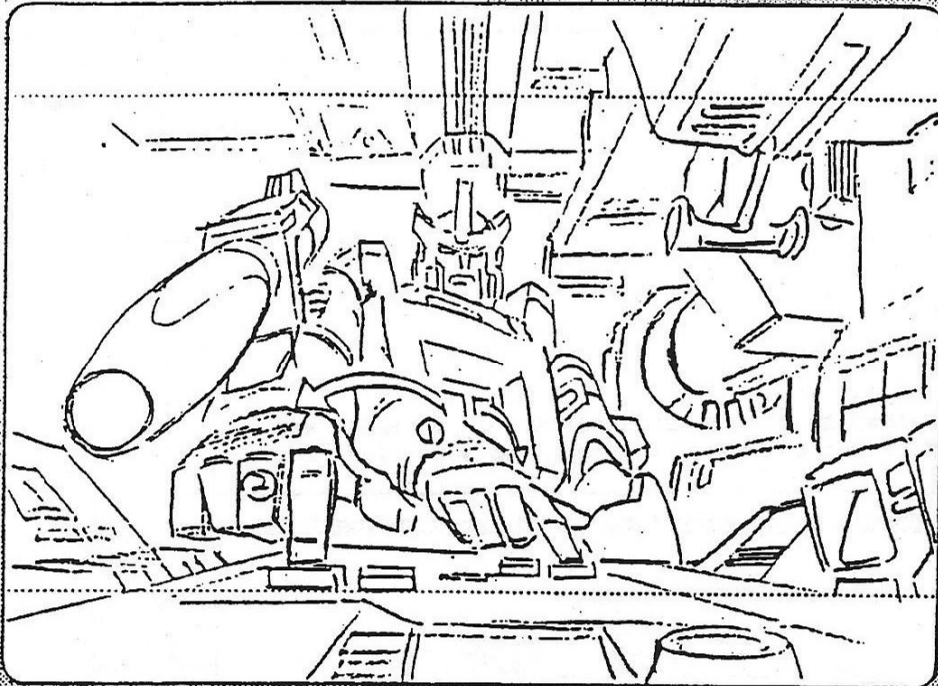
DIAL

MUSIC/SFX

CAMERA

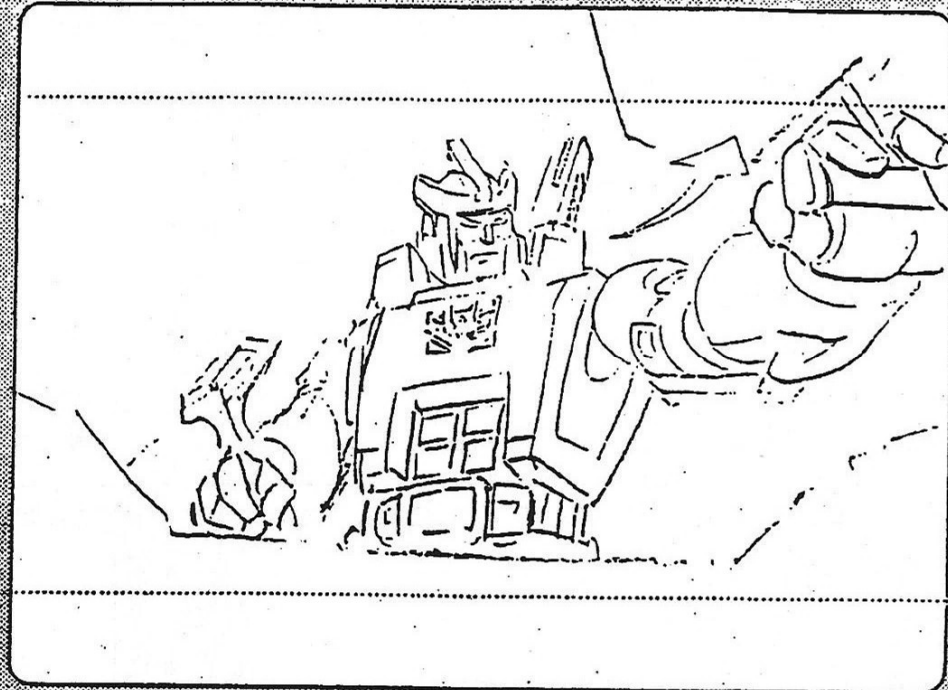


SC. 16-42



SC. CONT

SEQ/6 Page 32



ACTION M.S. GALVATRON. HE PRESSES BUTTONS ON THE CONTROLS...

DIAL

MUSIC/SFX

**TFR**AW  
From AMERICA 1 to Beast Hunters and Beyond!!!!

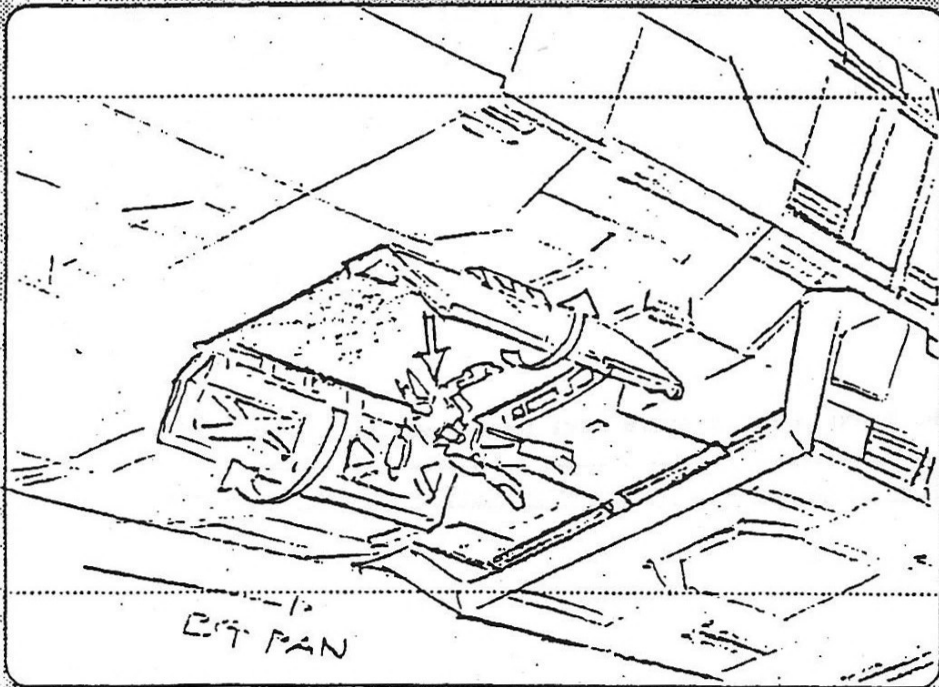
ACTION ...AND PUSHES A LEVER FORWARD.

DIAL

MUSIC/SFX

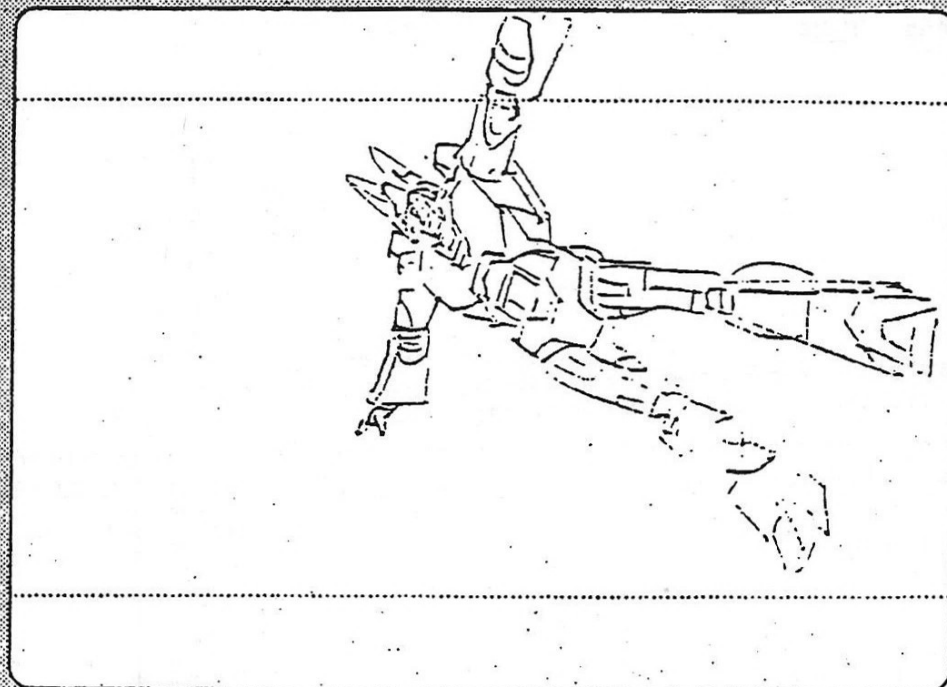
CAMERA

SC. 16-43



SC. CONT

SEQ. 16 Page 33



ACTION L. UP SHOT CYCLONUS. AS DOORS ON THE UNDERSIDE OF THE DECEPTICON SHIP OPEN, CYCLONUS LOWERS HIMSELF OUT...

DIAL

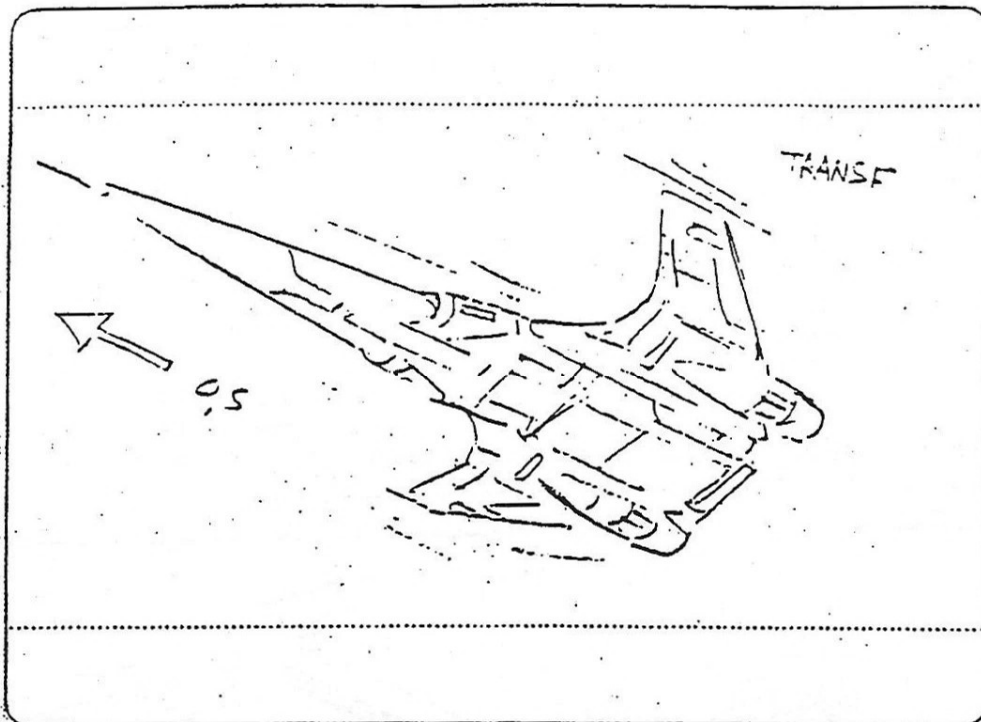
MUSIC SFX

ACTION ...AND GLIDES DOWN TOWARD US.

DIAL

MUSIC/SFX

CAMERA

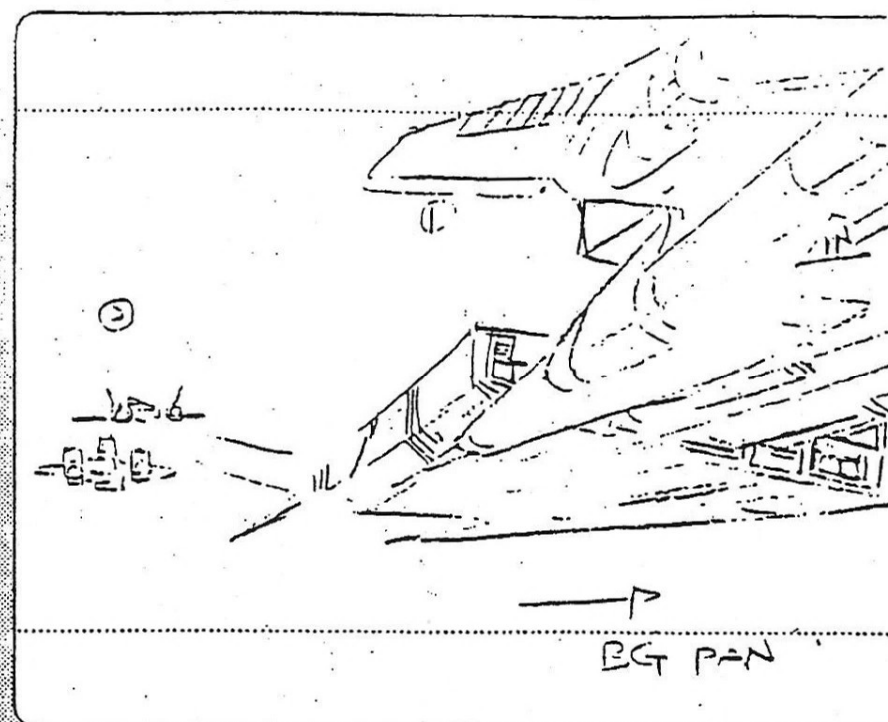


ACTION ...HE TRANSFORMS INTO AIRCRAFT MODE AND ZOOMS O.S.

DIAL

MUSIC/SFX

**T FRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION M.L.S. THE DECEPTICON SPACE SHIP WITH HOT ROD'S AUTOBOT SHUTTLE IN THE FAR DISTANCE. CYCLONUS STREAKS INTO SCENE AND SPEED TOWARD THE SHUTTLE.

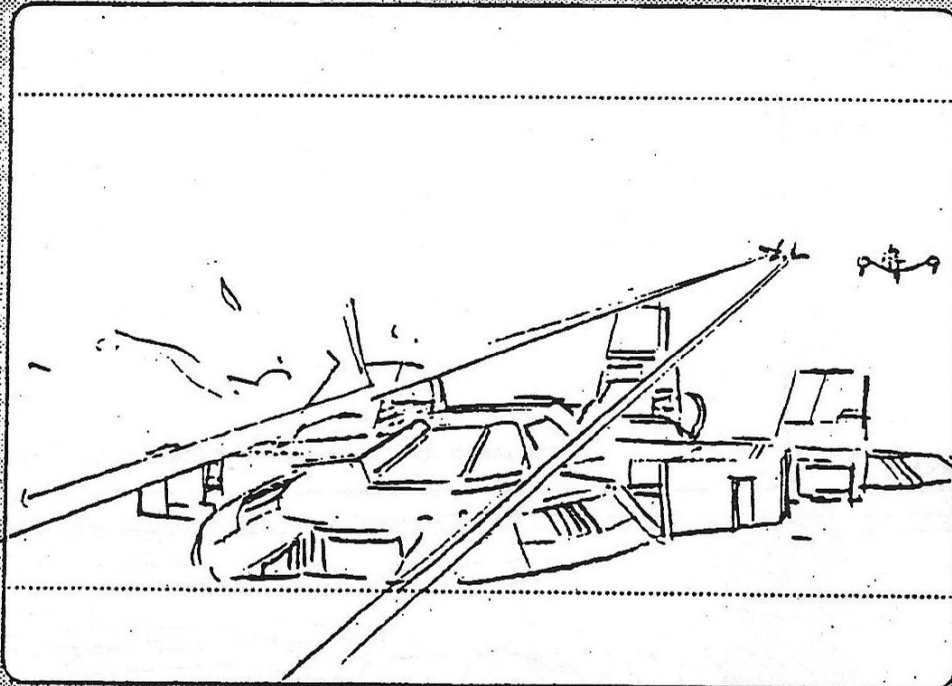
DIAL

MUSIC/SFX

SC. 16-45

SC. CONT

SEQ. 16 Page 36

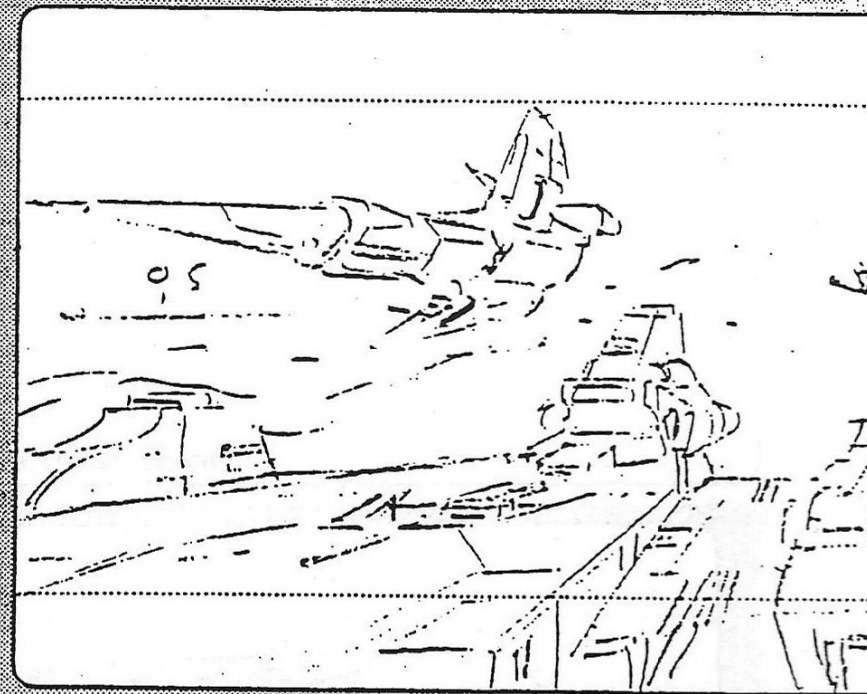


ACTION L.S. HOT ROD'S SHUTTLE. CYCLONUS AND THE DECEPTICON SHIP IN THE DISTANCE. CYCLONUS FIRES AT THE AUTOBOT SHUTTLE...

DIAL

MUSIC/SFX

CAMERA



ACTION ...AS HE CLOSES IN AND RACES PAST O.S.

DIAL

MUSIC/SFX

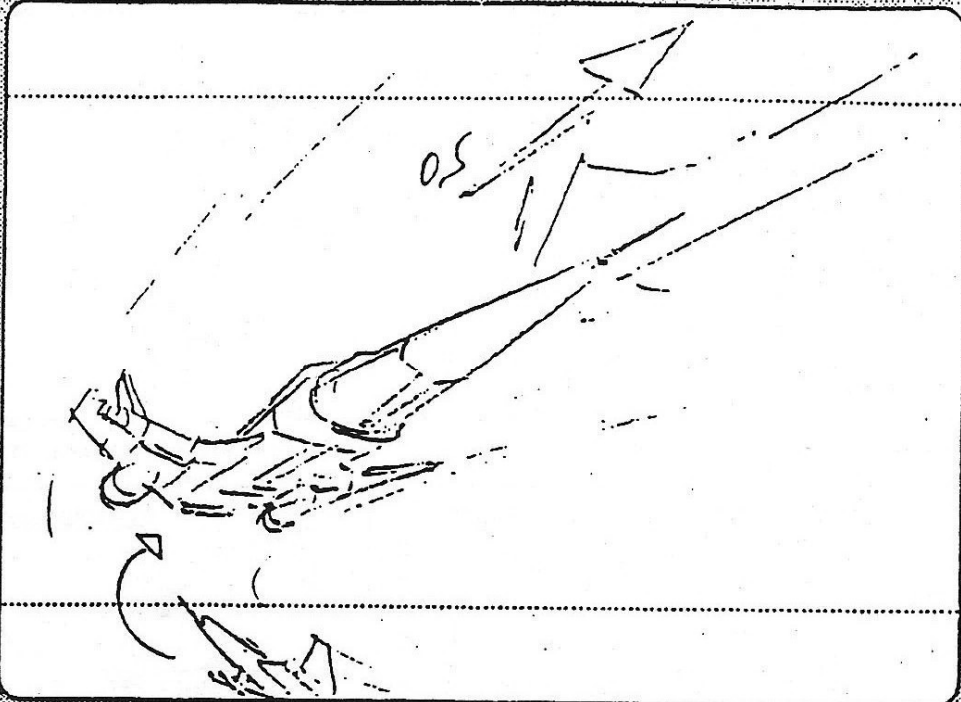
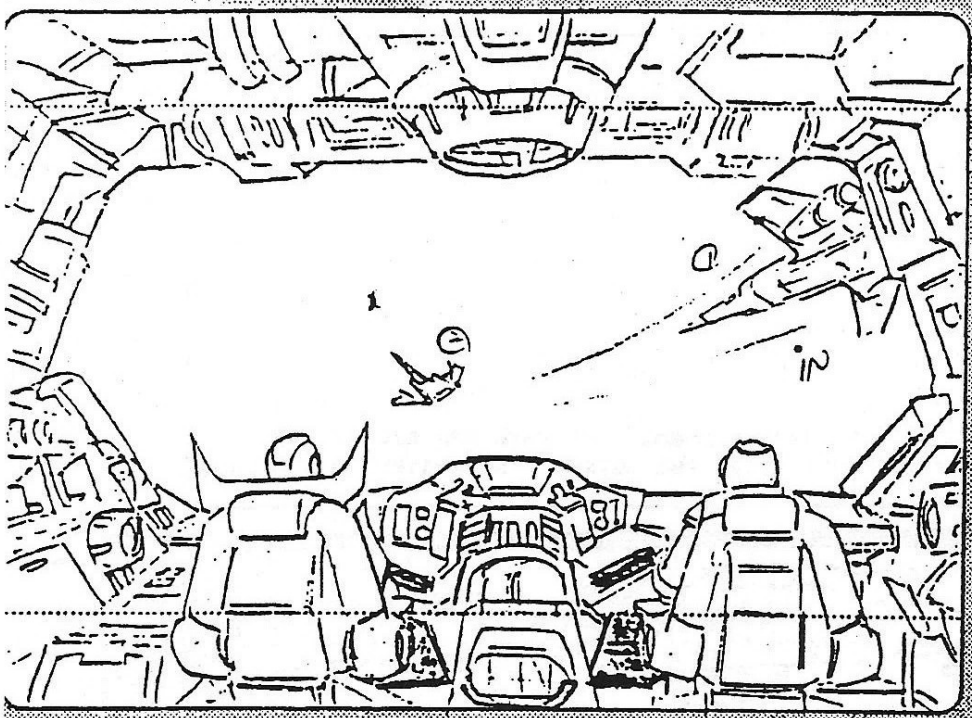
CAMERA



SC. 16-46

SC. 16-47

SEQ. 16 Page 36



ON L.S. HOT ROD AND KUP AT THE CONTROLS OF THE SHUTTLE. THEY CAN SEE CYCLONUS SHOOT PAST AND BANK UP INTO A TURN.

ACTION M.L.S. CYCLONUS. HE BANKS UP AND TURNS BACK AND FLIES O.S.

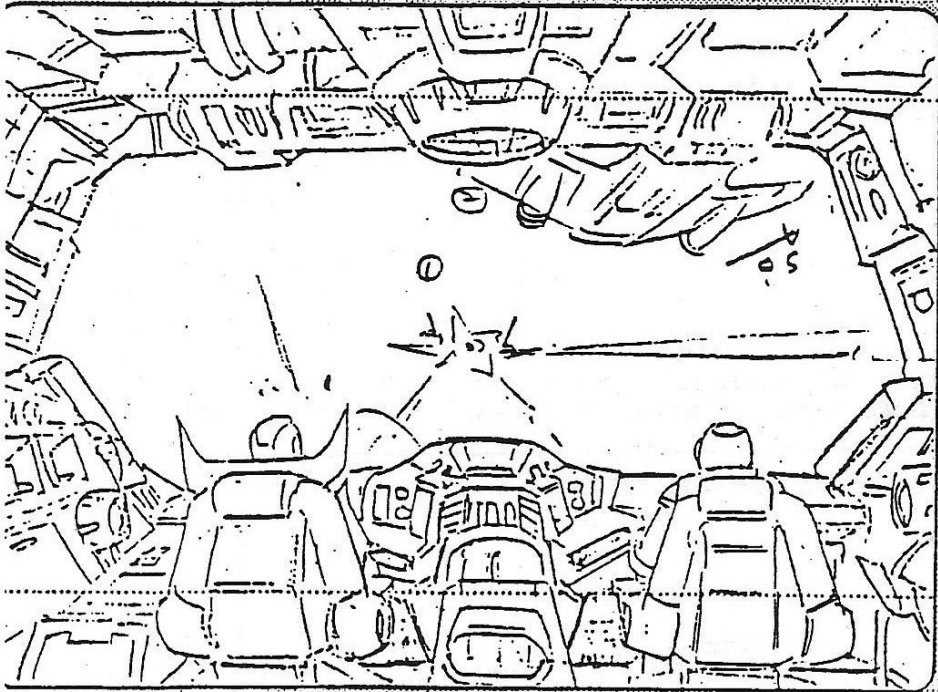


DIAL

MUSIC/SFX

CAMERA

SC. 16-48



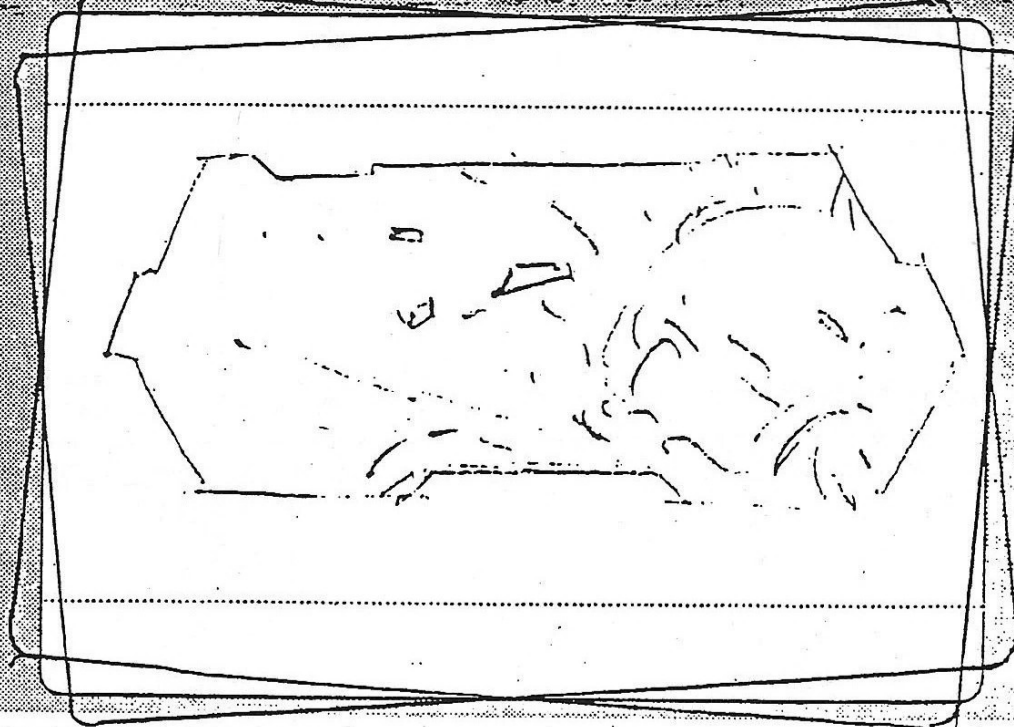
ACTION L.S. HOT ROD AND KUP INSIDE THE AUTOBOT SHUTTLE AS CYCLONUS FIRING, HEADS DIRECTLY FOR THEM. THEN PULLS UP AND ZOOMS OVER O.S.

L

MUSIC/SFX

SC. CONT

CAMERA SHOT SEQ. 16 Page 37



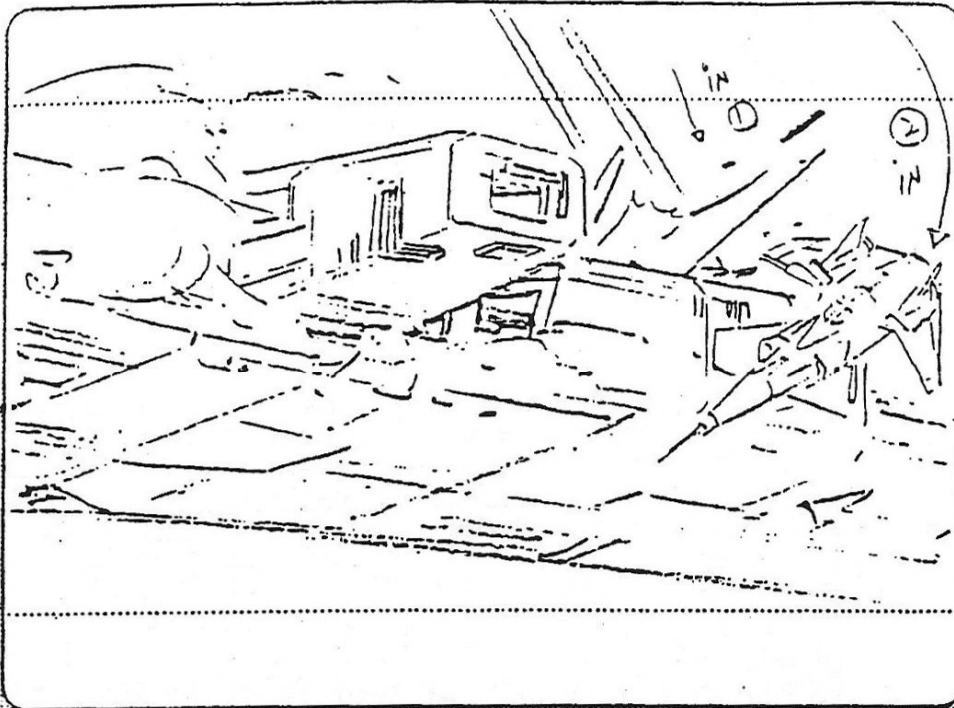
ACTION ...AN EXPLOSION ROCKS THE SHUTTLE.

DIAL

MUSIC/SFX

CAMERA

SC. 15-55



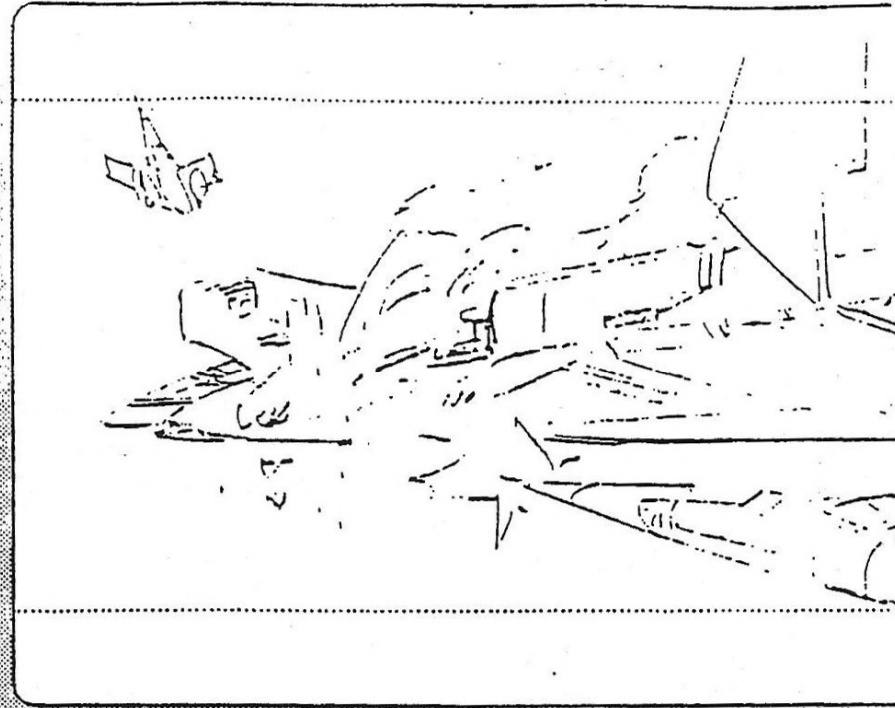
ACTION M.S. THE AUTOBOT SPACE SHUTTLE. BLASTS ENTER THE SCENE AND EXPLODE AGAINST THE HULL. CYCLONUS THEN DIVES INTO THE SCENE.

DIAL

MUSIC/SFX

SC. 15-55

SEQ. 15-55



ACTION WE PAN WITH CYCLONUS AS HE CLIMBS, FIRES ON THE SHUTTLE, AND ZOOMS OFF.

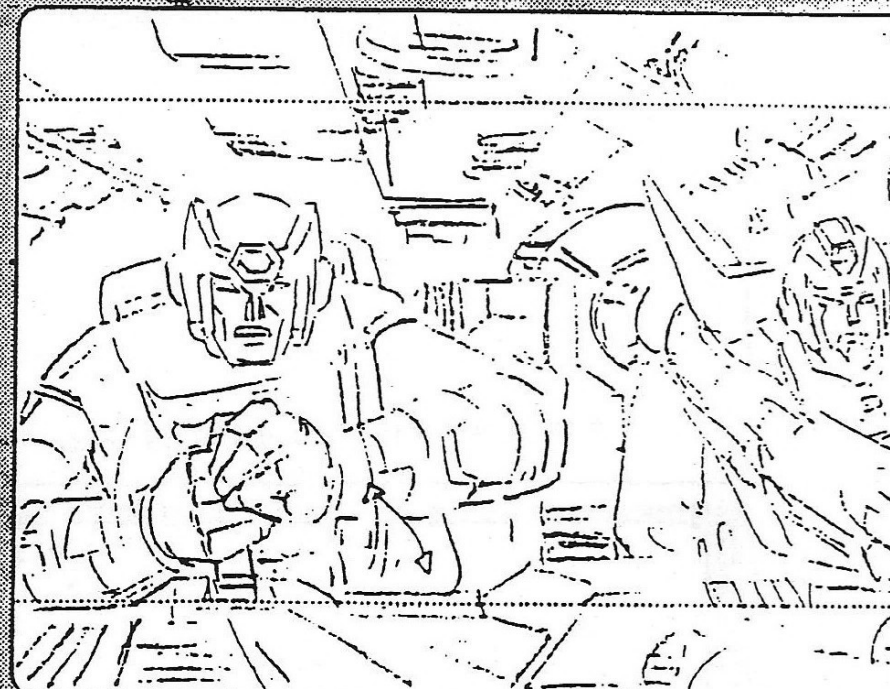
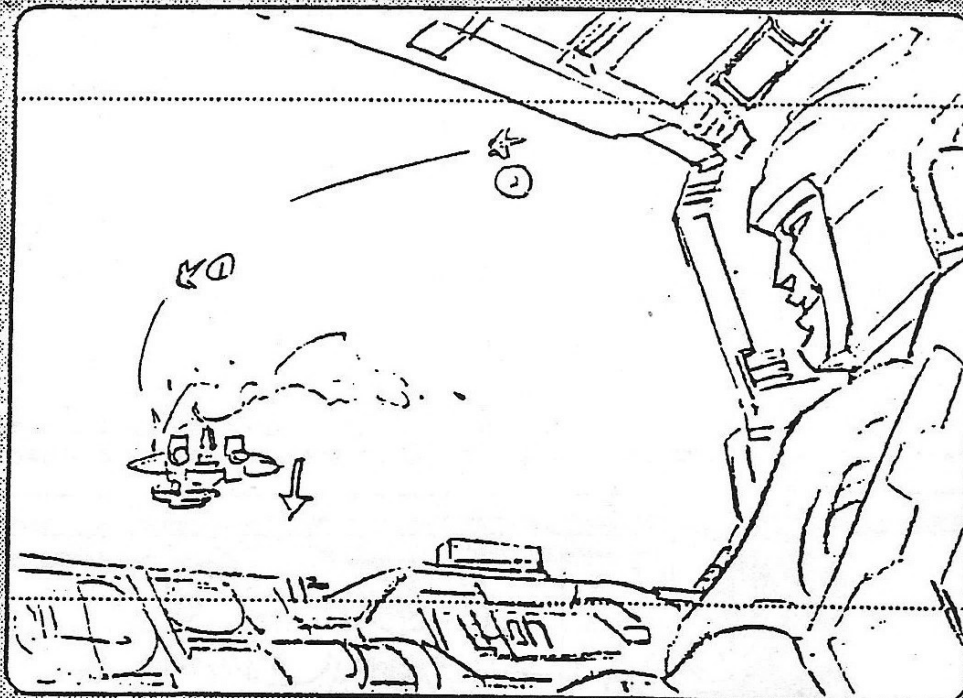
DIAL

MUSIC/SFX

SC. 16-51

SC. 16-52

SEQ. 16 Page 39



ACTION M.C.U. GALVATRON. INSIDE THE DECEPTICON SHIP, THROUGH HIS WINDOW, HE CAN SEE THE DAMAGED AUTOBOT SHUTTLE AND CYCLONUS CLIMBING AWAY.

DIAL

MUSIC/SFX

CAMERA

ACTION M.S. KUP AND HOT ROD. THEY ARE FIGHTING TO KEEP CONTROL OF THE DAMAGED SHIP.

DIAL KUP I can't control it.  
(PICK UP LINE)

MUSIC/SFX

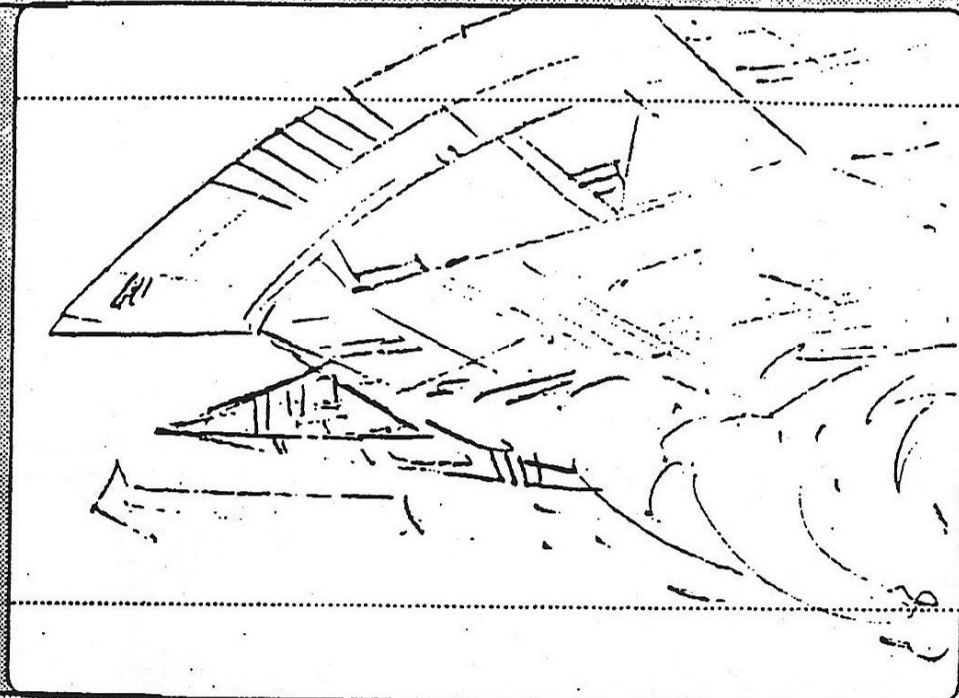
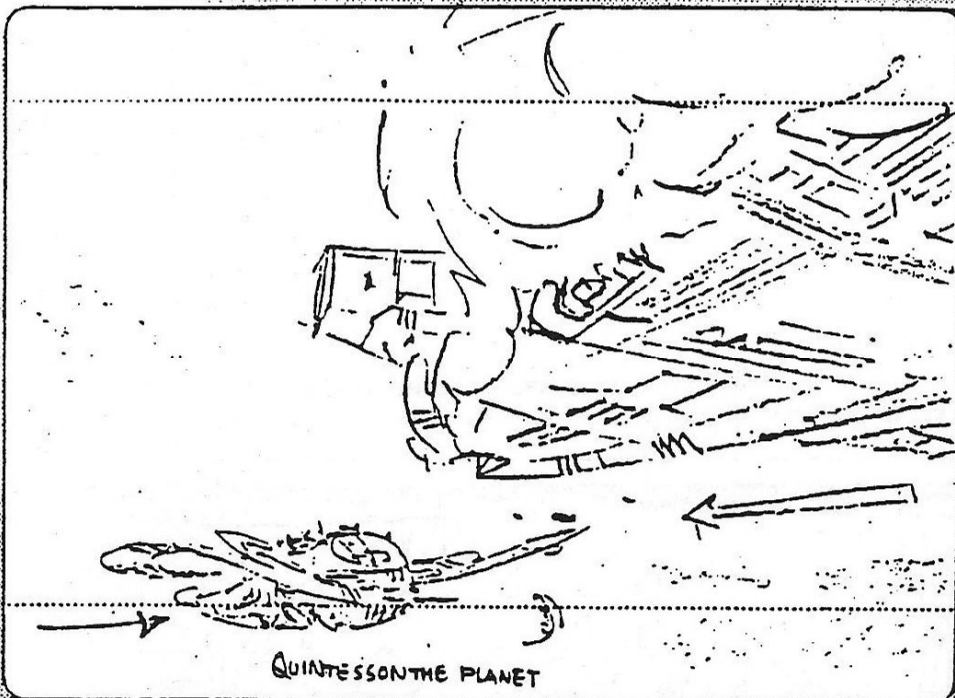
CAMERA



SC. 16-53

FOLLOW PAN

START SEQ. 16 Page 40



ACTION  
M.S. HOT ROD'S SHUTTLE. SMOKE STREAMS OUT FROM THE HULL. WE PAN WITH IT AS IT TRAVELS THROUGH SPACE TOWARD THE PLANET QUINTESSON, WHICH WE SEE IN THE DISTANCE.

ACTION

DIAL

MUSIC/SFX

MUSIC/SFX

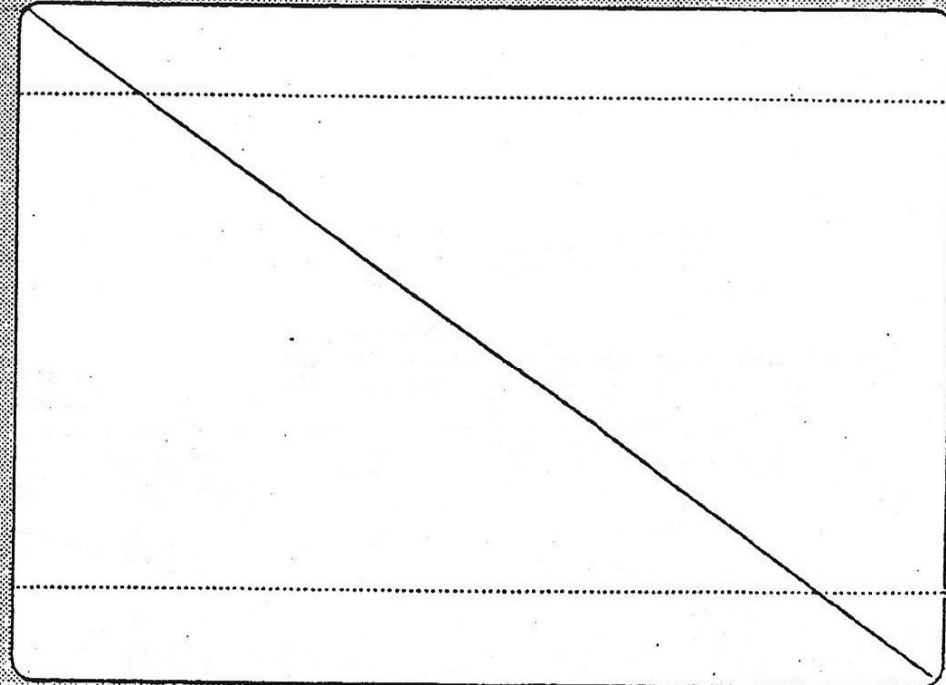
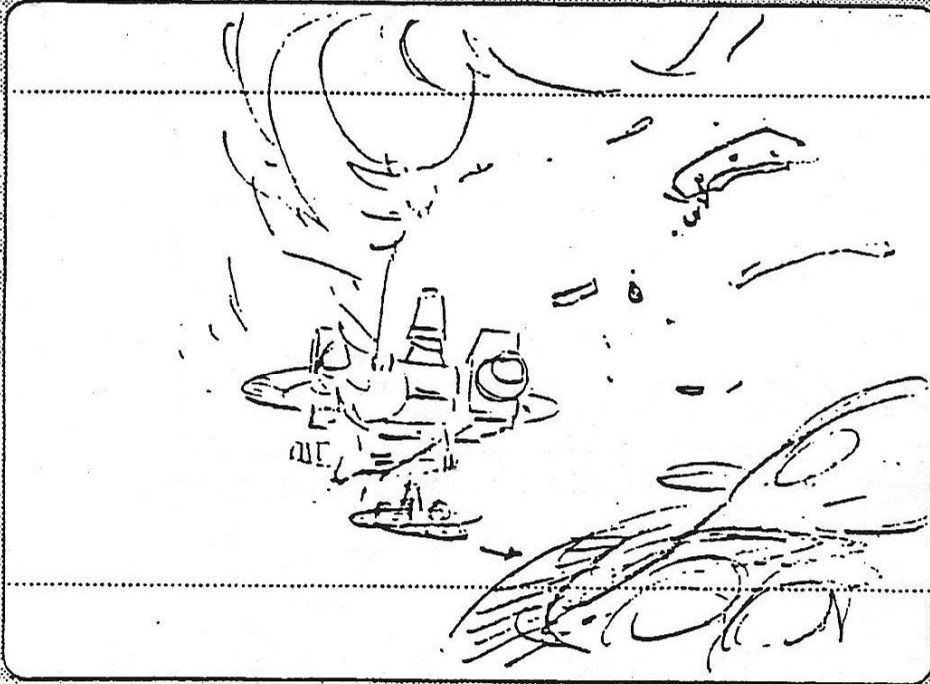
TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 16-53

STOP FOLLOW PAN

SC.

SEQ. 16 Page 41



ACTION AS THE SHUTTLE TRAVELS ON, IT LEAVES A TRAIL OF SMOKE AND DEBRIS.

ACTION

DIAL

DIAL

MUSIC/SFX

MUSIC/SFX

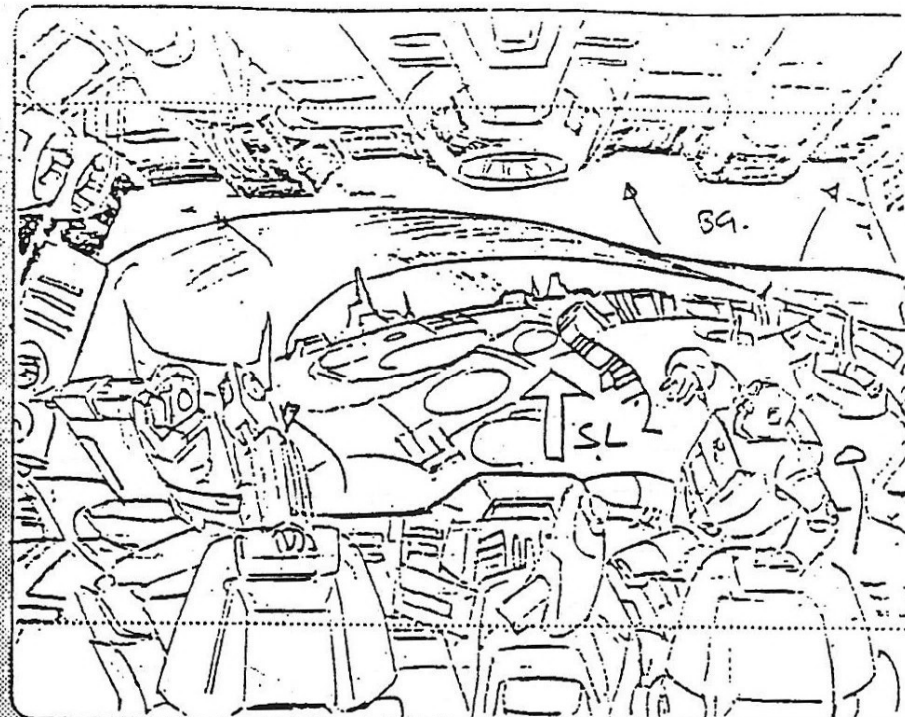
CAMERA



ACTION M.S. HOT ROD AND KUP AT THE CONTROLS OF THE DAMAGED SHUTTLE. WE TRUCK INTO HOT ROD AS THE SHIP DIVES. HE MOVES TO JUMP OUT OF HIS CHAIR.

DIAL

MUSIC/SFX



ACTION L.S. HOT ROD AND KUP. THEY BOTH LEAP OUT OF THEIR CHAIRS AS THE SHIP RACES TOWARD THE QUINTESSON PLANET, WHICH LOOMS UP BEFORE THEM.

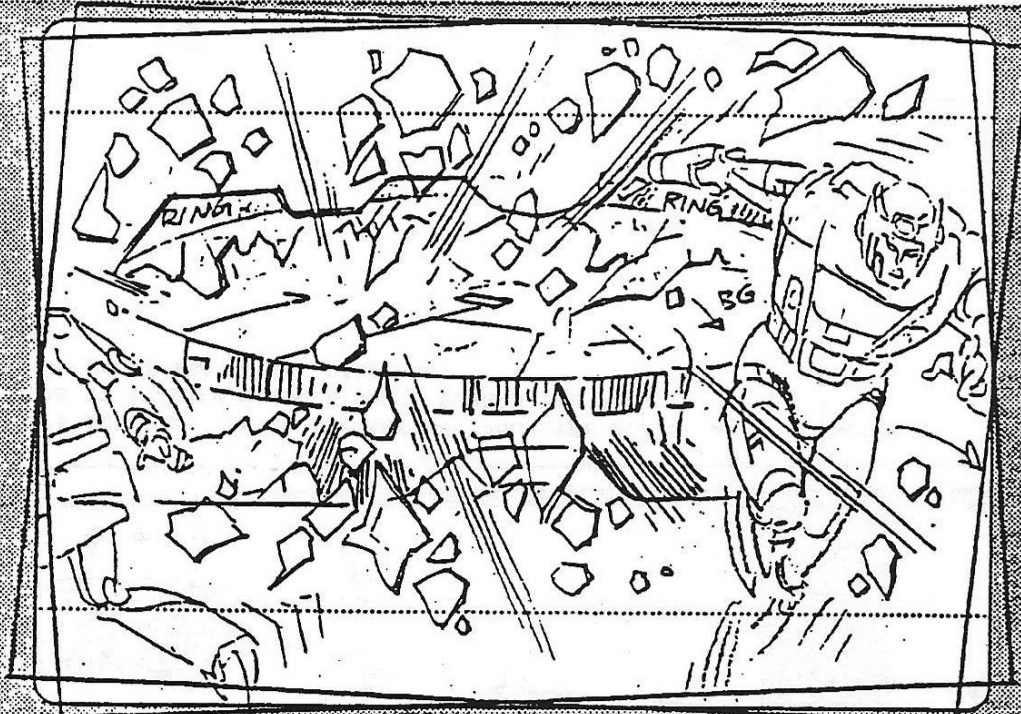
DIAL

HOT ROD

Abandon ship.  
(PICK UP LINE)

MUSIC/SFX

SC. CONT 16-55 CAMERA SHAKE.



ACTION HOT ROD AND KUP RUN OFF AS ONE OF THE PLANET'S RINGS  
CRASHES THROUGH THE SHIP'S WINDOW.

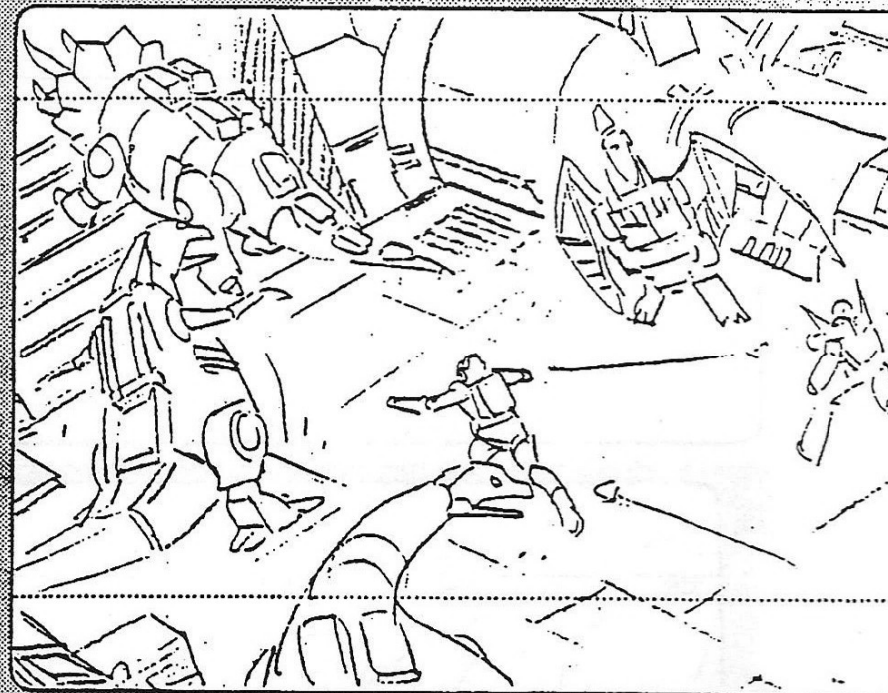
DIAL

MUSIC/SFX

CAMERA

SC. 16-56

SEQ. 16 Page 43



ACTION L. DOWN SHOT KUP, HOT ROD. AND THE DINOBOTS RUN TOWARD THE R  
OF THE SHIP.

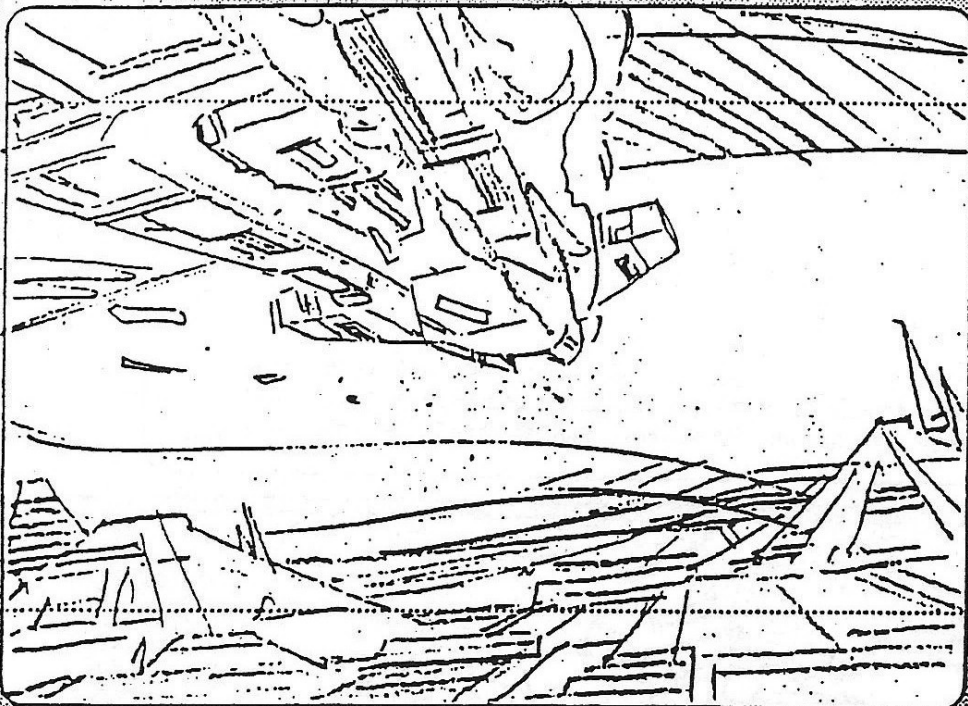
DIAL

MUSIC/SFX

CAMERA



SC. 16-57



ACTION L.S. HOT ROD'S SPACE SHUTTLE STREAKS TOWARD THE SURFACE OF  
QUINTESSON...

DIAL

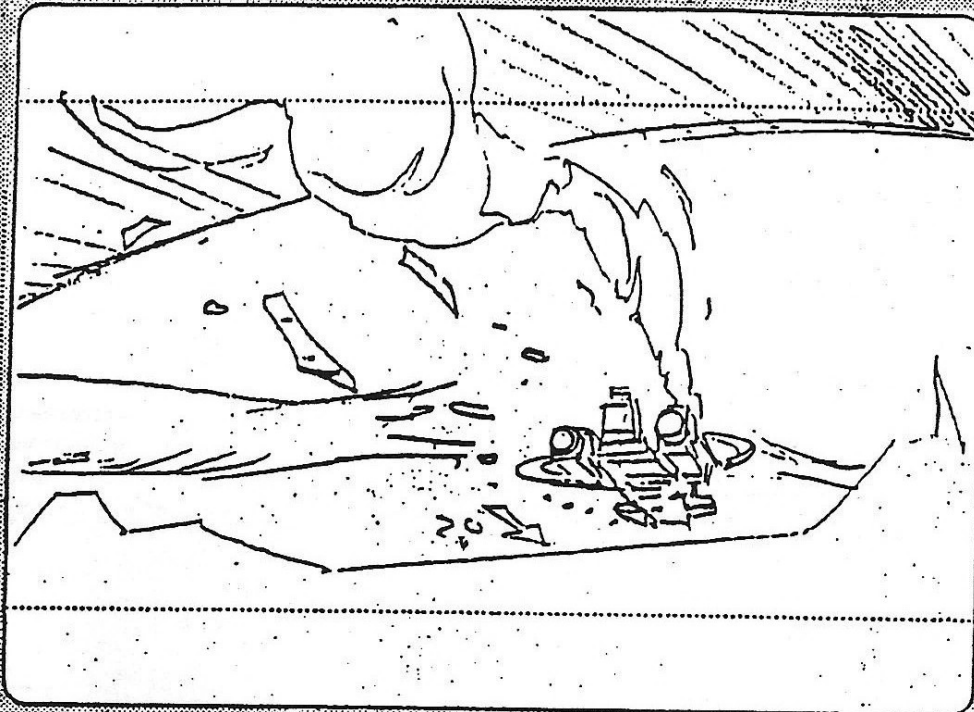
MUSIC/SFX

IFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!  
CAMERA

SC. CONT

SEQ 16

Page 44



ACTION ...AND DISAPPEARS BEYOND THE HORIZON.

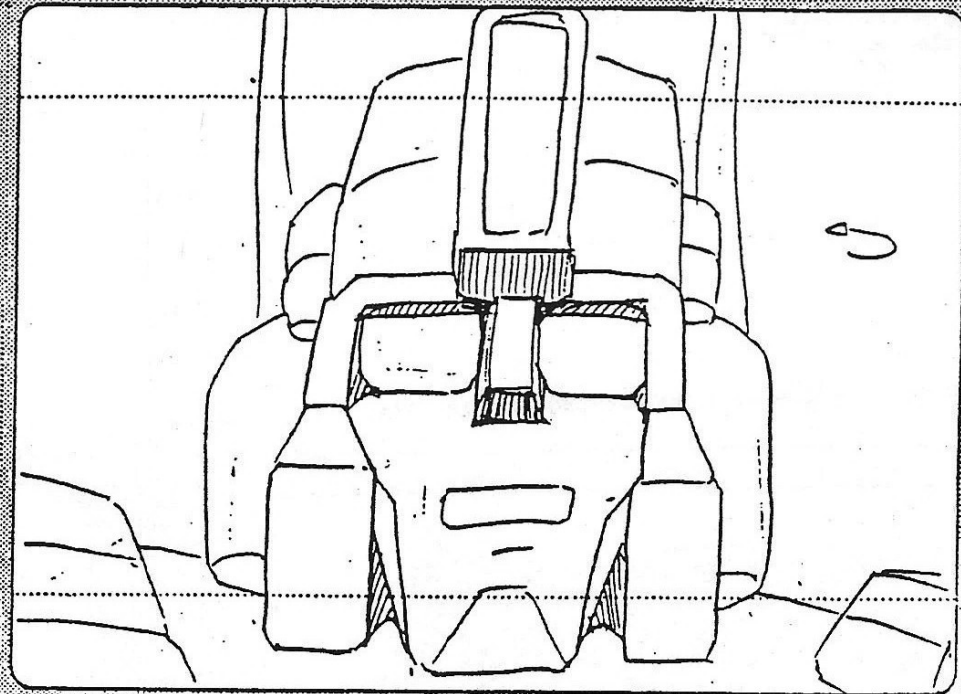
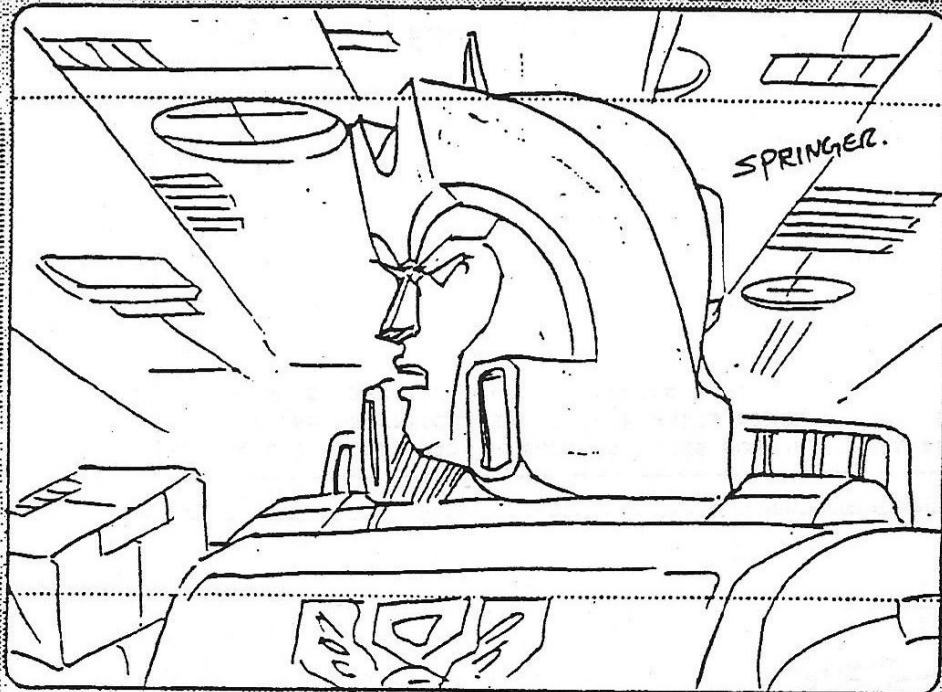
DIAL

MUSIC/SFX

SC. 16-59

SC. 16-59A

SEQ. 16 Page 45



TION

AL SPRINGER

Kup and Hot Rod just  
bought it.

SIC SFX

ACTION

M.C.U. SPRINGER, ULTRA MAGNUS BEHIND HIM.

DIAL

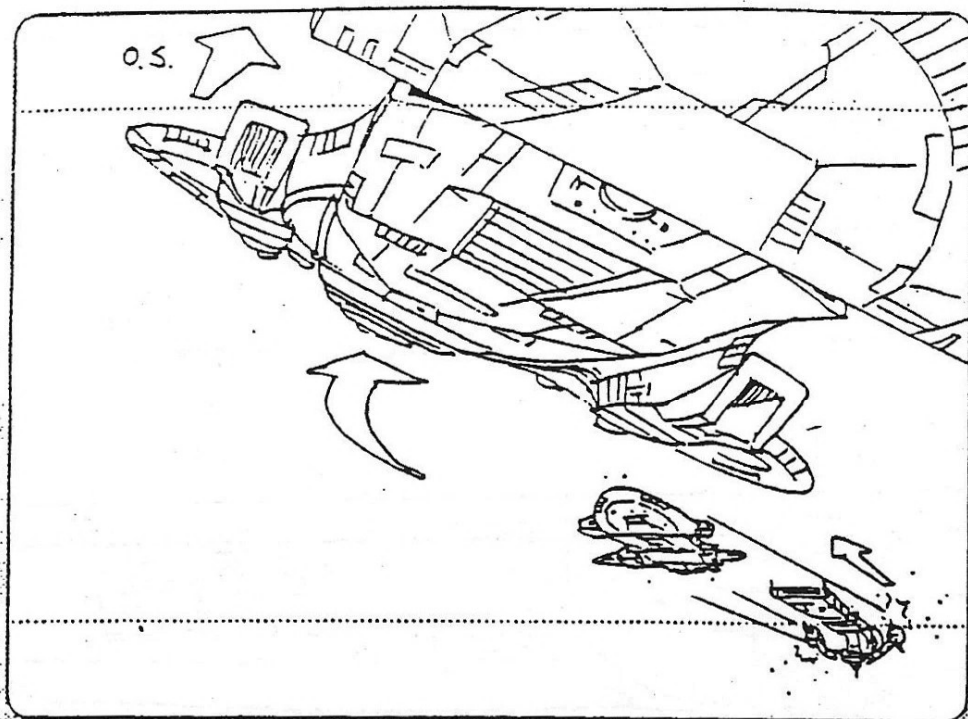
ULTRA MAGNUS

I can't deal with that now.

MUSIC/SF

CAMERA

SC. 10-0



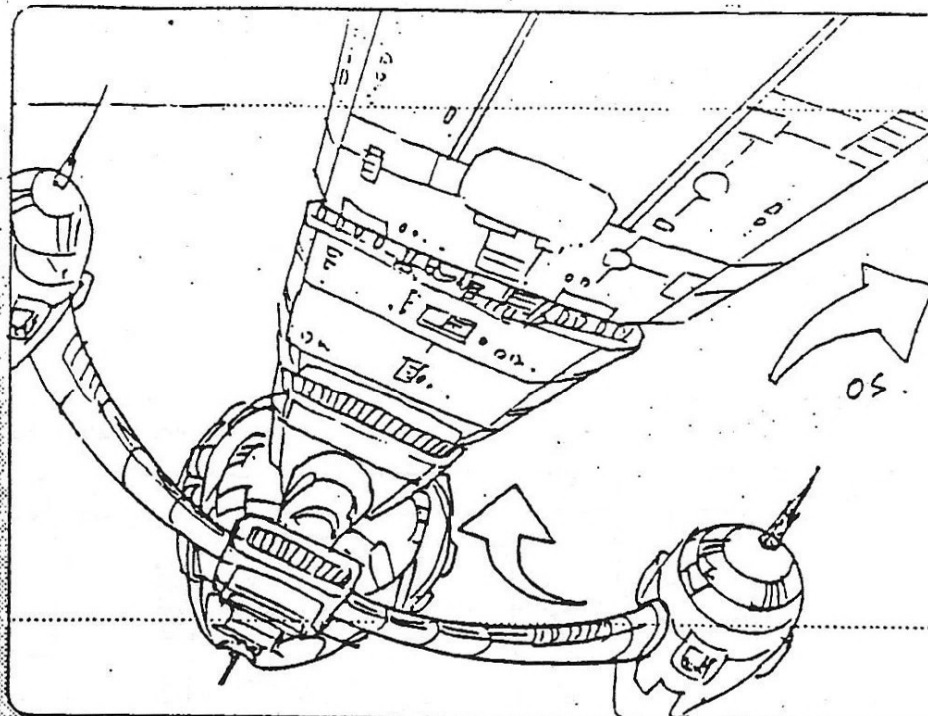
ACTION X.L.S. ULTRA MAGNUS' SHUTTLE RACES TOWARD CAMERA FOLLOWED BY THE DECEPTICON SPACESHIP WHICH FIRES AT IT. ULTRA MAGNUS' SHUTTLE TURNS AND FLIES O.S.

DIAL

MUSIC/SFX

FROM "TRANSFORMERS: THE MOVIE" TO BEAST HUNTERS AND BEYOND!!!!

SC. CONT



ACTION ... FOLLOWED BY THE DECEPTICON SHIP WHICH FLIES O.S.

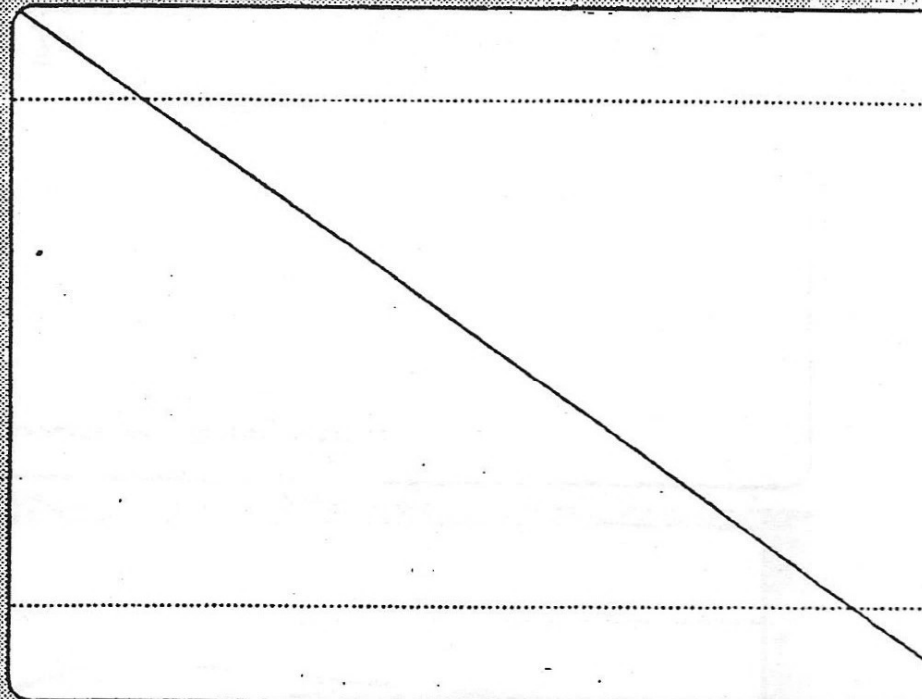
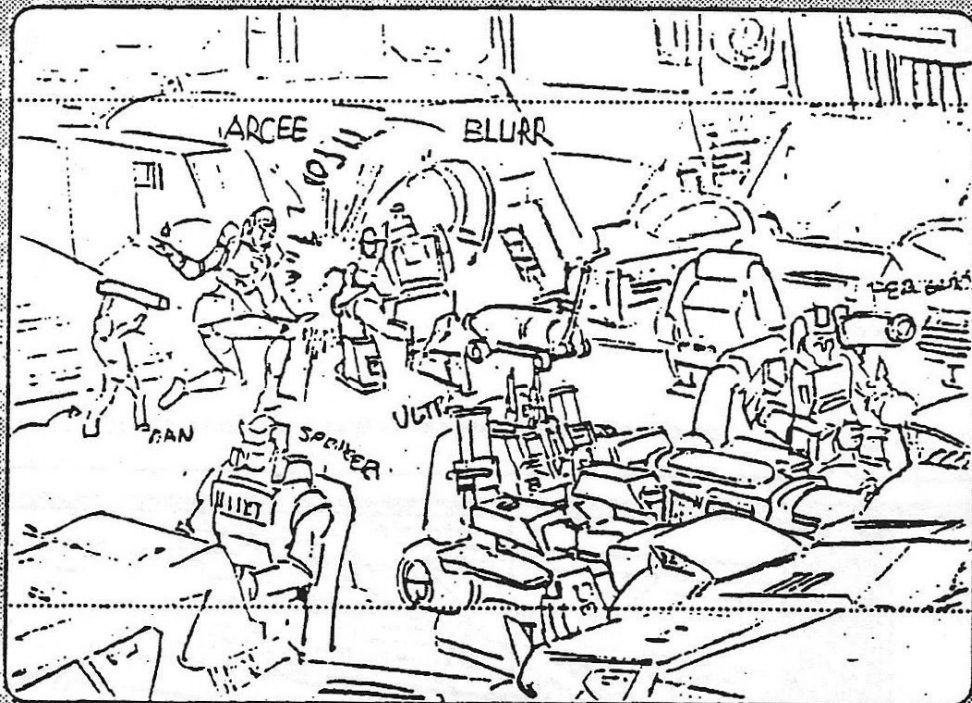
DIAL

MUSIC/SFX

SC. 16-62

SC.

SEQ. 16 Page 48



ACTION L.S. INSIDE ULTRA MAGNUS' SHUTTLE. ARCEE AND BLURR WITH DANIEL'S HELP, FIX A DAMAGED SECTION OF THE SHIP WHILE PERCEPTOR, SPRINGER AND ULTRA MAGNUS PILOT THE SHUTTLE.

DIAL

MUSIC/SFX

CAMERA

ACTION

DIAL

MUSIC/SFX

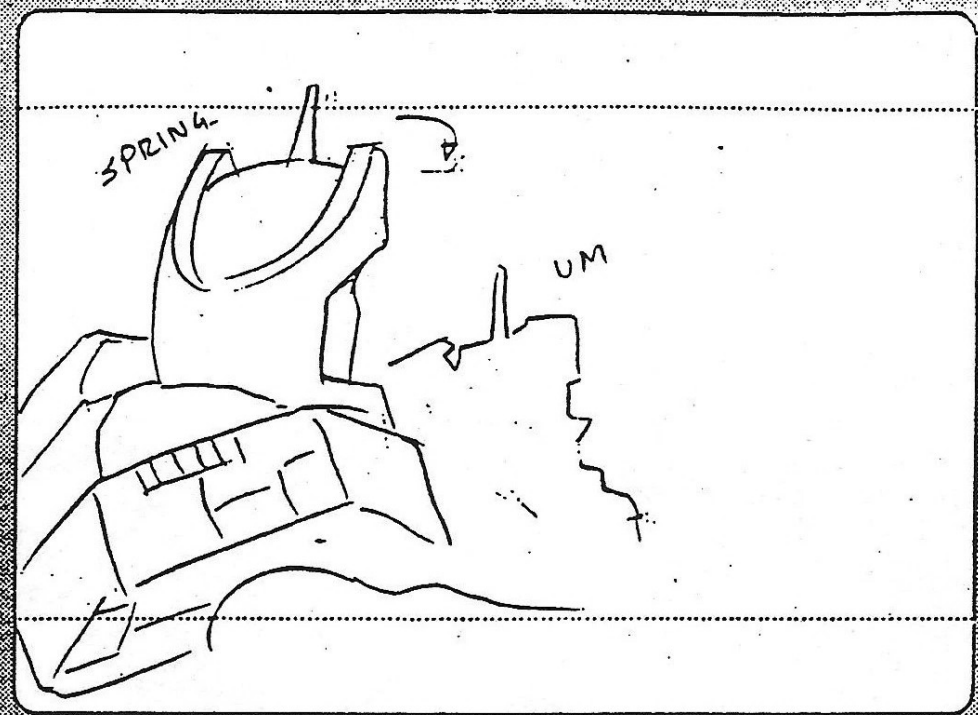
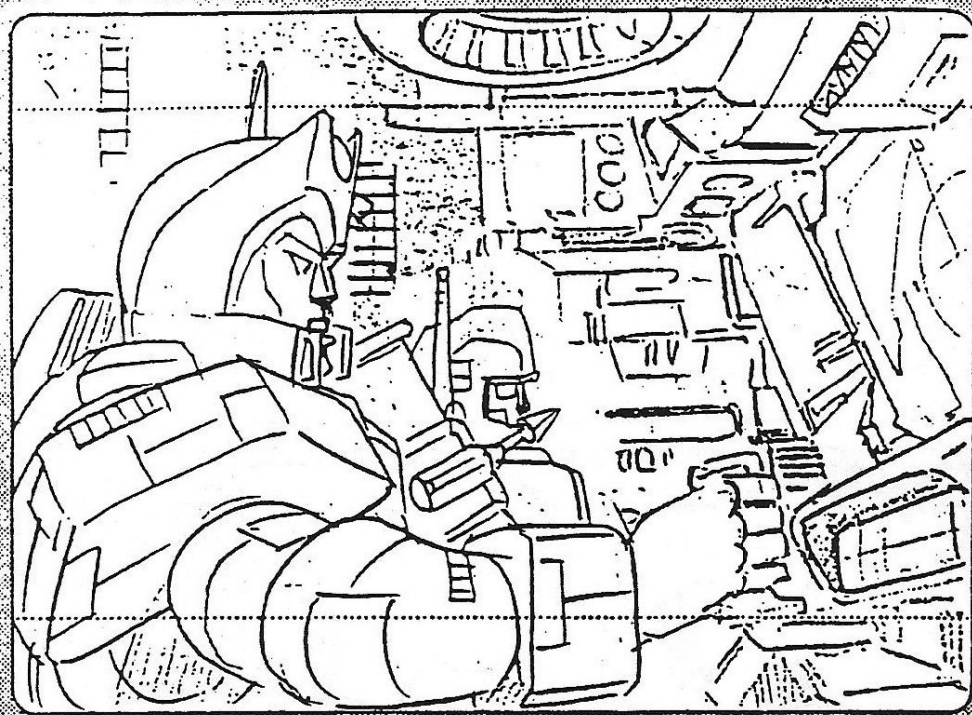
CAMERA



SC. 16-63

SC. CONT

SEQ. 16 Page 49



ACTION M.S. ULTRA MAGNUS AND SPRINGER AT THE CONTROLS OF THE SHUTTLE.

AL SPRINGER Face it Magnus, the Decepticons...



ACTION SPRINGER TURNS TO ULTRA MAGNUS AND CLENCHES HIS FIST.

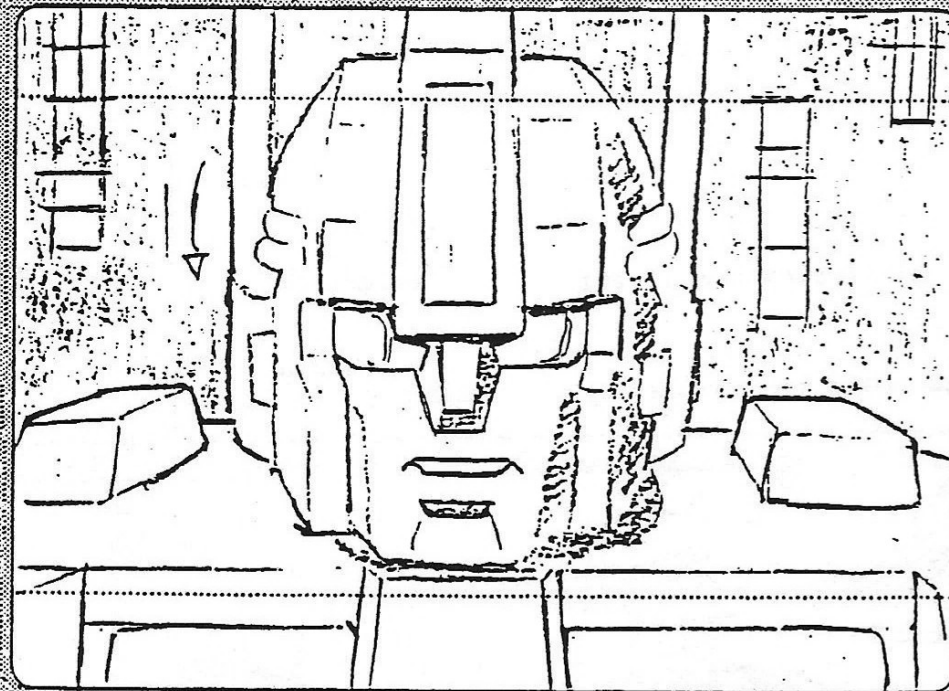
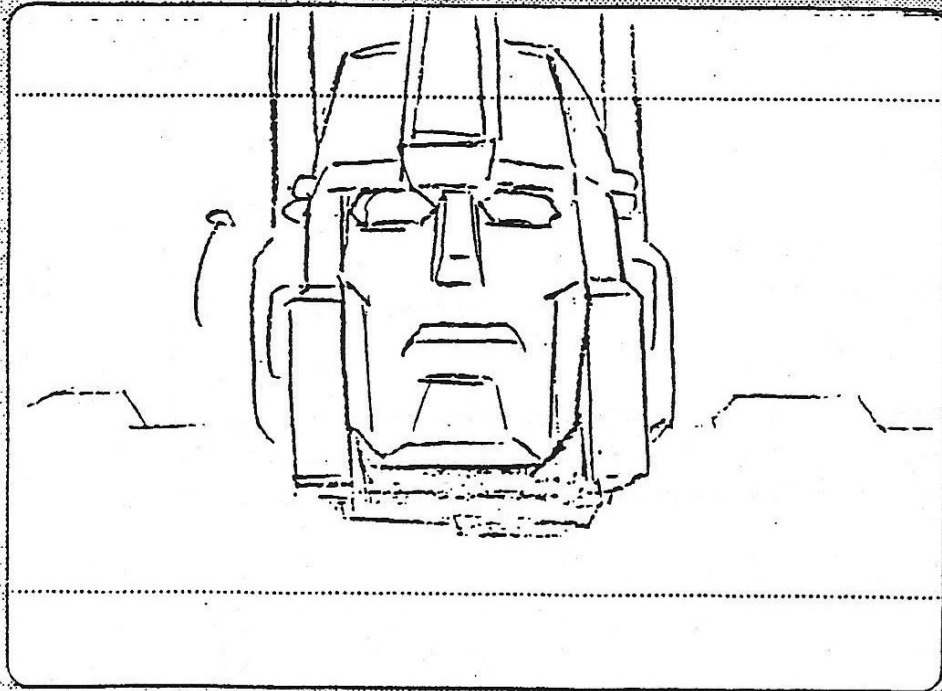
DIAL SPRINGER (CONT) ...are gonna dog us until they see us dead!

MUSIC/SFX

SC. 16-64

SC. CONT.

SEQ. 16 Page 50



ACTION C.U. ULTRA MAGNUS. HE RAISES HIS HEAD.

DIAL

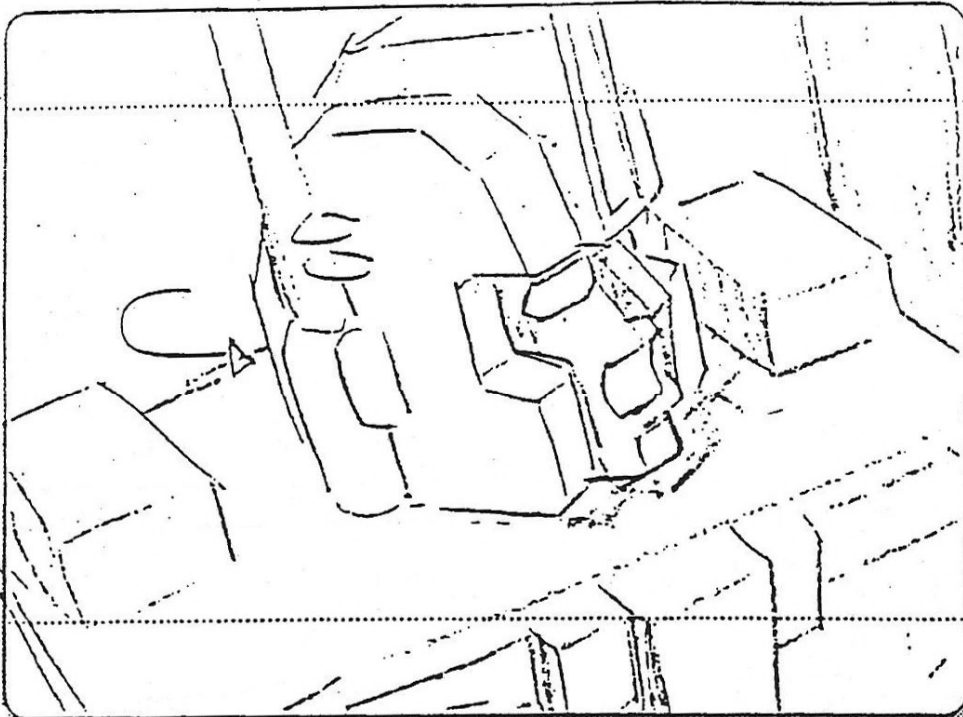
MUSIC/SFX

ACTION ...THEN BRINGS IT DOWN.

DIAL ULTRA MAGNUS (CRYPTIC) Then that's exactly what they're gonna see.

MUSIC/SFX

CAMERA

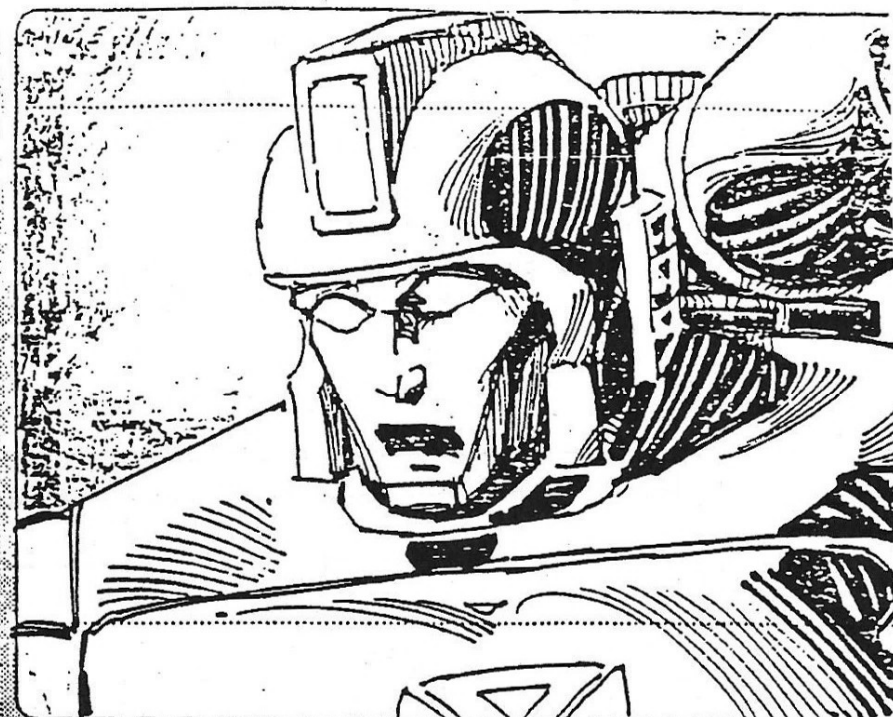


ACTION ...THEN HE TURNS TO SPRINGER AND GIVES A COMMAND.

DIAL ULTRA MAGNUS Prepare for emergency separation.

MUSIC/SFX

**T FRAW**  
From Ge CAMERA *Beast Hunters and Beyond!!!!*



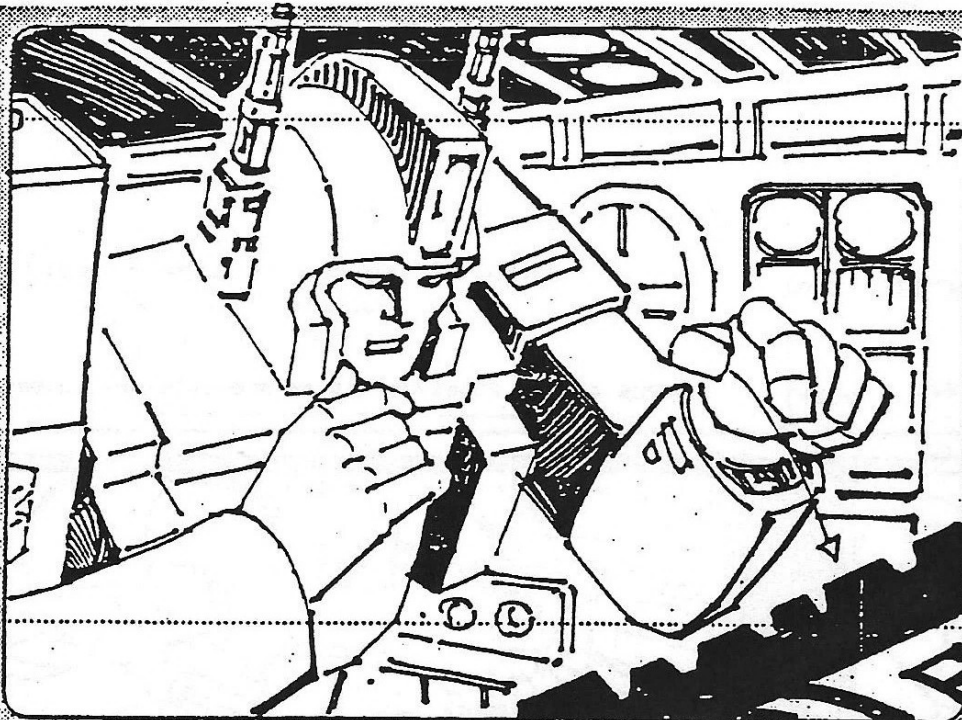
ACTION M.C.U. PERCEPTOR. HE IS CONCERNED AND SPEAKS TO ULTRA MAGNUS.

DIAL PERCEPTOR That's too dangerous.

MUSIC/SFX

CAMERA

SC. 16-65A



ACTION M.S. ULTRA MAGNUS. HE REACHES OUT TO THE CONTROL PANEL.

DIAL ULTRA MAGNUS  
What choice do  
we have?  
(PICK UP LINE)

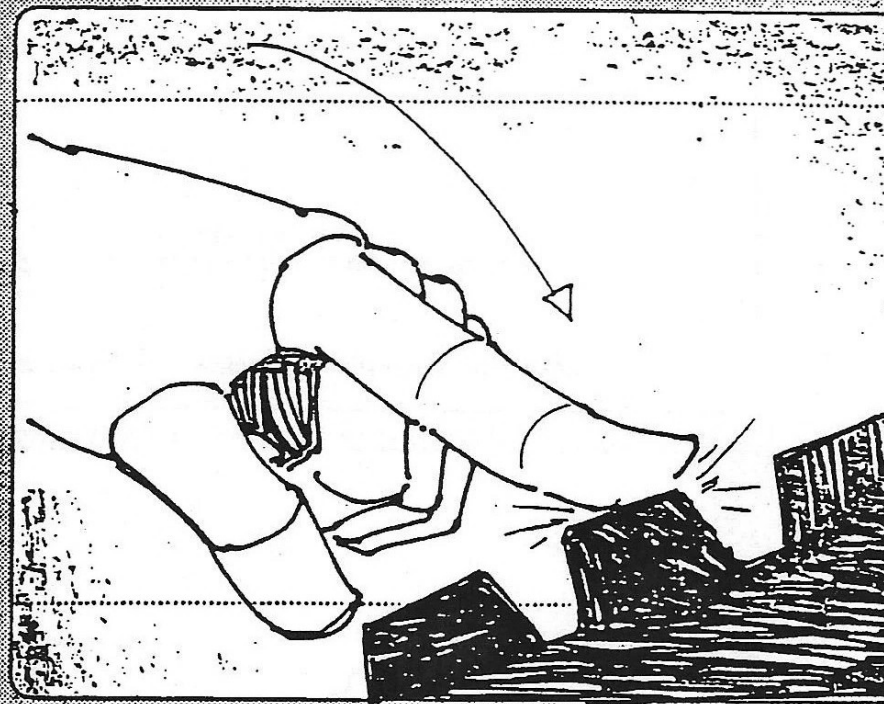
MUSIC/SFX

CAMERA

**T-FRAW**  
MPL-40  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 16-65B

Page 51A



ACTION X.C.U. ULTRA MAGNUS EXTENDS HIS FINGER AND PRESSES ONE OF  
BUTTONS ON THE PANEL.

DIAL

MUSIC/SFX

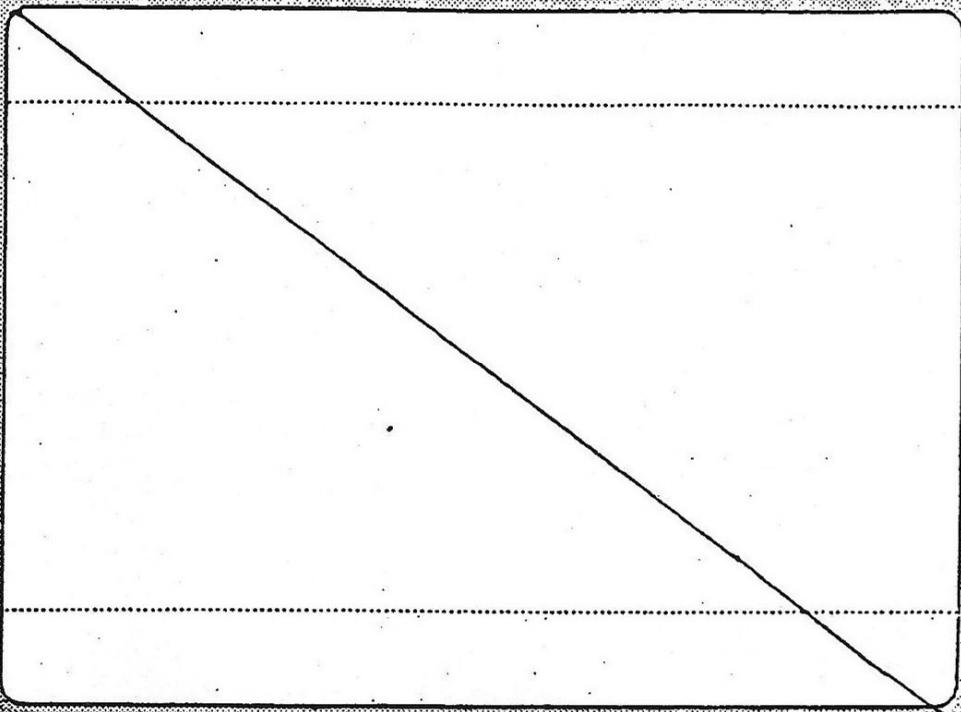
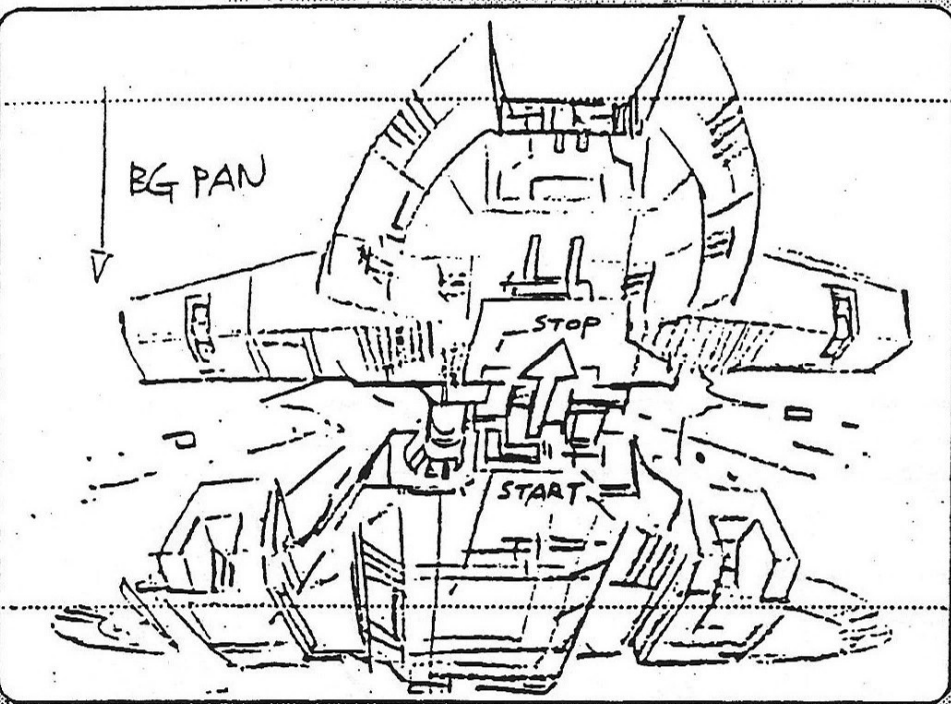
CAMERA



SC. 16-65C

SC.

Page 51B



NEXT PAGE 52

CTION M.L. UP SHOT THE AUTOBOT SHUTTLE. A FEW SMALL CHARGES GO OFF PARTIALLY SEPARATING THE SHUTTLE. THE TWO SECTIONS DO NOT COMPLETELY DISCONNECT.

AL

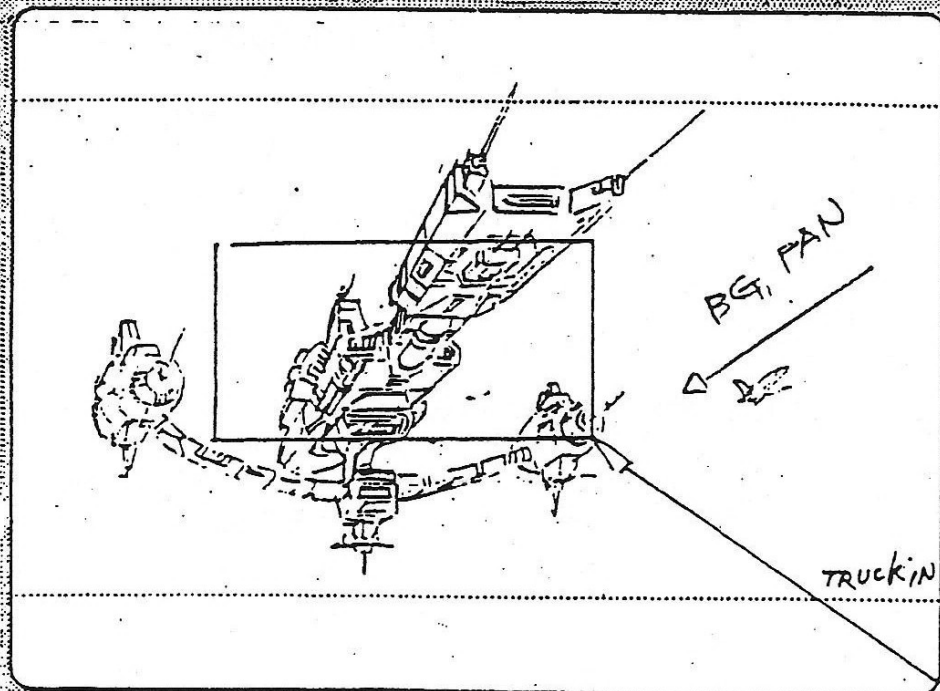
ACTION

DIAL

MUSIC/SFX

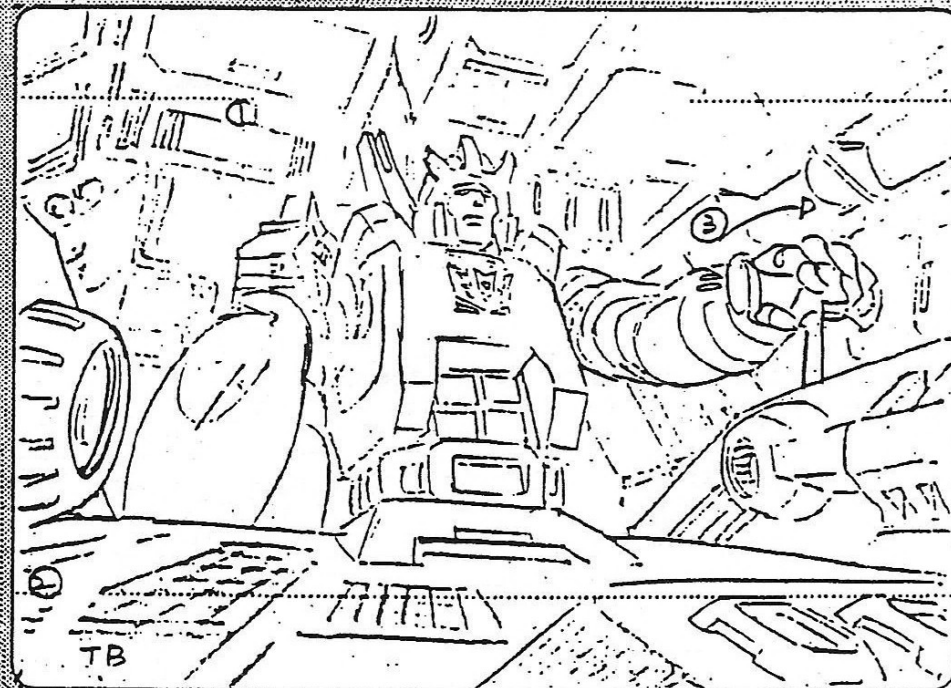


SC. 16-66



SC.. 16-67

SEQ. 16 Page 52



ACTION X.L.S. THE DECEPTICON SPACE SHIP. WITH CYCLONUS WE TRUCK IN ON THE SHIP.

AL

MUSIC/SFX

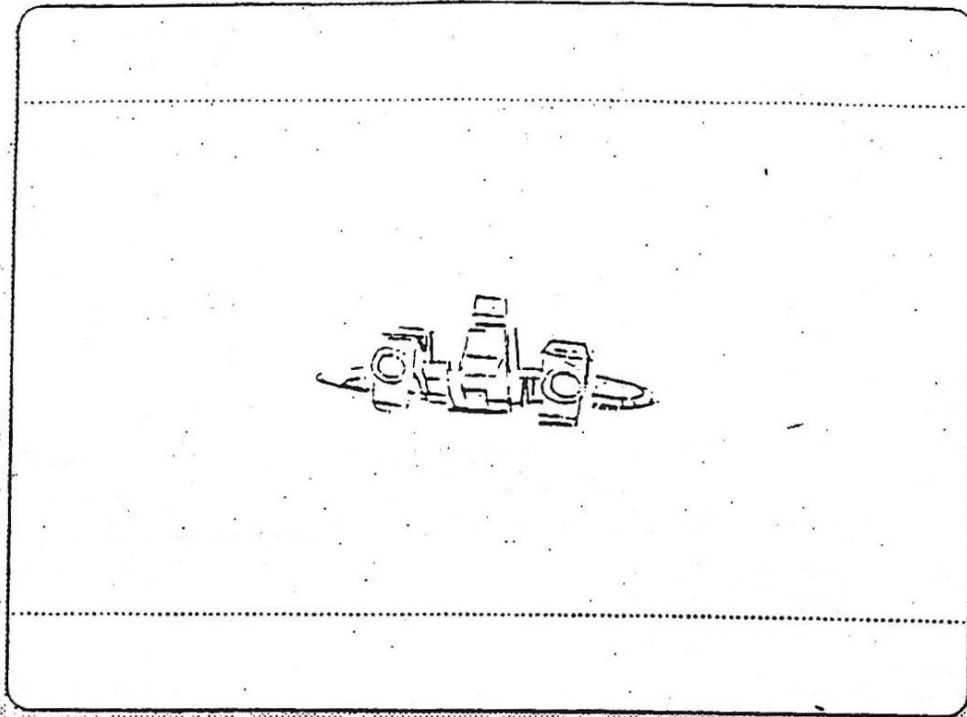
ACTION M.S. — GALVATRON AT THE CONTROLS. WE TRUCK OUT. HE REACHES FORWARD TO FIRE SOME MISSILES.

DIAL

MUSIC/SFX

CAMERA

SC. 1-1



ACTION L.S. ULTRA MAGNUS' SHUTTLE. IT GAINS AS WE TRAVEL WITH IT AS THE DECEPTICON MISSILES ENTER THE SCENE.

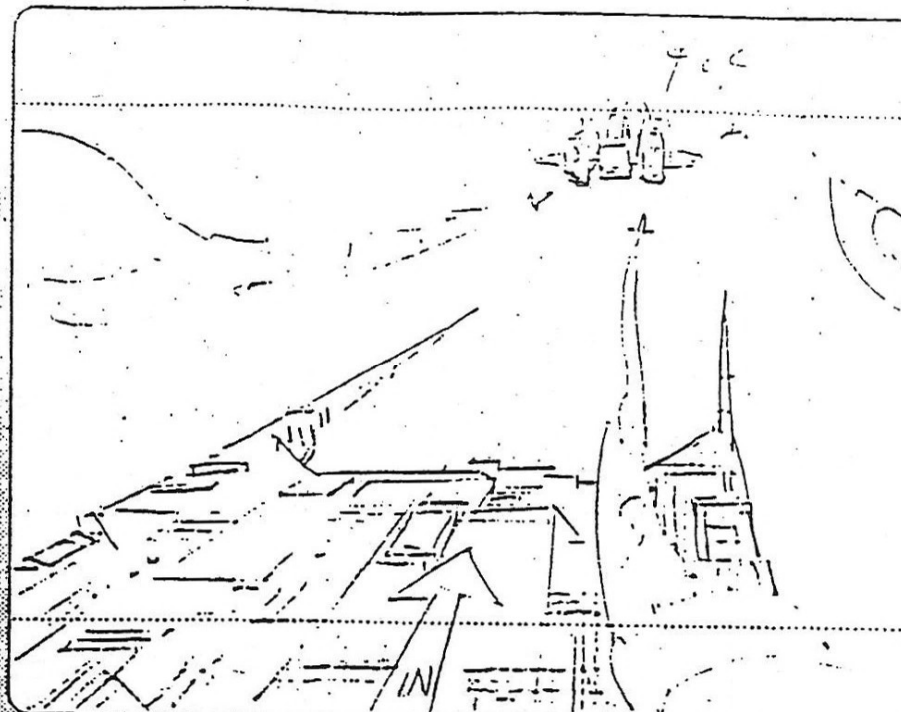
DIAL

MUSIC/SFX

T-FRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 1-2

CEL. 10



ACTION ...THEY ARE HEADING FOR THE AUTOBOT SHUTTLE, WHICH MOVES O.S. AS THE NOSE OF THE DECEPTICON SHUTTLE ENTERS FROM BELOW...

DIAL

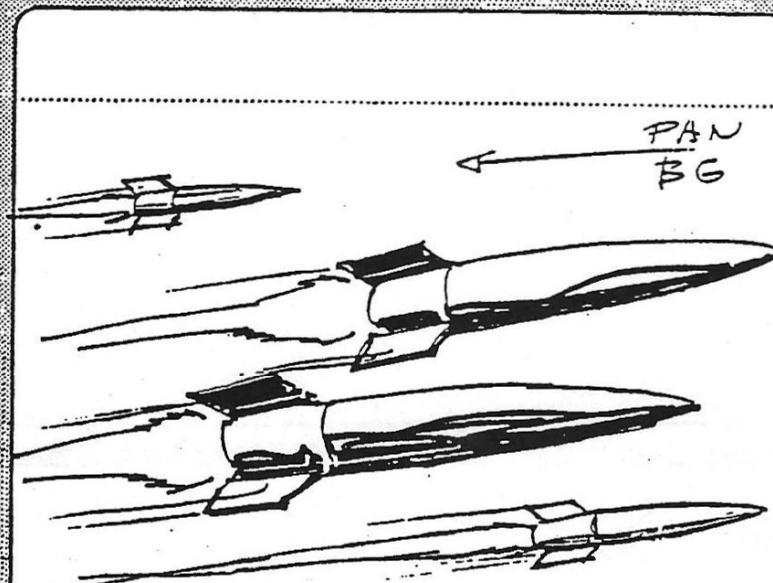
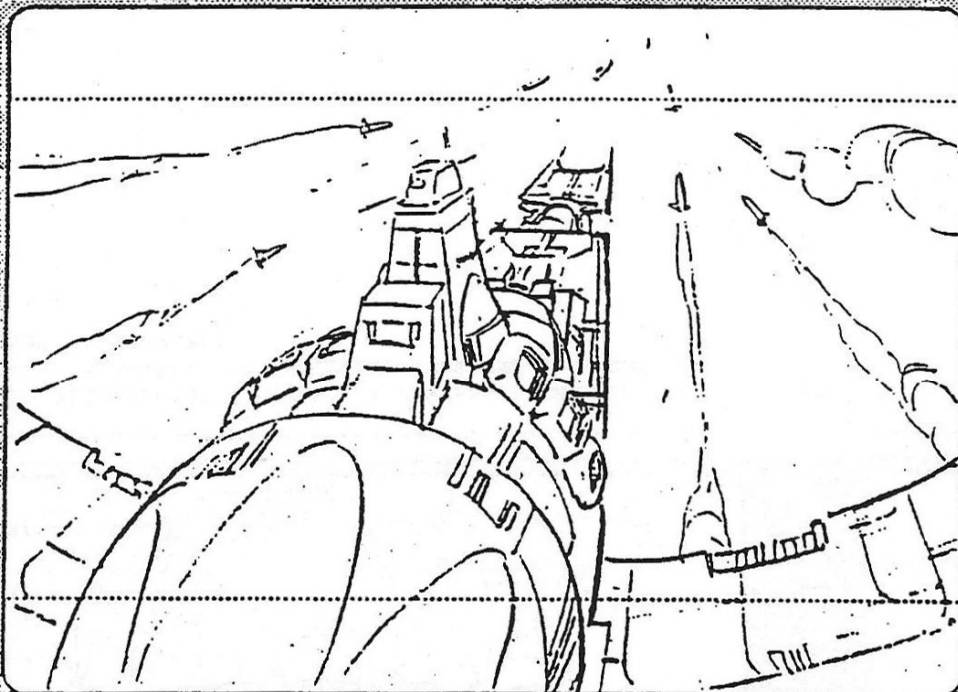
MUSIC/SFX

SC. 16-68.

SC. 16-68A

SEQ. 16

Page 54



ACTION ...AND MOVES INTO THE SCENE, FIRING ANOTHER ROUND OF MISSILES.

DIAL

MUSIC/SFX

CAMERA

ACTION

DIAL

MUSIC/SFX

CAMERA

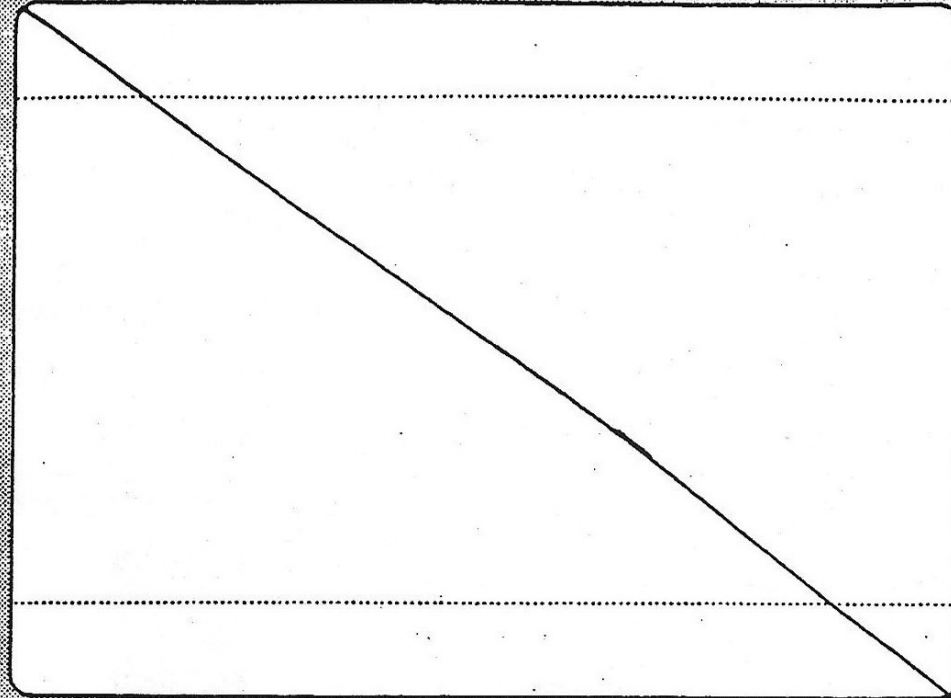
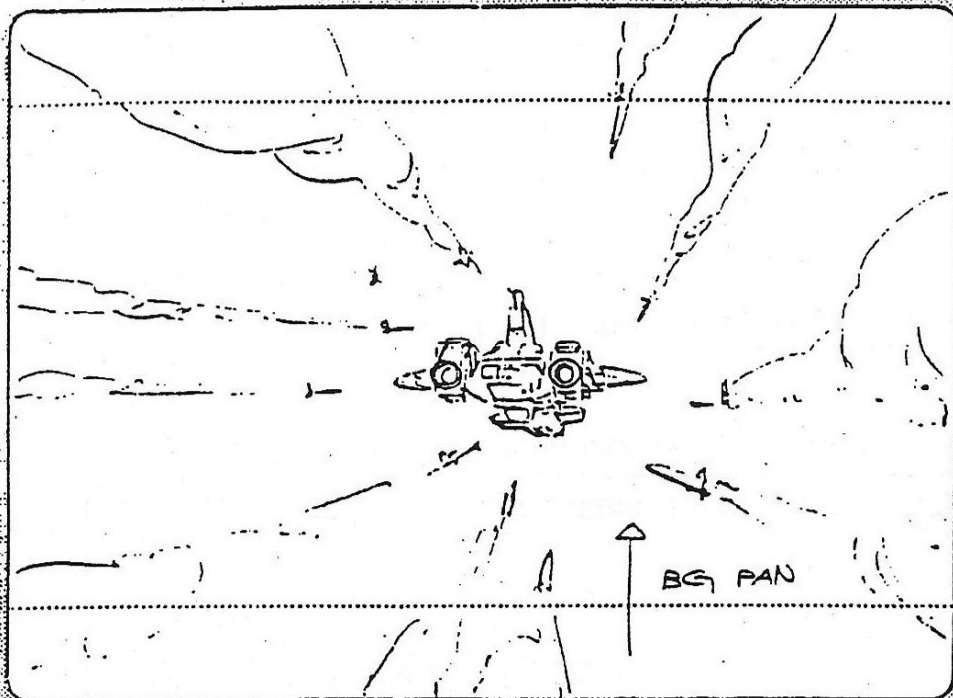


SC. 16-69

SC.

SEQ 16

Page 54A



SS  
NEXT PAGE

ACTION X.L.S. THE AUTOBOT SHUTTLE RACES THROUGH SPACE. THE DECEPTICON MISSILES CLOSE IN ON IT.

DIAL

ACTION

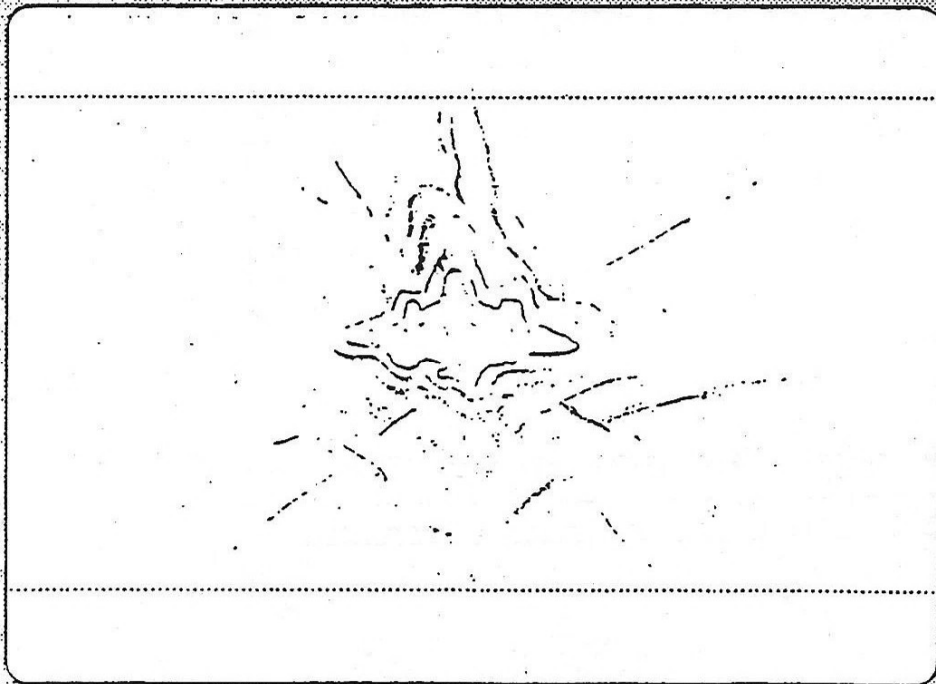
DIAL

MUSIC/SFX

MUSIC/SFX

IFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 16-69



ACTION ...AND UPON HITTING IT, EXPLODES...

DIAL

MUSIC/SFX

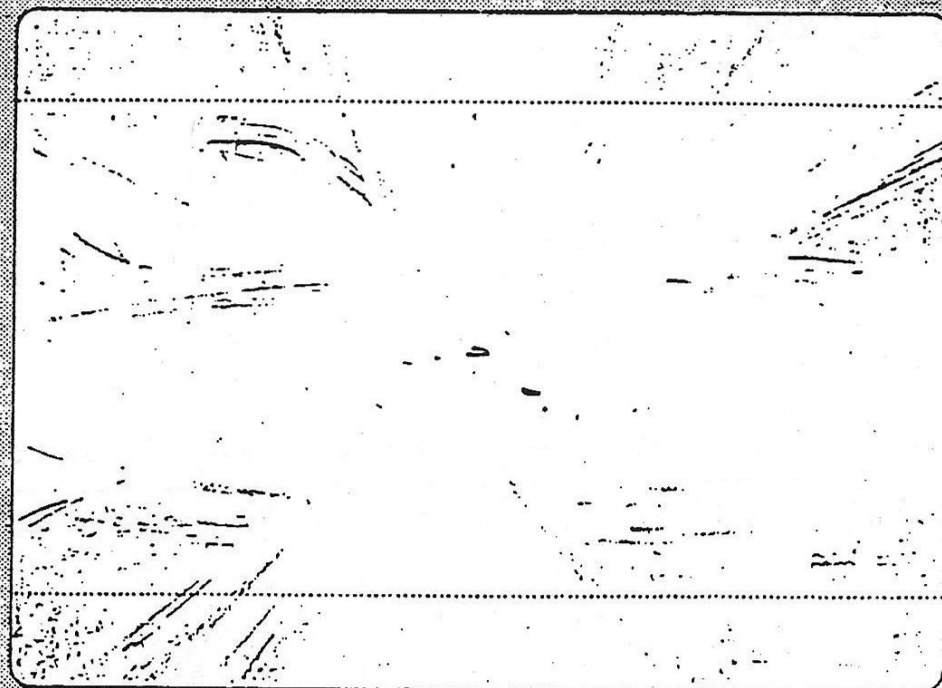
MEERA

TFRAW

From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

SEQ. 16 Page 55



ACTION ...INTO A BLINDING FLASH OF LIGHT...

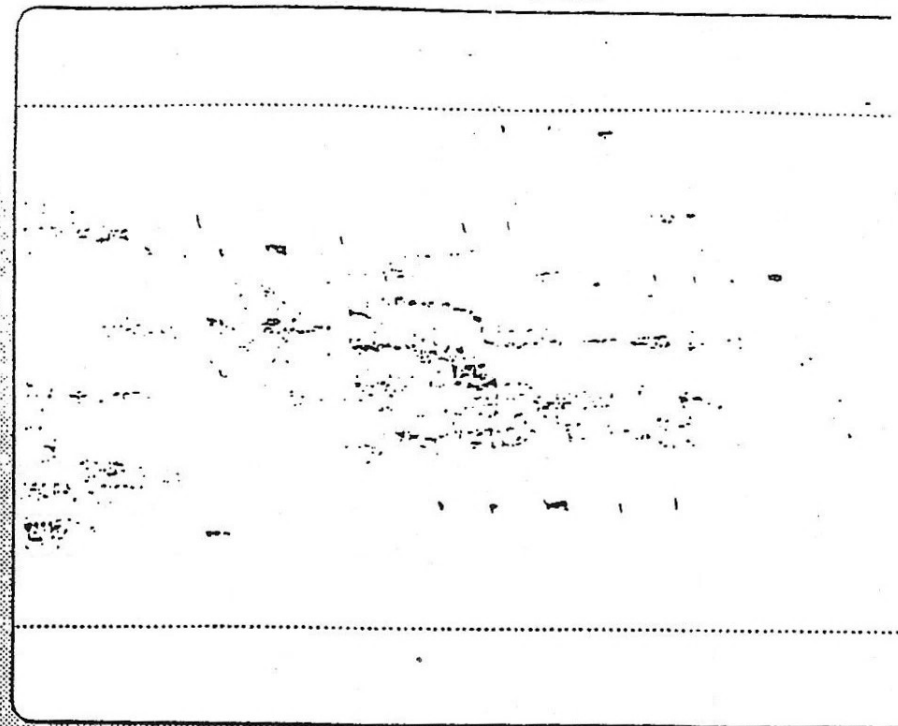
DIAL

MUSIC/SFX

CAMERA

SC. 1000

SEQ. 1



ACTION ...DEBRIS FROM THE SHUTTLE IS SENT FLYING IN ALL DIRECTIONS...

DIAL

MUSIC/SFX

CAMERA

ACTION ...AS THE SPACE CLEARS, NO TRACE OF THE SHUTTLE REMAINS.

DIAL

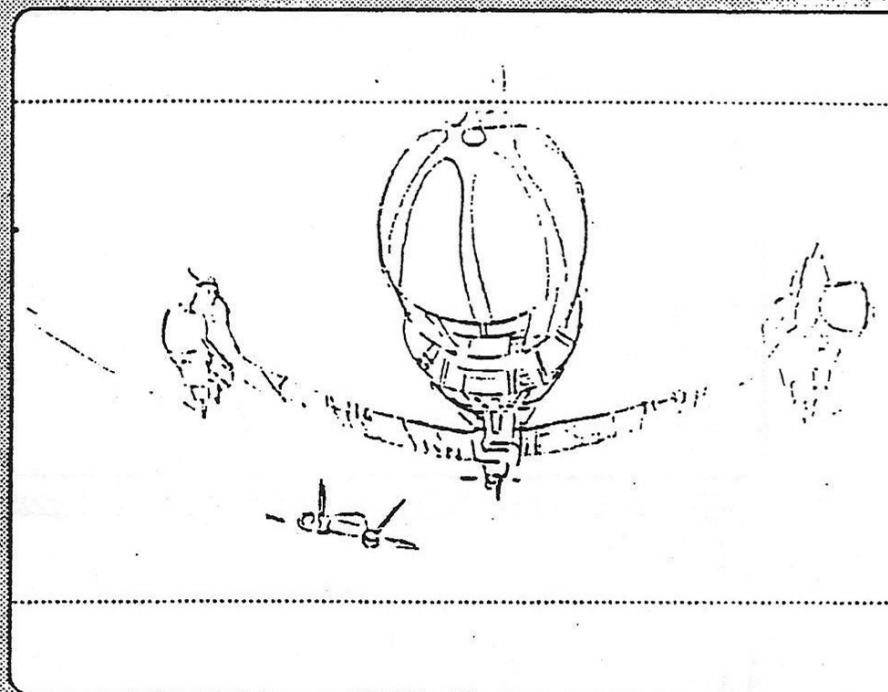
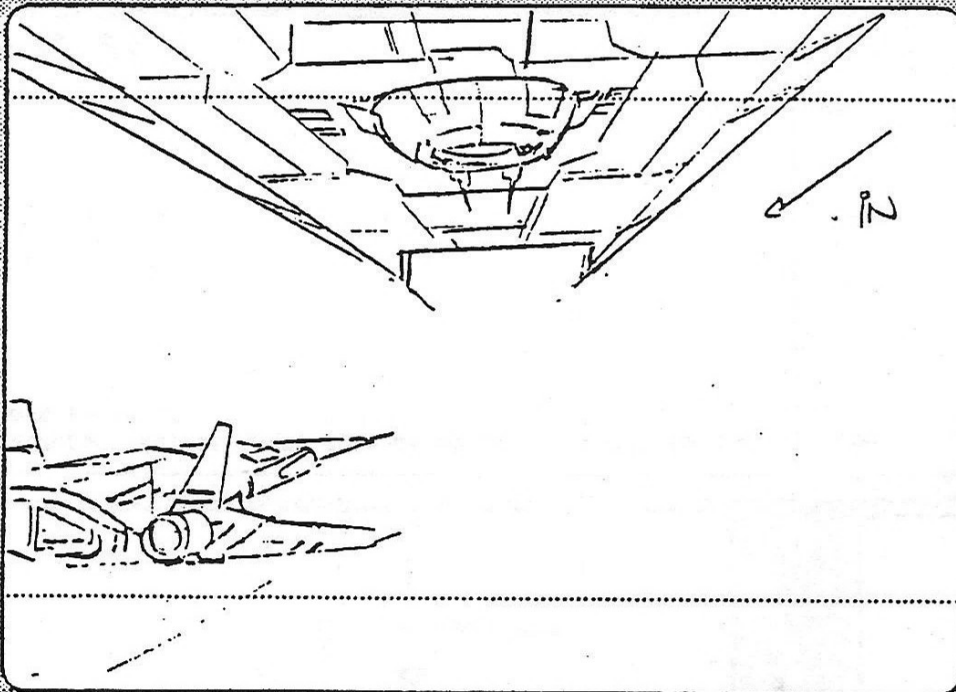
MUSIC/SFX

CAMERA

SC. CONT 16-69

SC. CONT

SEQ. 16 Page 57



ACTION CYCLONUS AND THE DECEPTICON SHIP ENTER THE SCENE...

DIAL CYCLONUS (V.O.) The Autobots have been terminated!

MUSIC/SFX

CAMERA

ACTION ...AND FLY TOWARD THE SITE OF THE EXPLOSION.

DIAL

MUSIC/SFX

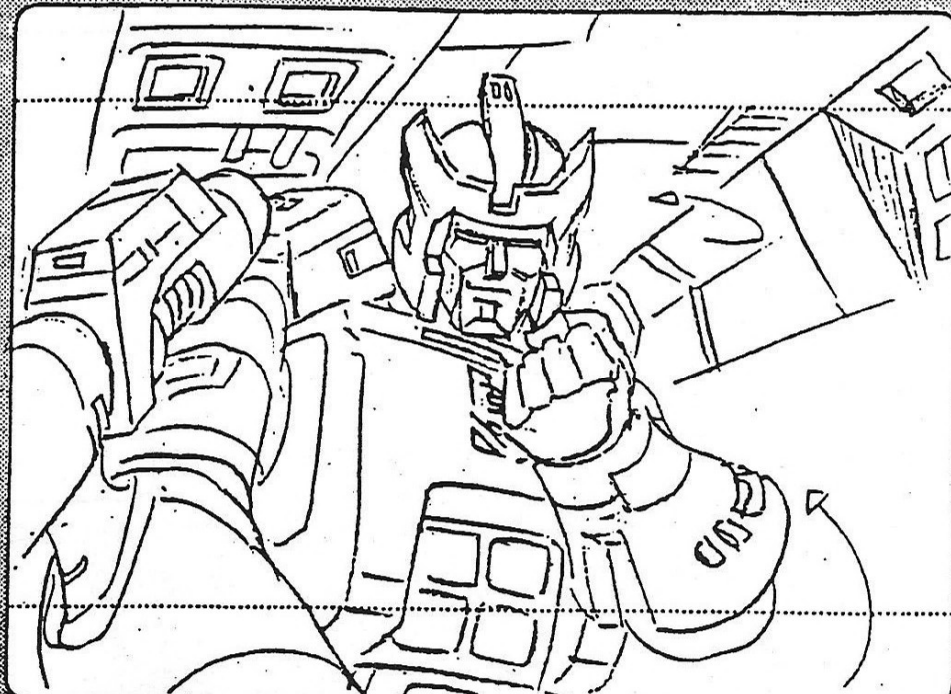
CAMERA



SC. 16-70

SC. 16-70A

SEQ. 16 Page 68



ACTION

DIAL GALVATRON

Excellent.

MUSIC/SFX

CAMERA

From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...HE CLENCHES HIS FIST WITH POWER.

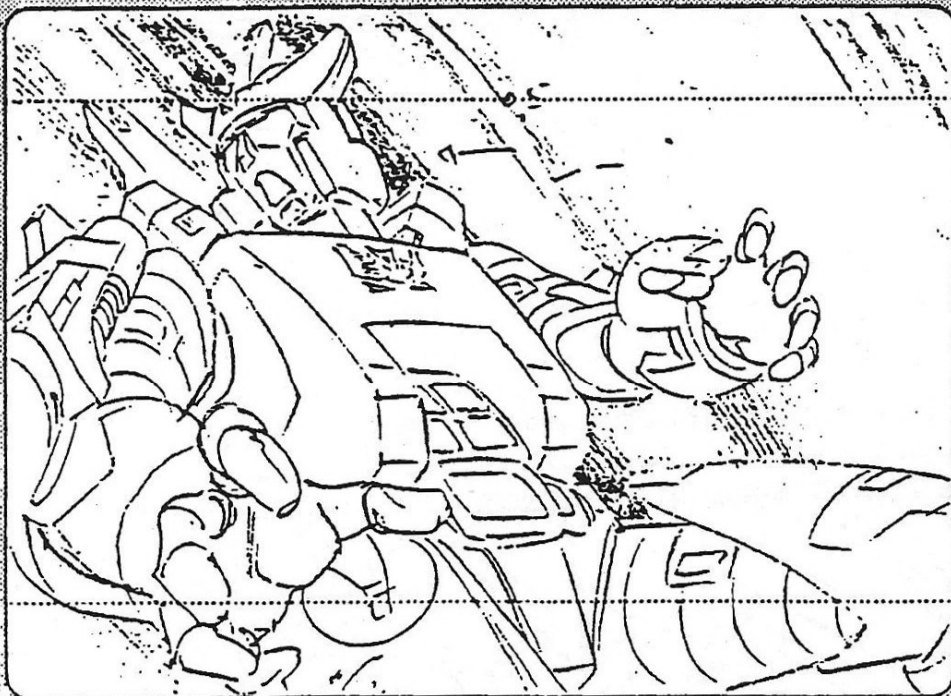
DIAL GALVATRON

And the Matrix with them.

MUSIC/SFX

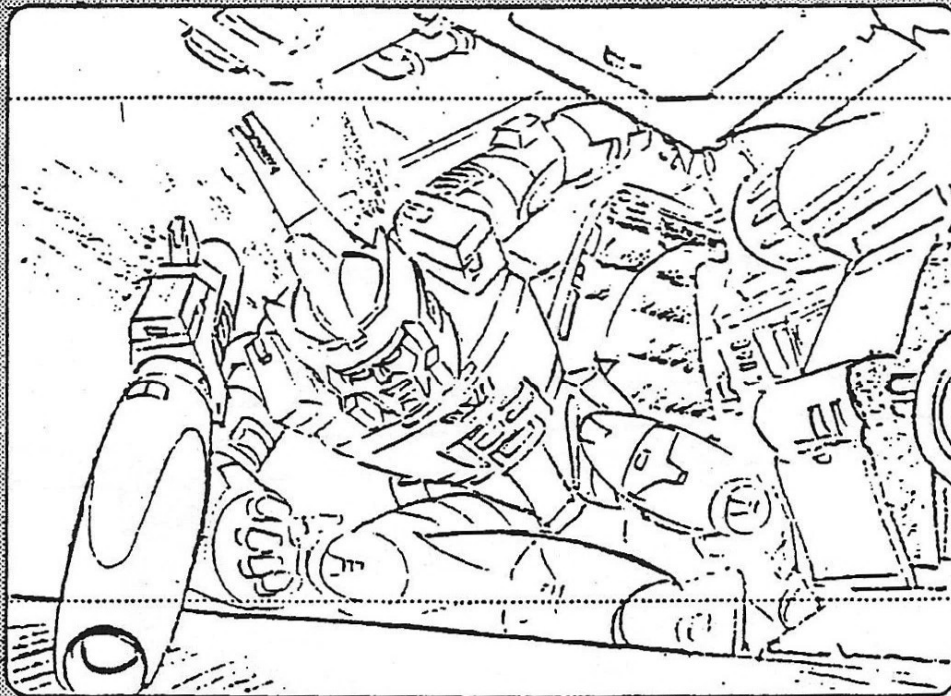
CAMERA

SC. CONT 16-70



SC. 16-71

SEQ. 16 Page 59



ACTION SUDDENLY HE IS THROWN BACK OUT OF HIS CHAIR.

DIAL GALVATRON (CONT)

Aaaaaah!

MUSIC/SFX

ACTION M.L.S. GALVATRON AS HE FALLS TO THE FLOOR OF THE SHIP.

DIAL GALVATRON (CONT)

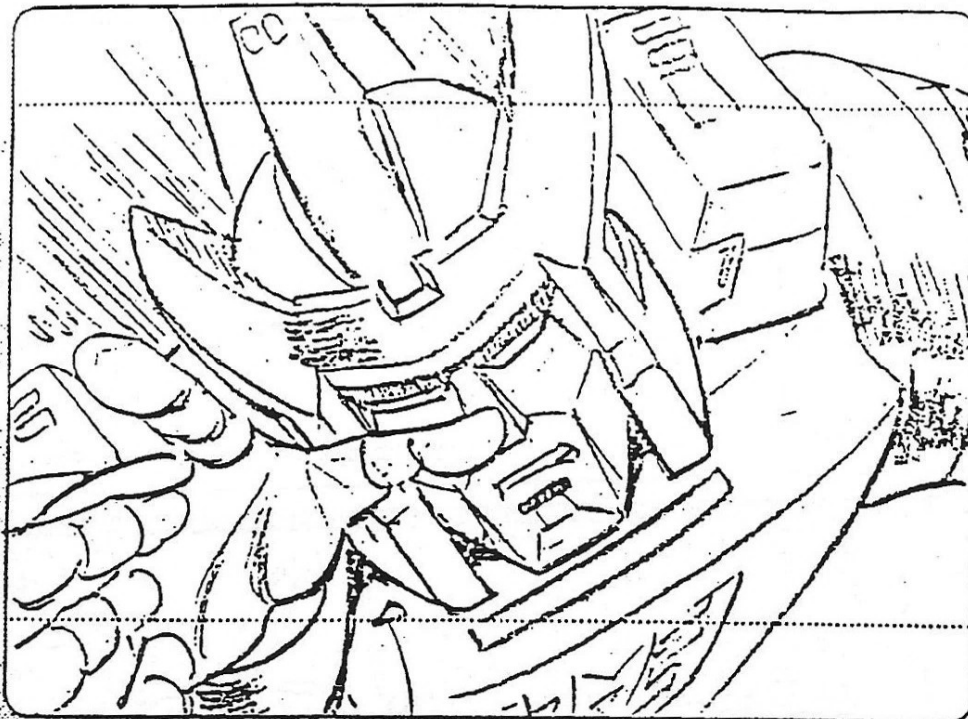
... Take me ...

MUSIC/SFX

CAMERA

SC. 18

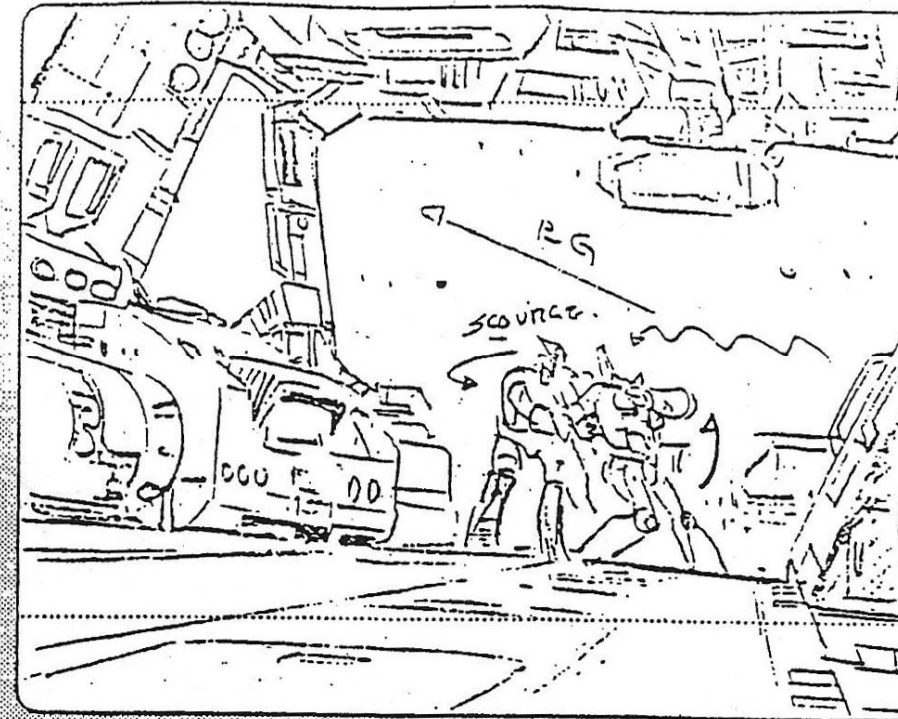
SEQ. 18



ACTION ...AND INTO A TIGHT CLOSE UP. HE IS IN MUCH PAIN.

DIAL GALVATRON (CONT) ... to Unicron...

MUSIC/SFX



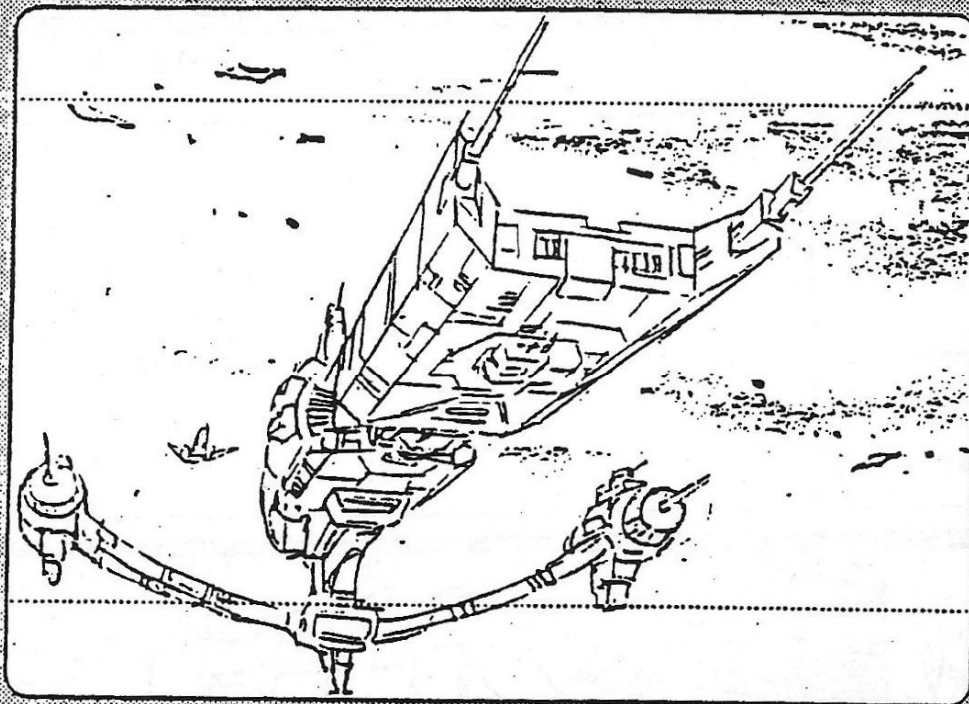
ACTION X.L.S. GALVATRON. HE MANAGES TO GET UP TO HIS FEET. HE H

DIAL GALVATRON (CONT) ... Aaah!

MUSIC/SFX

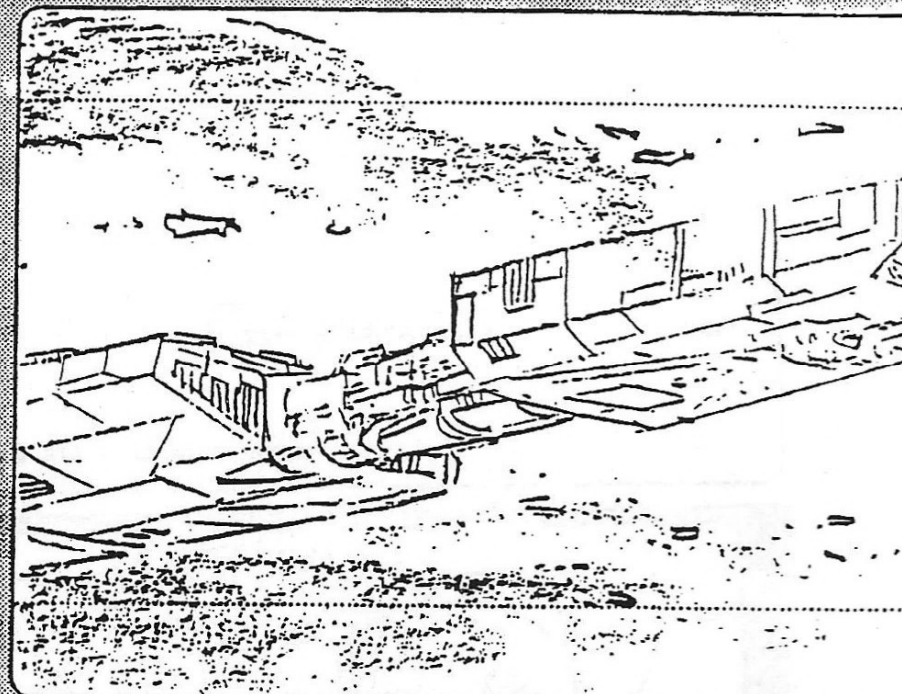
MUSIC/SFX

SC. 16-73



SC. CONT

SEQ. 16 Page 61



ACTION L.S. THE DECEPTICON SHIP AND CYCLONUS. WE PAN WITH THEM AS THEY ENTER THE CLOUD OF DEBRIS...

DIAL

MUSIC/SFX

CAMERA

ACTION ...FLY PAST THROUGH THE SMOKE DUST AND SCATTERED PIECES OF SHUTTLE...

DIAL

MUSIC/SFX

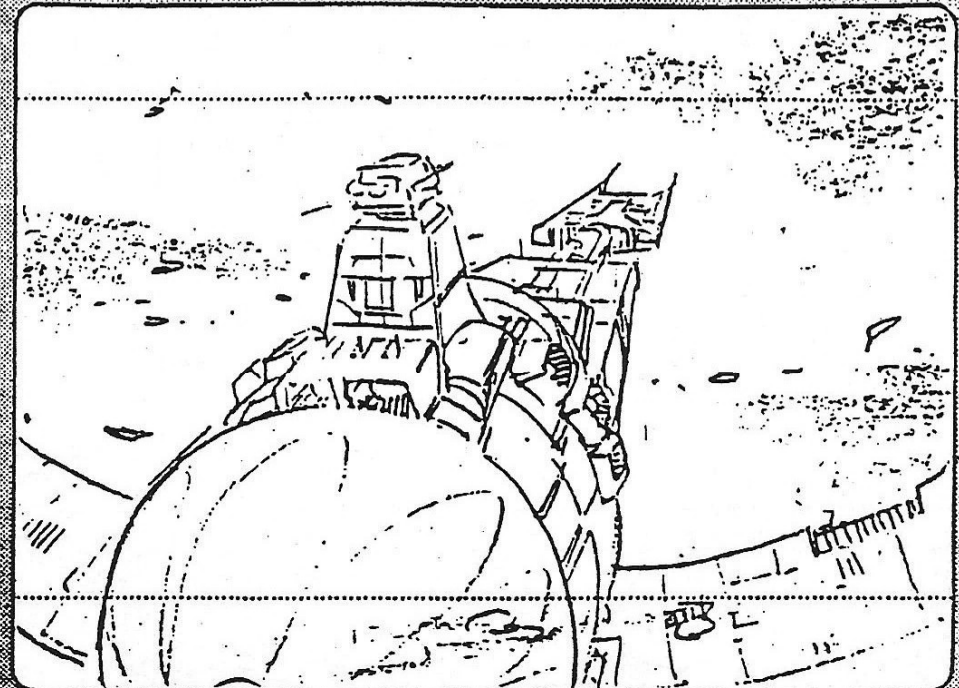
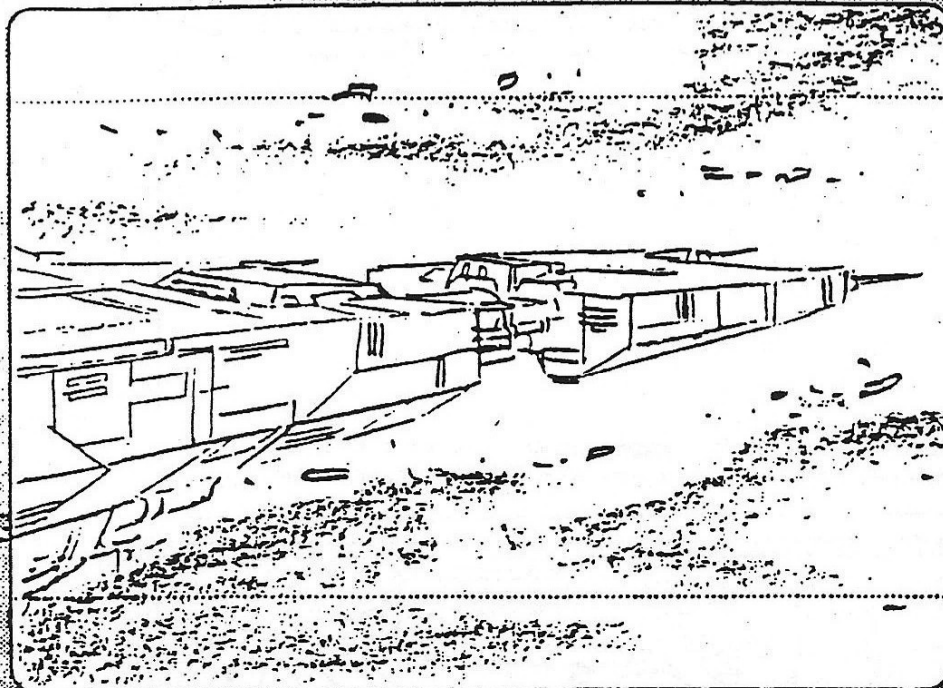
CAMERA



SC. CONT 16-73

SC. CONT

SEQ. 16 Page 62



...AND MOVES ON THROUGH THE CLOUD OF DEBRIS...

ACTION ...AND OUT BEYOND IT...

AL

DIAL

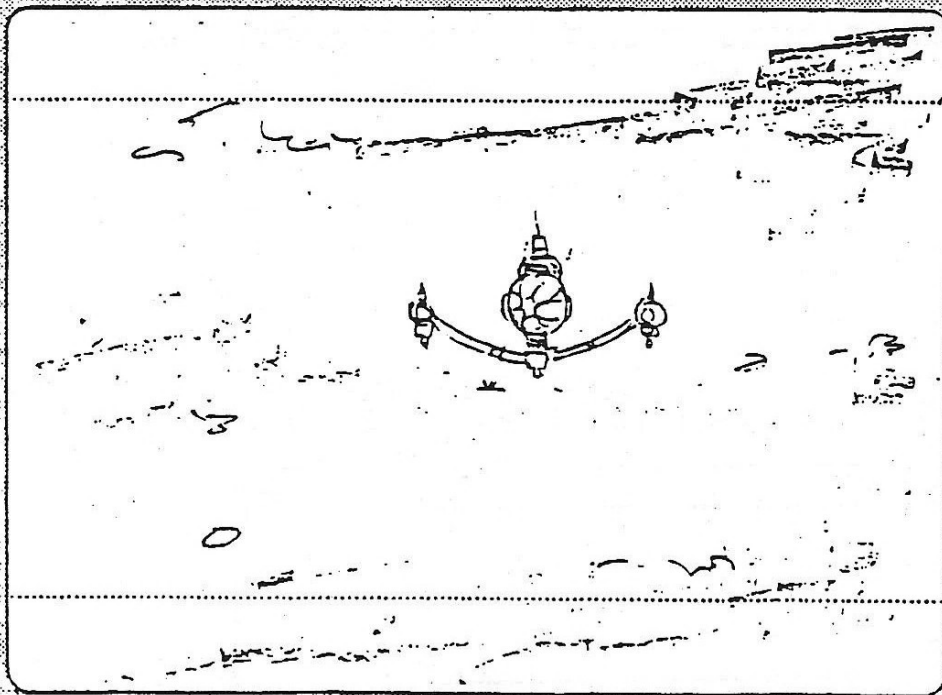
MUSIC/SFX

MUSIC/SFX

CAMERA

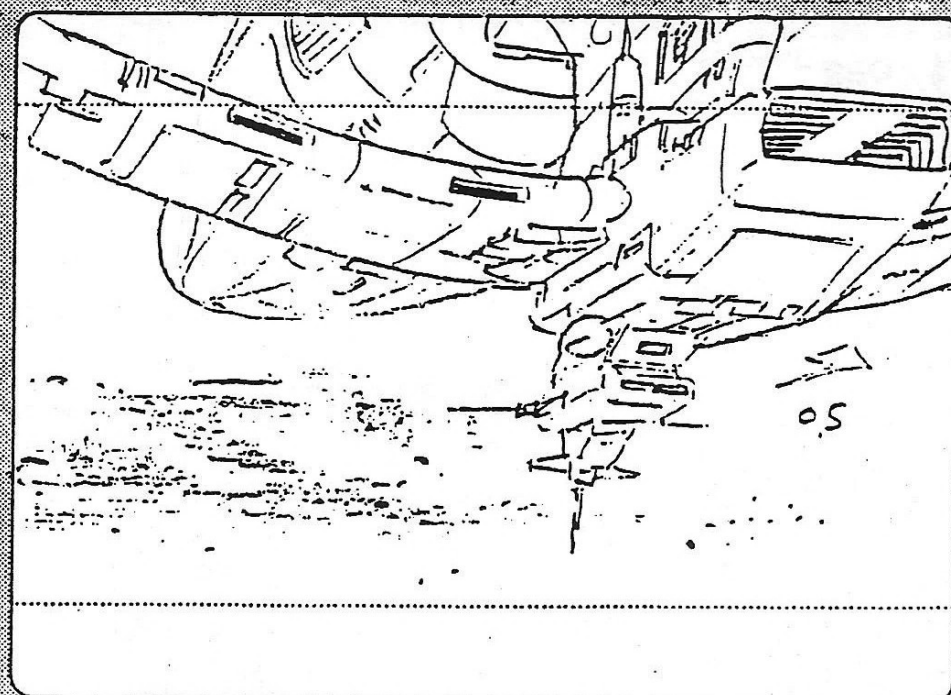
CAMERA

SC. CONT 16-73



SC. 16-74

SEQ. 16 Page 63



ACTION ...INTO DEEP SPACE.

DIAL

MUSIC/SFX

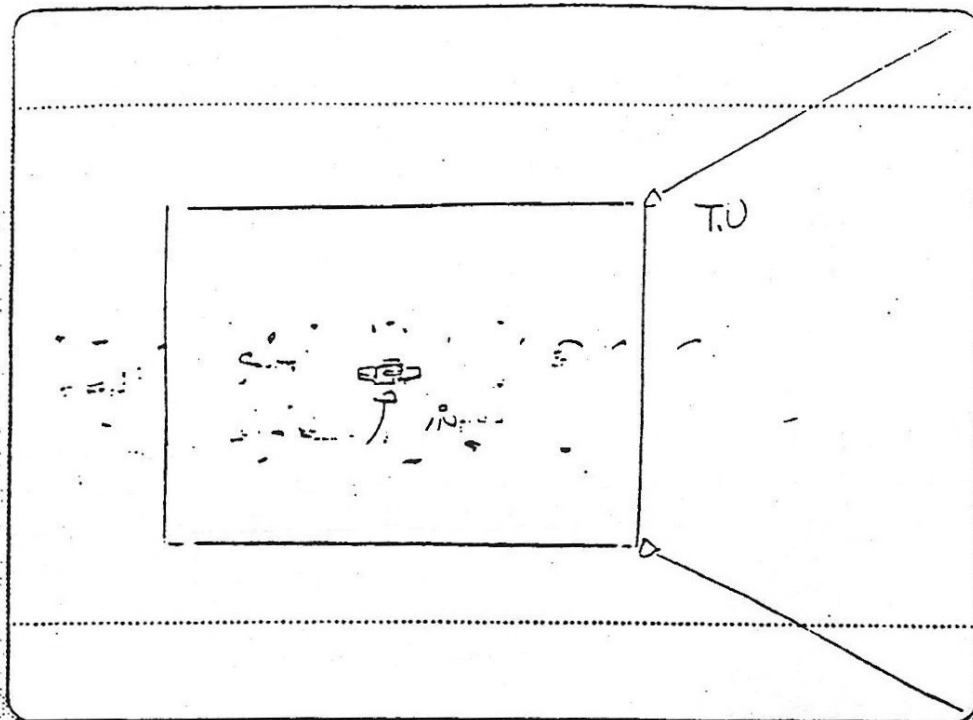
ACTION M.S. THE DECEPTICON SHIP AS IT TRAVELS O.S. IN THE DISTANCE  
CAN BE SEEN THE CLOUD OF DEBRIS.

DIAL

MUSIC/SFX

CAMERA

SC. 10.1 TRUCK IN



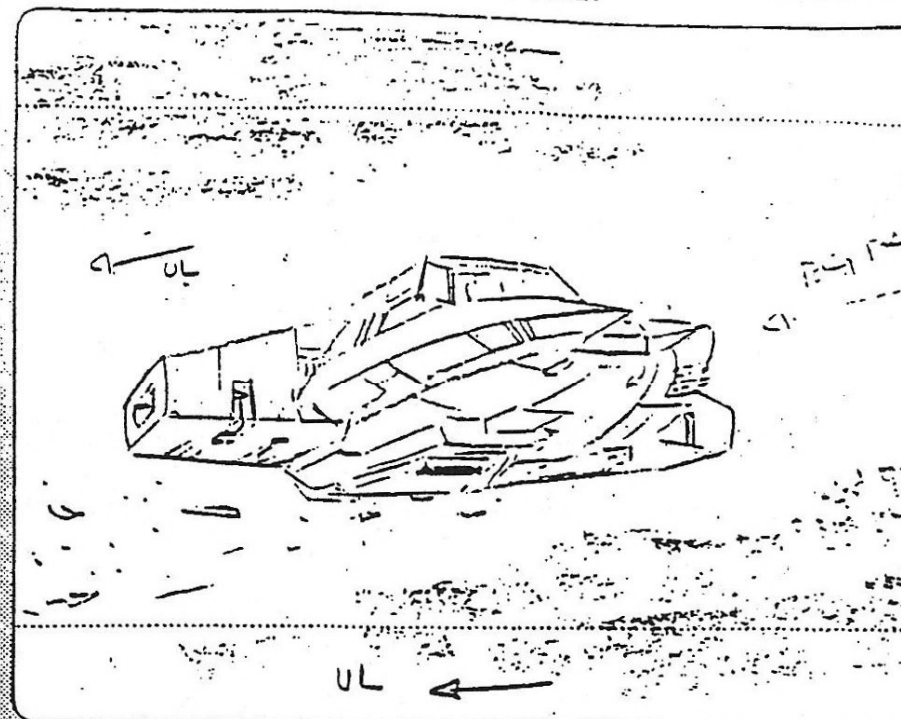
ACTION FLYING INTO VIEW FROM OUT OF THE CLOUD IS THE FRONT SECTION OF ULTRA MAGNUS' SHUTTLE.

DIAL

MUSIC/SFX

SC. 10.2

SEQ. 10



ACTION M.L.S. ULTRA MAGNUS' SHUTTLE. WE TRAVEL ALONG WITH IT AS IT CLEARS THE DEBRIS CLOUDS.

DIAL

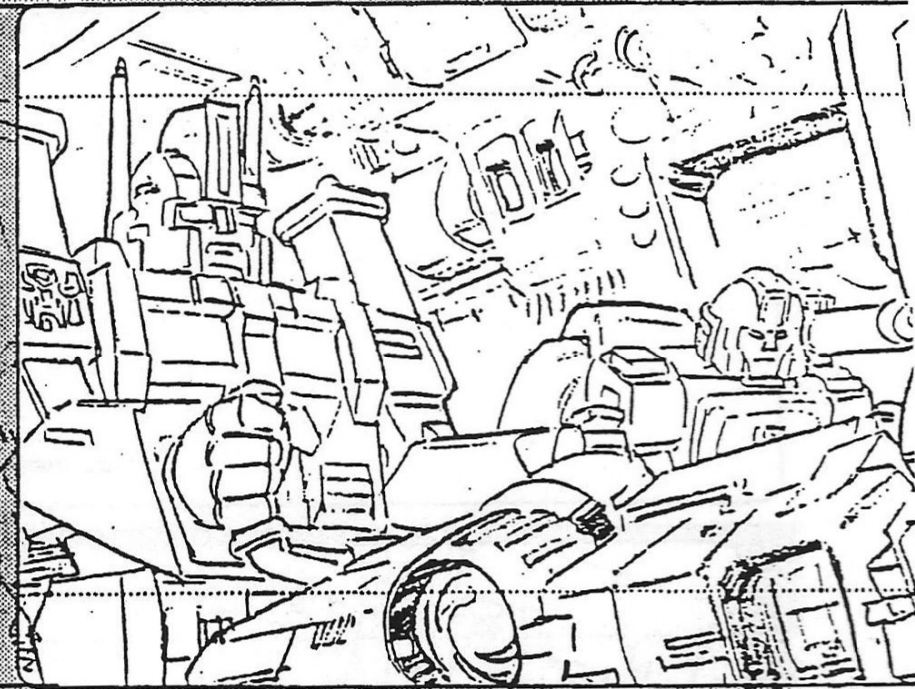
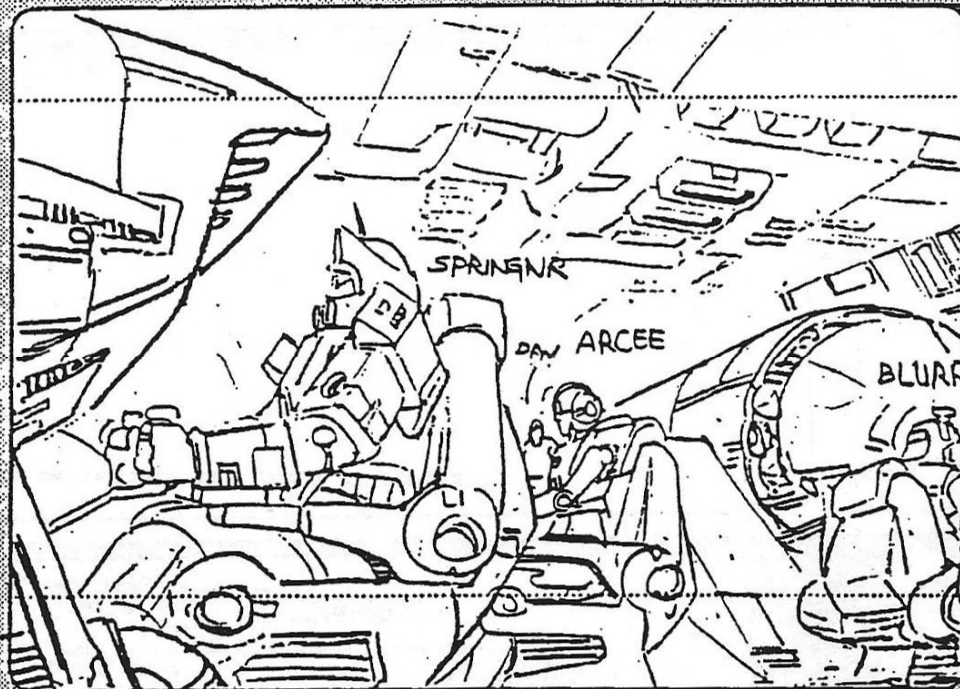
MUSIC/SFX

SC. 16-75

STOP

← PAN

START SEQ. 16 Page 65



ACTION M.S. ULTRA MAGNUS AND PERCEPTOR AT THE CONTROLS OF THE SHIP.  
WE PAN BACK TO SEE SPRINGER, ARCEE WITH DANIEL AND BLURR ALL  
SAFE.

DIAL

MUSIC/SFX

CAMERA

ACTION

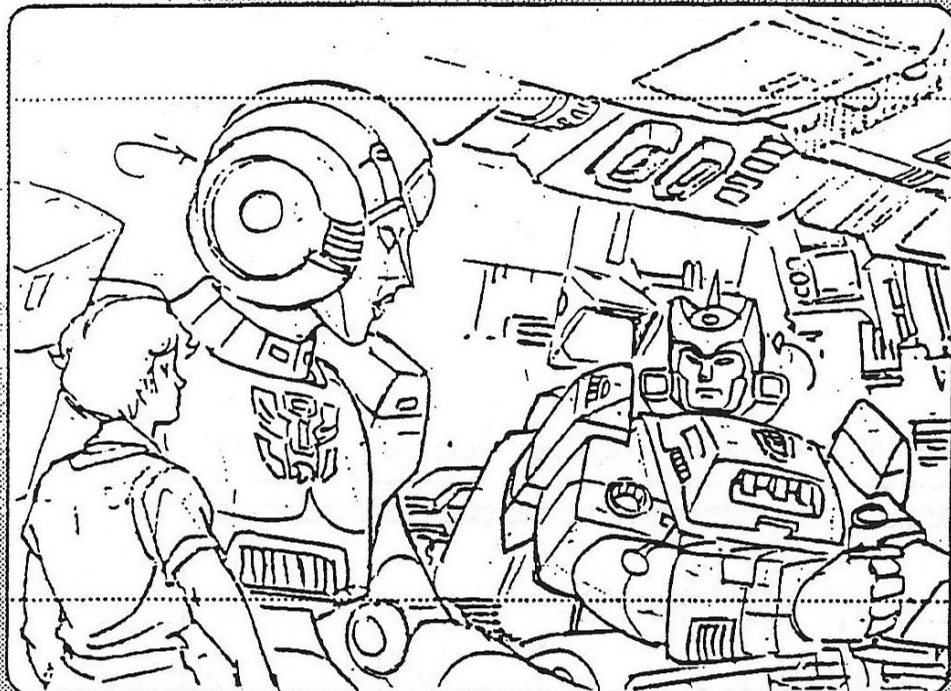
DIAL

MUSIC/SFX

CAMERA



SC. 14-76



SC. 16-77

SEQ. 16 Page 66



ACTION M.S. ARCEE, DANIEL, AND SPRINGER. ARCEE SPEAKS TO SPRINGER WHO TURNS TO HER.

DIAL ARCEE Did we have to let 'em detonate three quarters of the ship?!

MUSIC/SFX (PICK UP LINE)

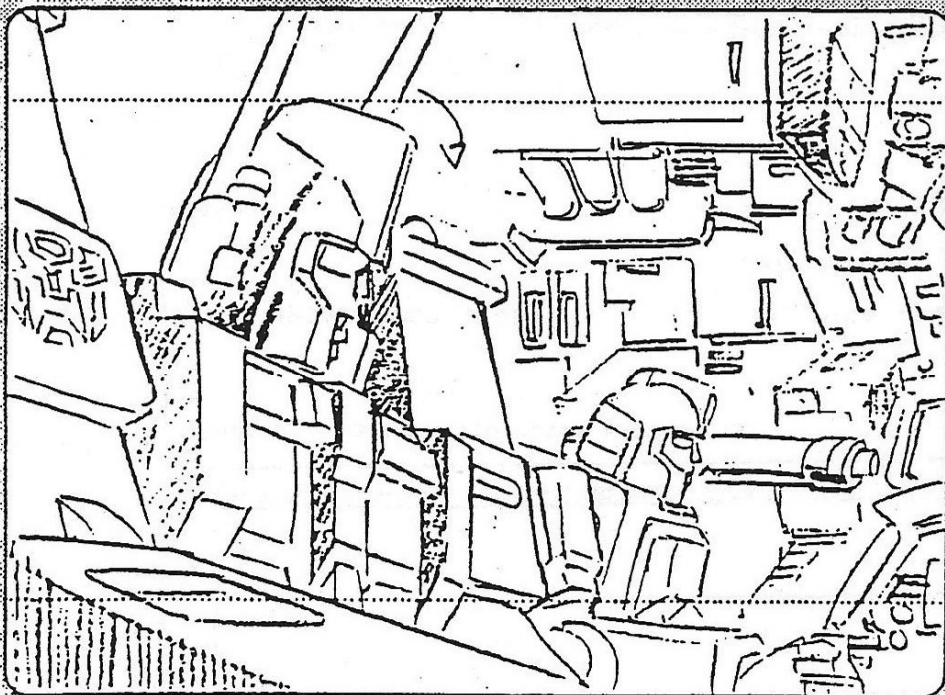
SPRINGER Seeing how they would have detonated four quarters

ACTION L.S. DANIEL, ARCEE, SPRINGER, ULTRA MAGNUS, PERCEPTOR, AND BLURR INSIDE THE SHUTTLE.

DIAL SPRINGER (CONT) ... I think it was a good choice.

MUSIC/SFX ARCEE But now, how're we gonna make it to Moon Base 2.

SC. 16-78



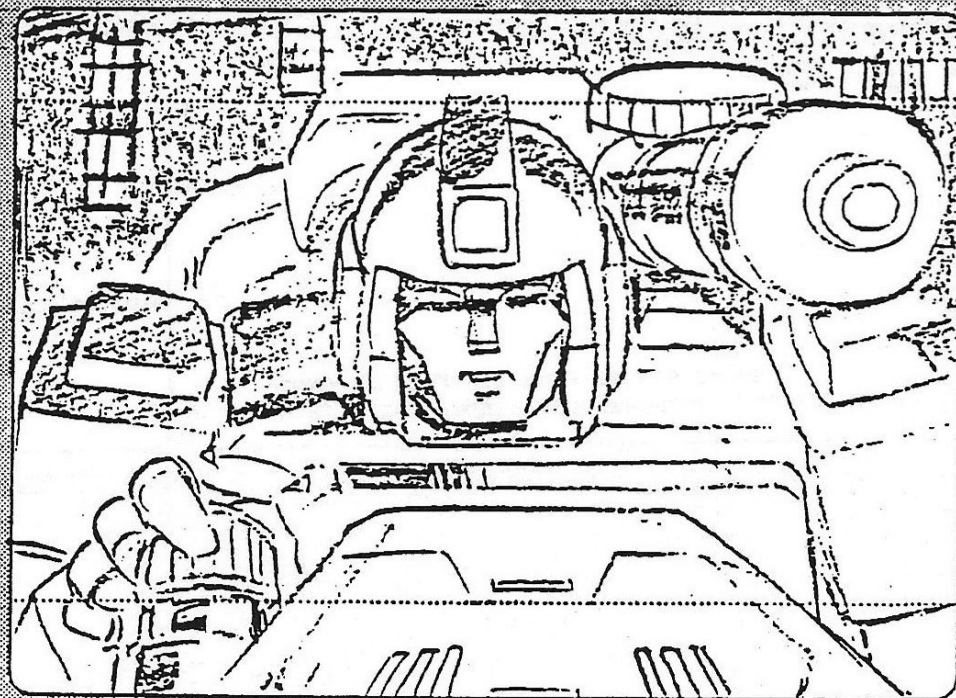
ACTION M.S. ULTRA MAGNUS AND PERCEPTOR AT THE CONTROLS TO THE SHIP.

DIAL ULTRA MAGNUS      Perceptor, can you locate a place  
to set down for repairs.

MUSIC/SFX



SC. 16-79



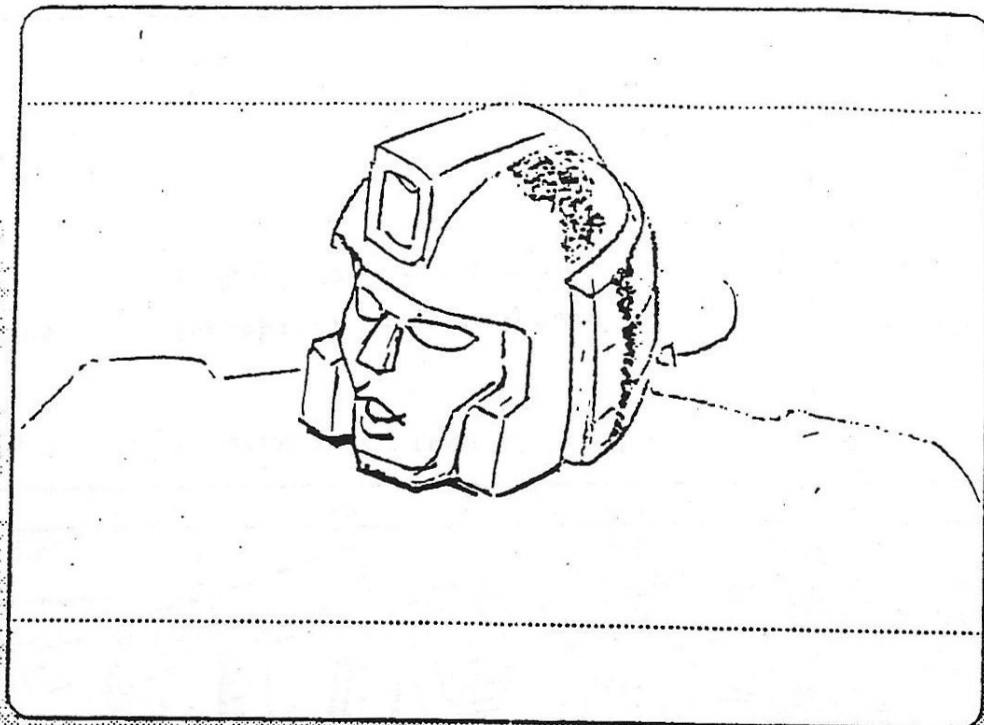
ACTION M.C.U. PERCEPTOR. HE ADJUSTS A CONTROL ON HIS EQUIPMENT...

DIAL PERCEPTOR      Gamma waves in this sector of space...

MUSIC/SFX

CAMERA

SC. 1-10



ACTION ...THEN TURNS TO ULTRA MAGNUS. O.S.

DIAL PERCEPTOR (CONT)

... create marginal navigation probabilities, however....

(LOOKS AT MAGNUS)

MUSIC/SFX



SC. 1-10

REQ. 1/2

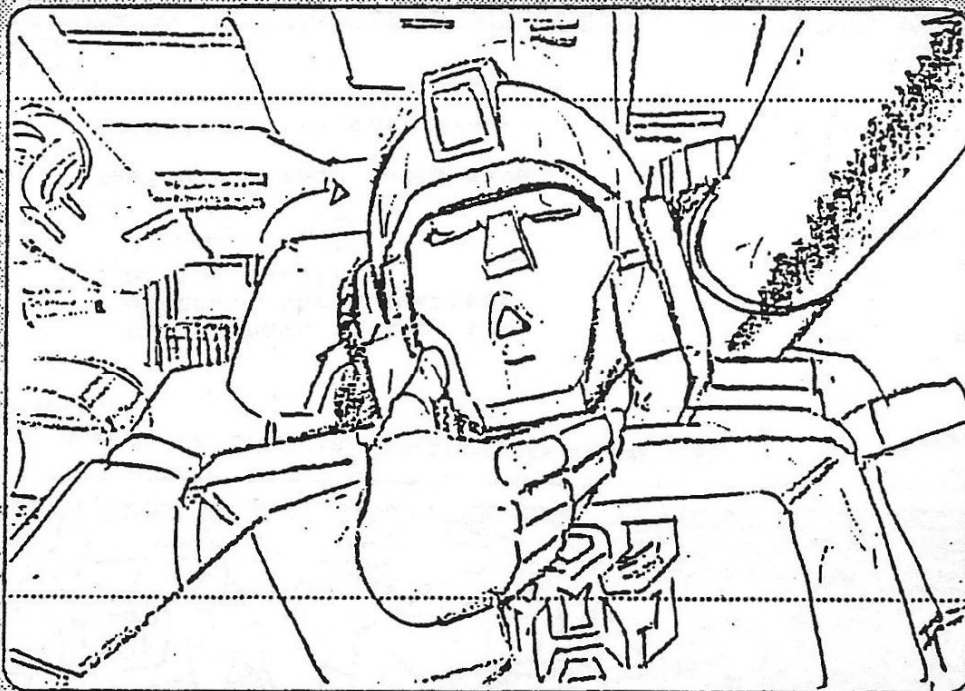


ACTION M.S. ULTRA MAGNUS AND SPRINGER. ULTRA MAGNUS LEANS ON THE CONSOLE WITH HIS HEAD IN HIS HANDS.

DIAL

MUSIC/SFX

SC. 16-81



ACTION M.C.U. PERCEPTOR. HE SCRATCHES HIS CHIN IN THOUGHT.

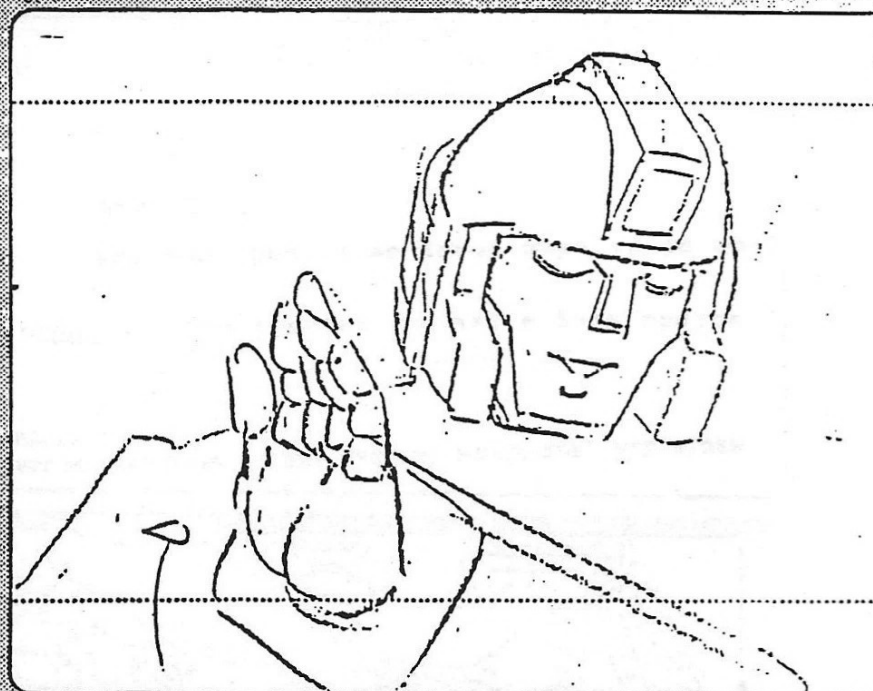
DIAL PERCEPTOR (CONT) Ahem....

MUSIC/SFX

CAMERA

SC. CONT

SEQ. 16 Page 6



ACTION ...THEN MOTIONS TO ULTRA MAGNUS O.S.

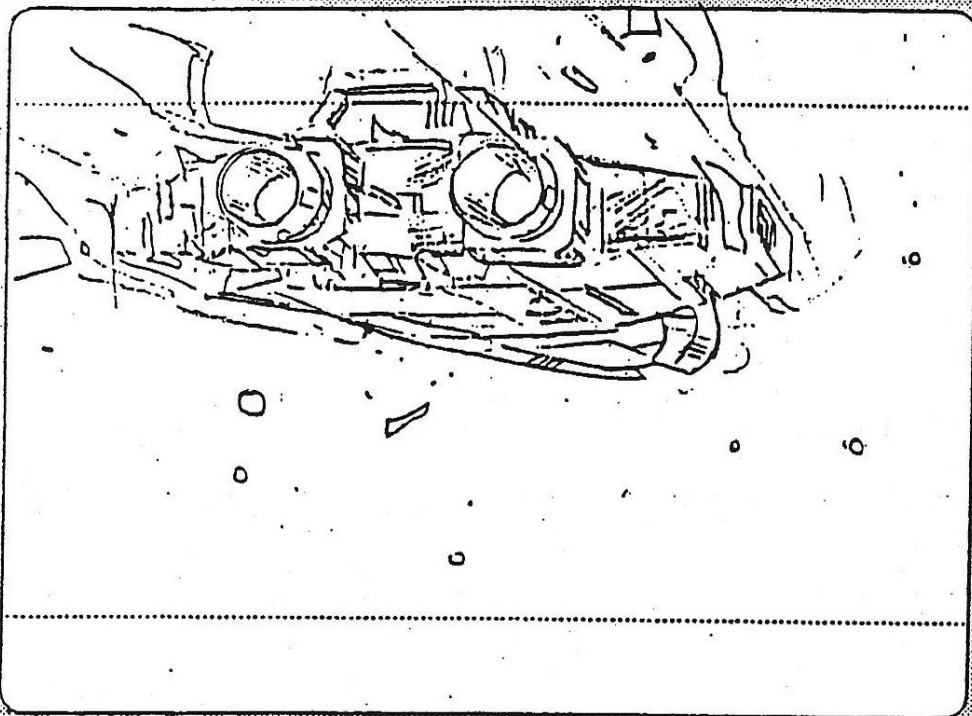
DIAL PERCEPTOR (CONT) ...Yes, I believe I can.

MUSIC/SFX

CAMERA

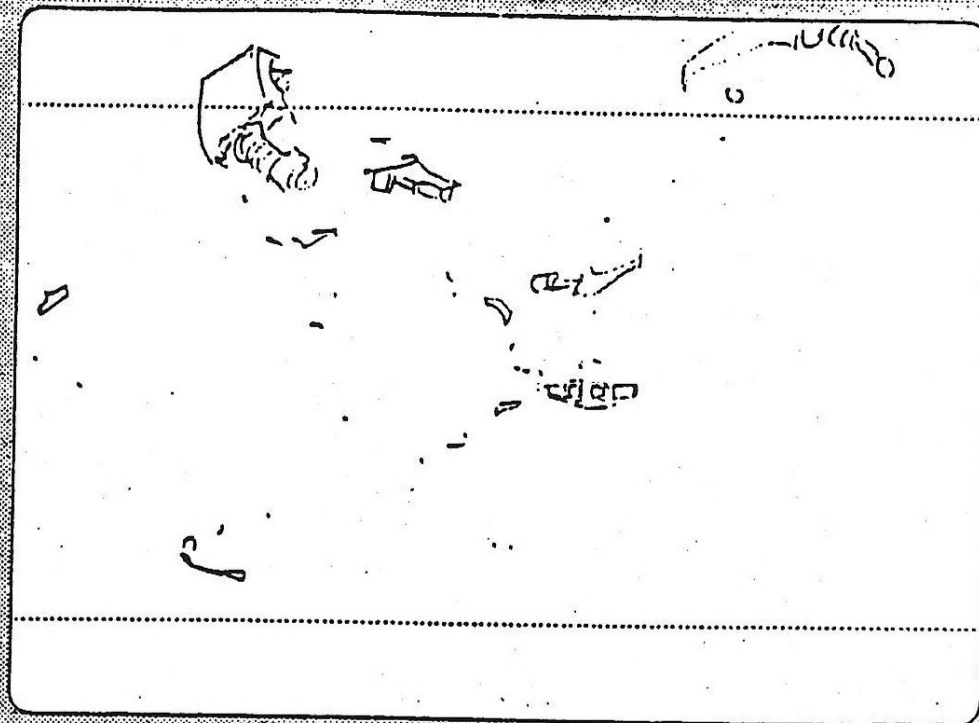


SC. 16-82



SC. CONT

SEQ. 16 Page 70



ACTION L.S. ULTRA MAGNUS SHUTTLE STREAKS FORWARD...

AL ULTRA MAGNUS (V.O.) Then let's go for it!

MUSIC/SFX



ACTION ...INTO THE DISTANCE, LEAVING A TRAIL OF DEBRIS BEHIND IT.

DIAL

MUSIC/SFX

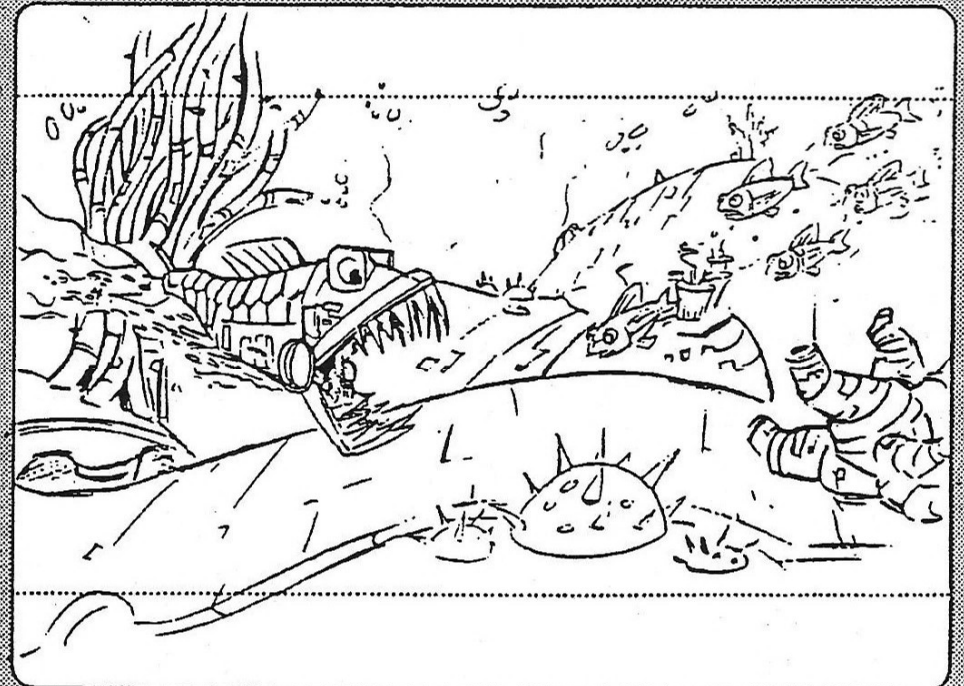
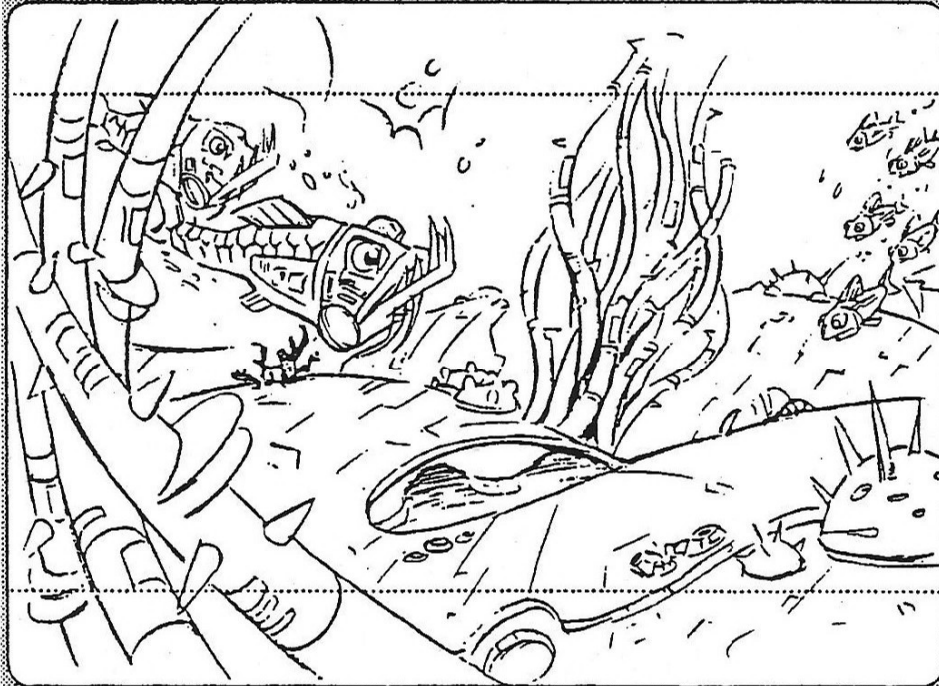
CAMERA

SC. 17-1

← PAN :

SC. CONT. ← PAN

SEQ. 17 Page 1



TION

L.S. UNDER THE QUINTESSON ENERGY SEA. SOME EVIL FISH SWIM IN FROM STAGE LEFT. WE PAN WITH THEM AS...

AL

SIC/SFX

ACTION

...A SMALL SCHOOL OF FISH ENTERS FROM UPPER STAGE RIGHT ON A COURSE THAT WILL CROSS THE PATH OF THE LEAD EVIL FISH.

DIAL

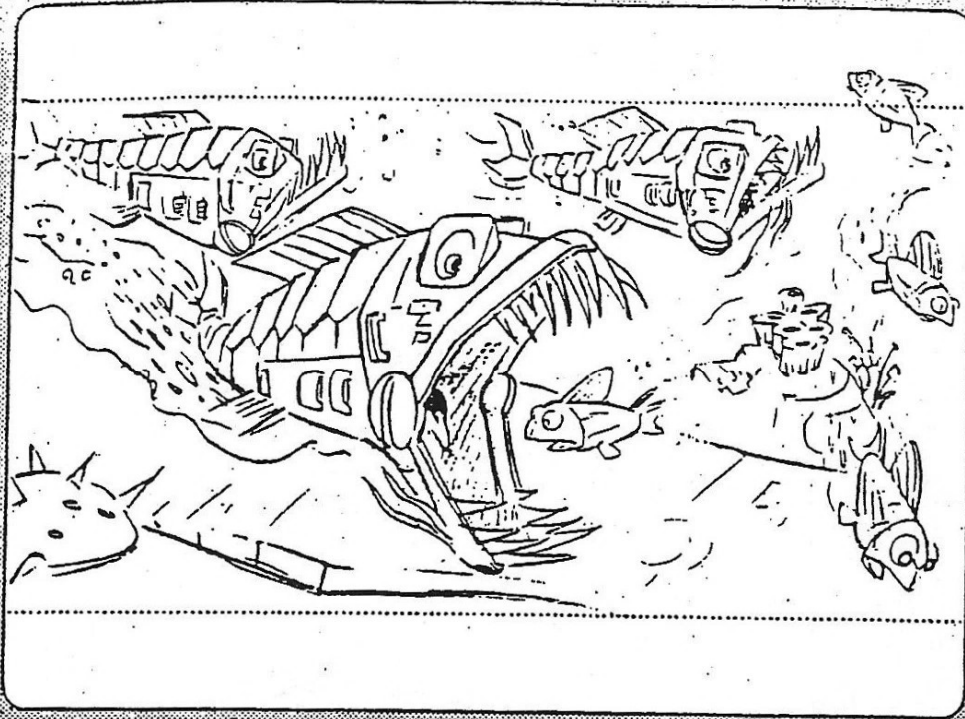
MUSIC/SFX

CAMERA

VERA

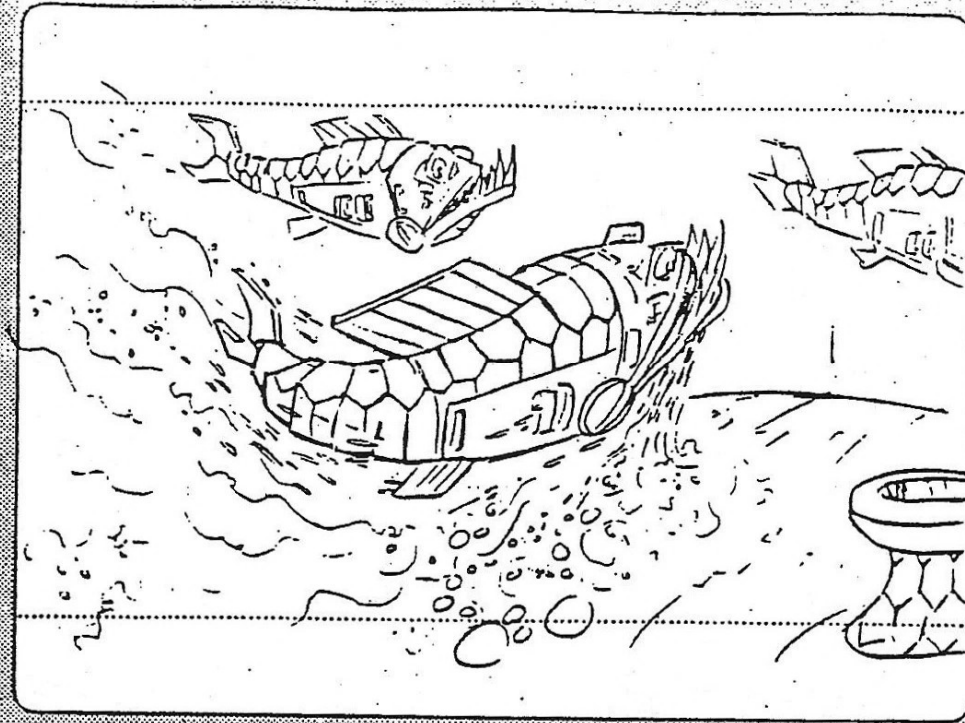
**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT. 7-1 ← PAN



SC. CONT ← PAN

SEQ. 17 Page 2



ACTION THE SMALL SCHOOL OF FISH SCATTERS O.S...

DIAL

MUSIC/SFX

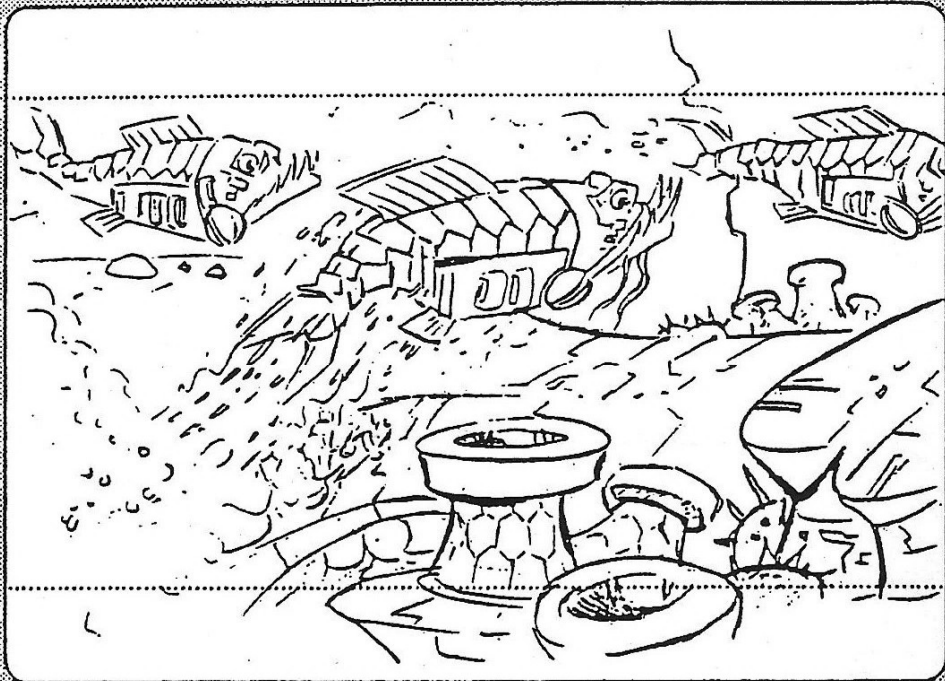
TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION EXCEPT FOR THE FIRST ONE WHO GET SNATCHED UP BY THE LARGER FISH...

DIAL

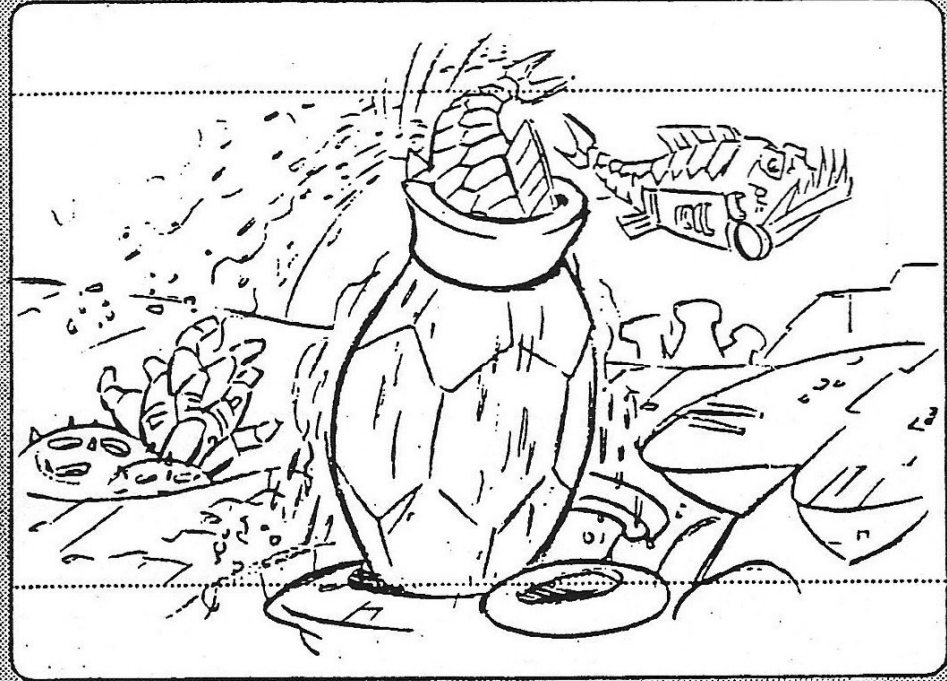
MUSIC/SFX

SC. CONT 17-1 ← PAN



SC. CONT ← PAN

SEQ. 17 Page 3



ACTION WHO THEN SWIMS UNSUSPECTINGLY OVER A BOTTOM DWELLING CREATURE...

DIAL

MUSIC/SFX

CAMERA

ACTION ...THAT SNATCHES THE EVIL FISH

DIAL

MUSIC/SFX

CAMERA



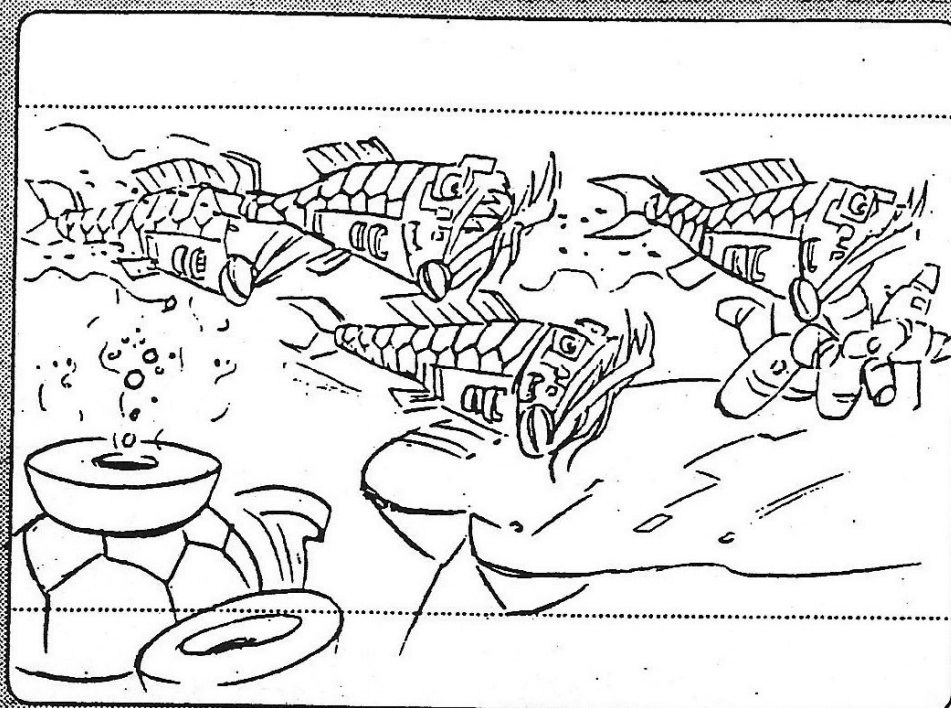
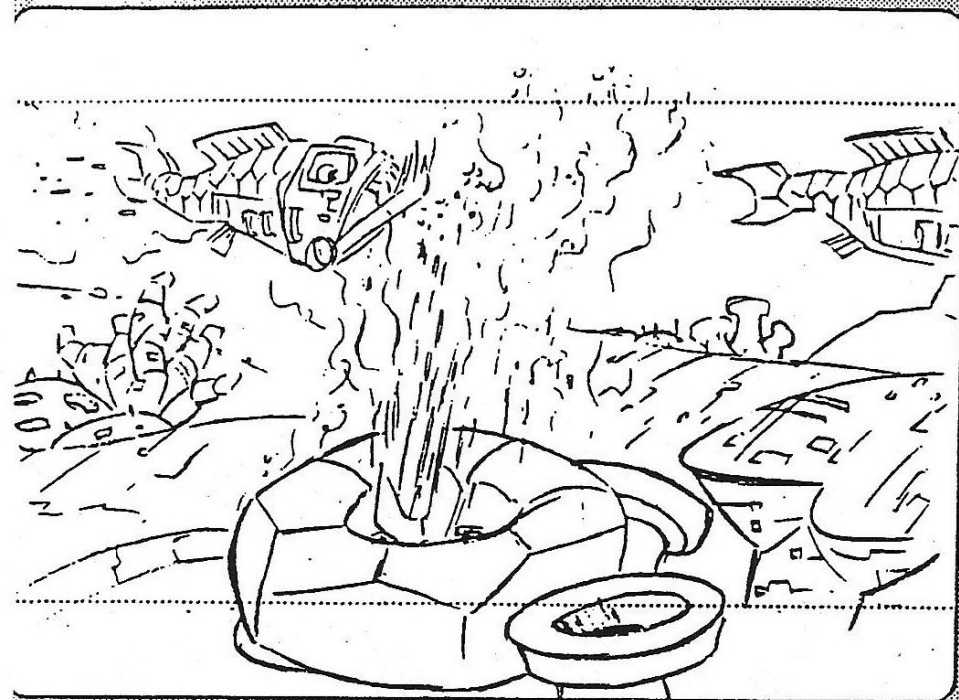
SC. CONT 17-1

← PAN

SC. CONT

← PAN

SEQ. 17 Page 4



ON  
SWALLOWING HIM WHOLE WHILE MORE FISH GAIN THROUGH SC.  
UNAFFECTED BY THE ACTION.

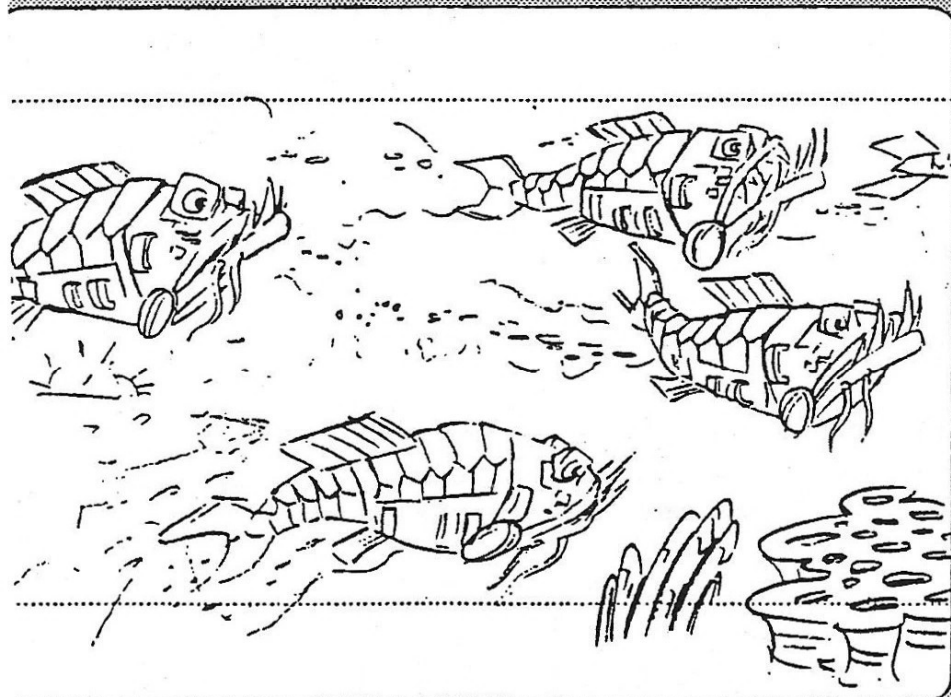
ACTION

DIAL

MUSIC/SFX

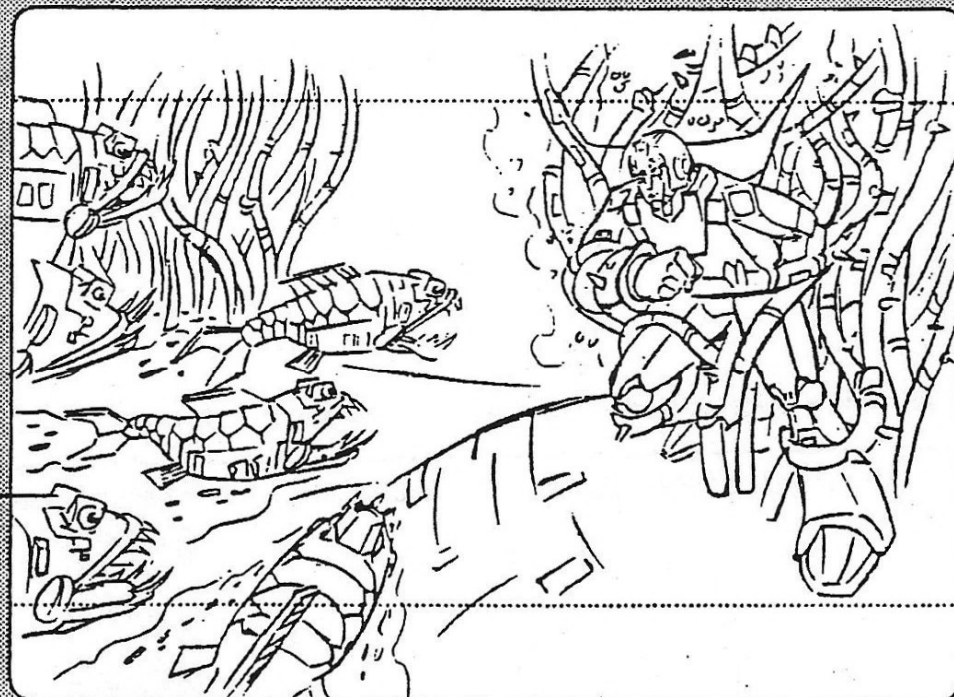
SC.. CONT 17-1

← PAN



SC. CONT

STOP PAN SEQ. 17 Page 5



ON THEY SPEED UP. SEEING SOMETHING O.S. RIGHT AS CAMERA GAINS OVER...

/SFX

ACTION ...TO HOT ROD ENTANGLED IN SOME METALLIC SEA WEED.

DIAL

MUSIC/SFX

CAMERA

SC 17-2



ACTION

CLOSE UP OF HOT ROD SPOTTING THE INCOMING FISH.

DIAL

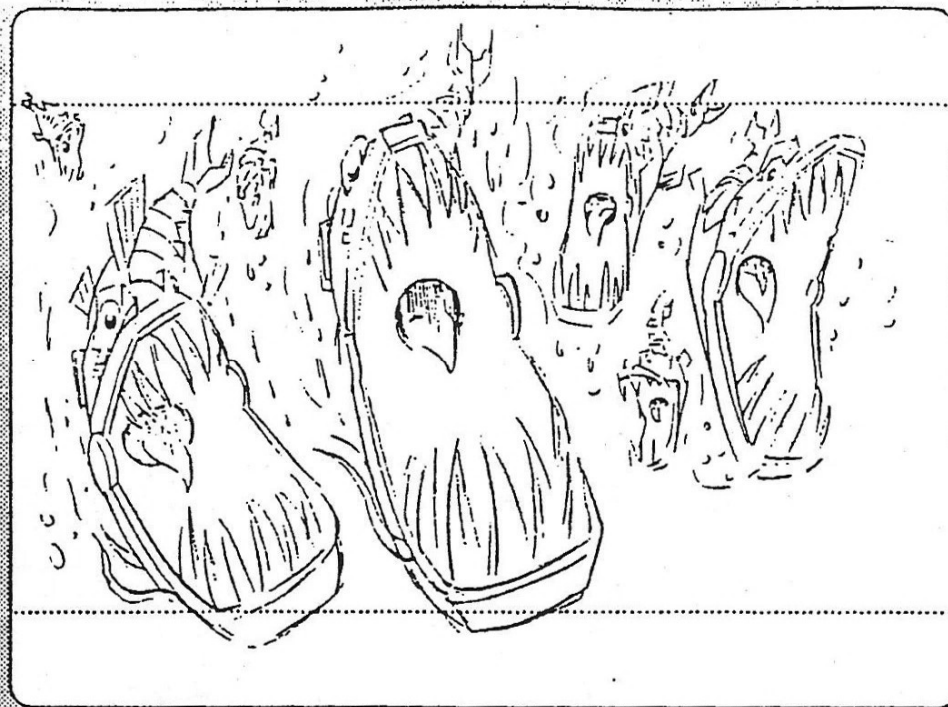
MUSIC/SFX

TFRAW

From Generation 1 to Beast Hunters and Beyond!!!!

SC. 17-3

SEQ. 17 Page 6



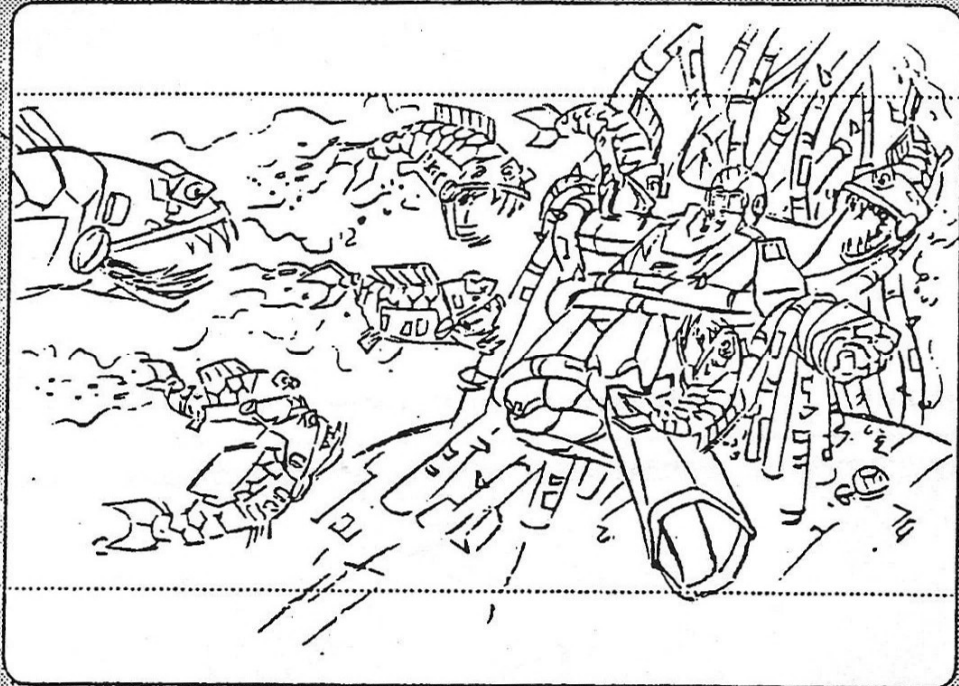
ACTION

INCOMING FISH THAT ARE ABOUT TO MAKE A MEAL OF HOT ROD.

DIAL

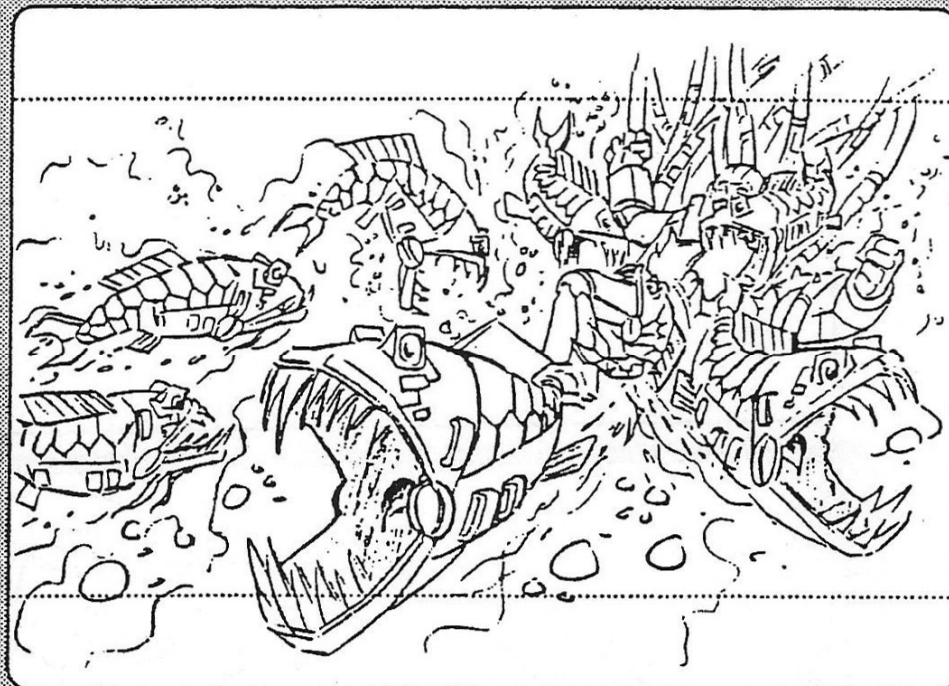
MUSIC/SFX

SC. 17-4



SC. CONT

SEQ. 17 Page 7



ACTION

L.S. THE EVIL FISH BEGIN TO WORK THEMSELVES...

DIAL

MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

...INTO A FEEDING FRENZY AS HOT ROD STRUGGLES TO FREE HIMSELF TO NO AVAIL.

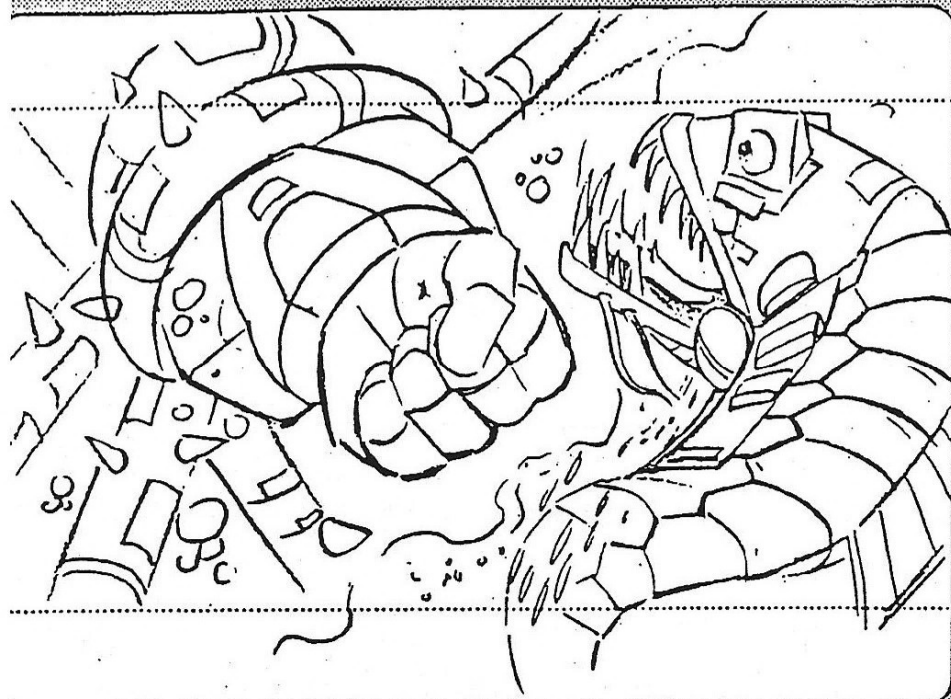
DIAL

MUSIC/SFX

CAMERA

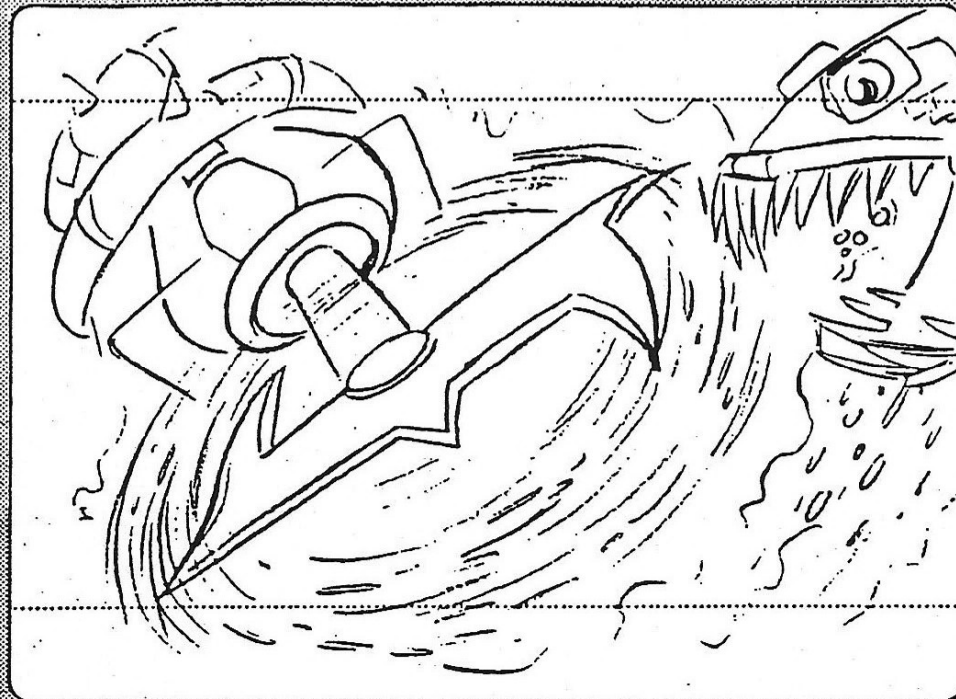


SC. 17-5



SC. CONT

SEQ. / 7 Page 8



ON HOT ROD'S HAND TRANSFORMS INTO A WHIRRING DEADLY DEVICE.

ACTION

DIAL

MUSIC/SFX

CAMERA

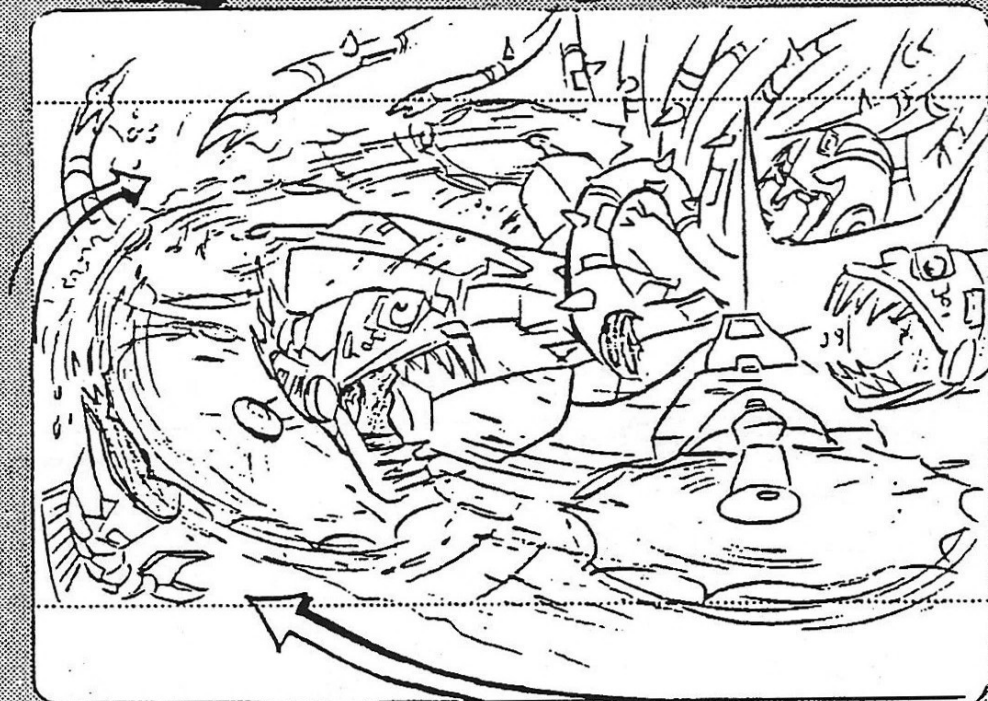
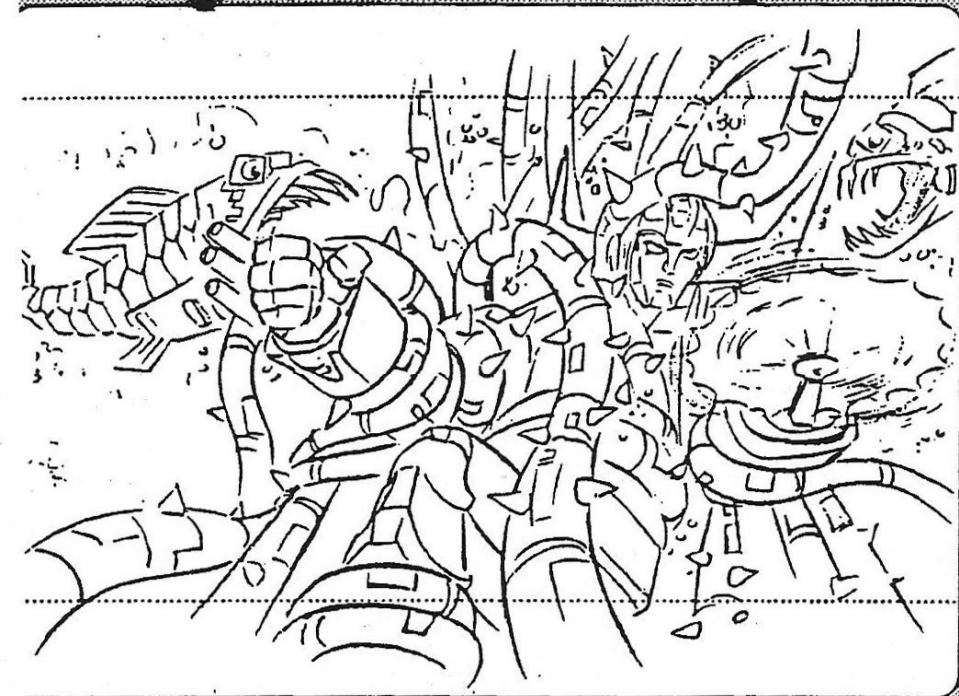
C/SFX

**TFRAW**  
Era Generation 1 to Beast Hunters and Beyond!!!!

SC. 17-6

SC. CONT

SEQ. 17 Page 9



ON M.S. HOT ROD. HE THEN BEGINS TO PUT THE BLADE INTO ACTION.

ACTION

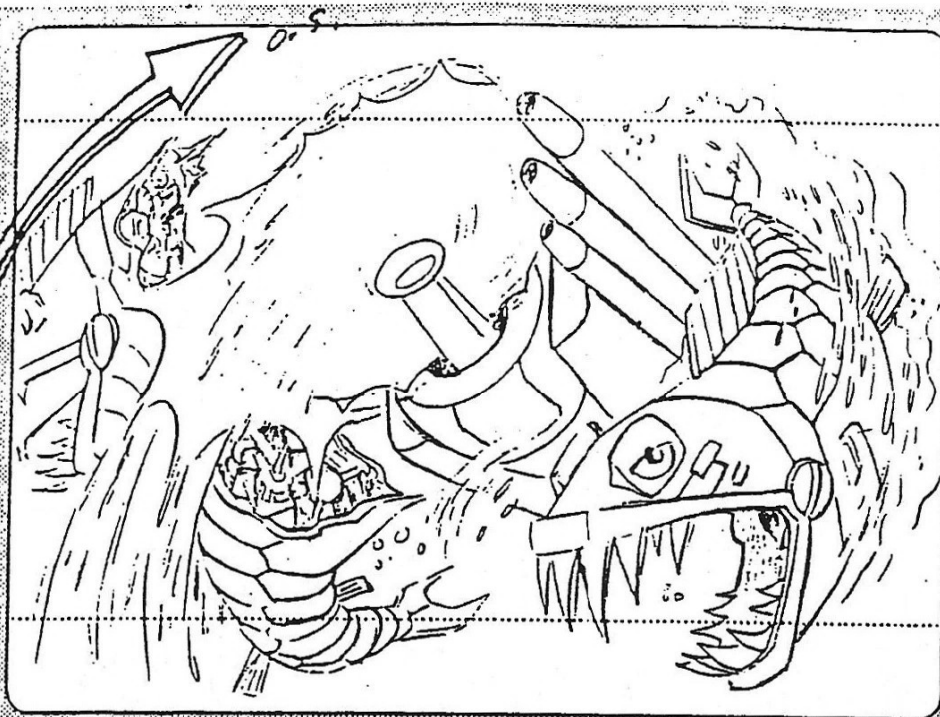
DIAL

MUSIC/SFX

CAMERA

/SFX

SC. 17-7



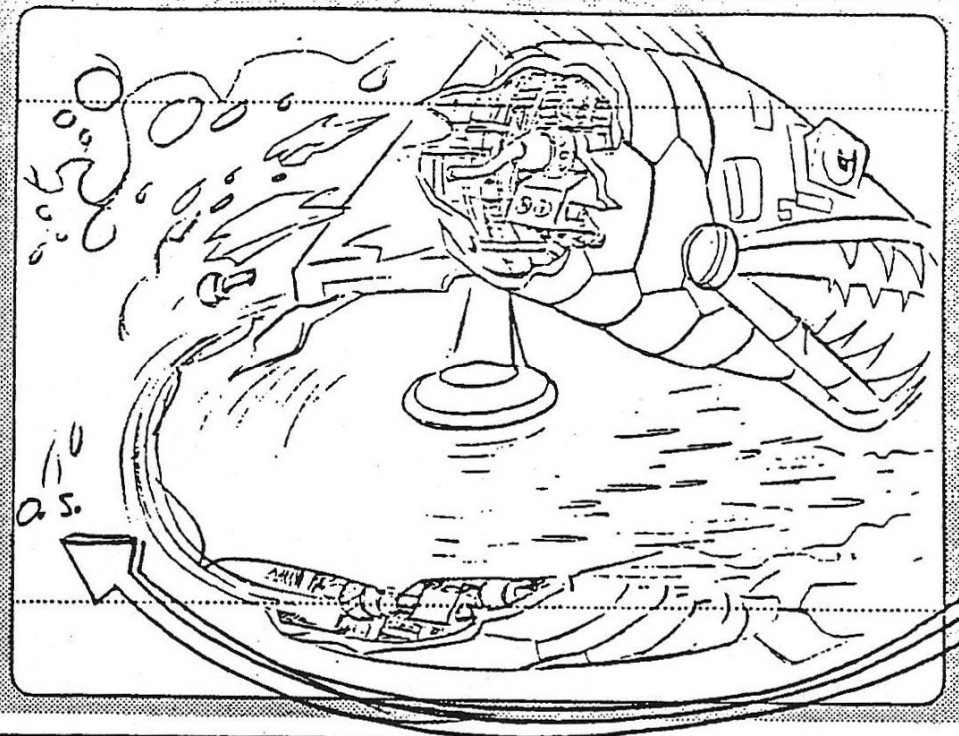
ACTION C.U. THE BLADE SLICING THROUGH SC. AND FISH FROM STAGE LEFT TO O.S. FROM TOP OF SCREEN

DIAL

MUSIC/SFX

SC. 17-8

SEQ. 17 Page 10

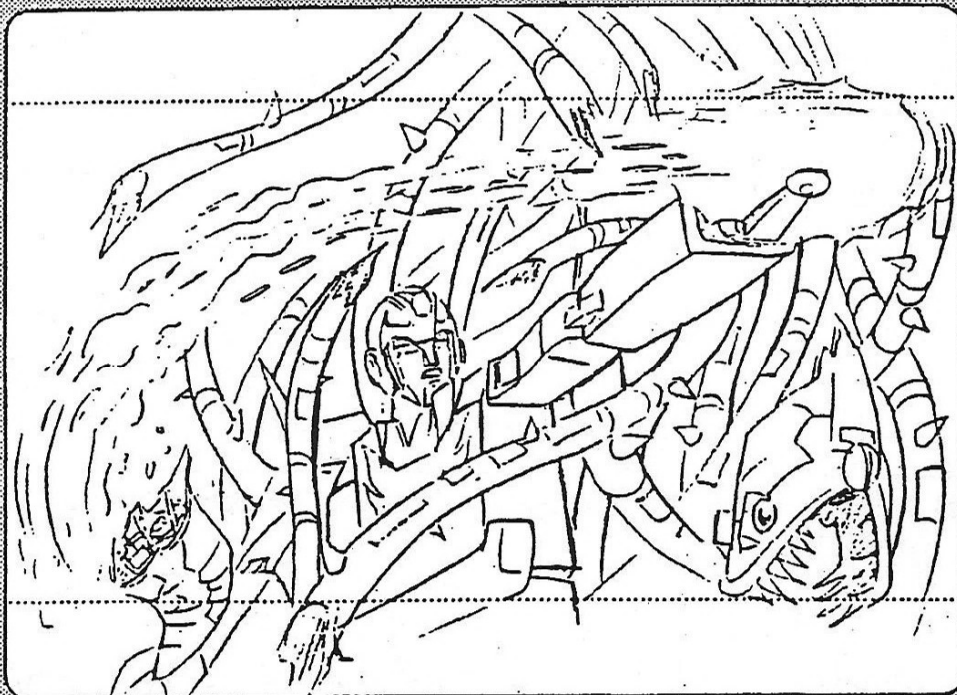


ACTION AND AGAIN FROM STAGE RIGHT TO O.S. LEFT

DIAL

MUSIC/SFX

SC. 17-9



ACTION AND ARCING BACK TO STAGE RIGHT.

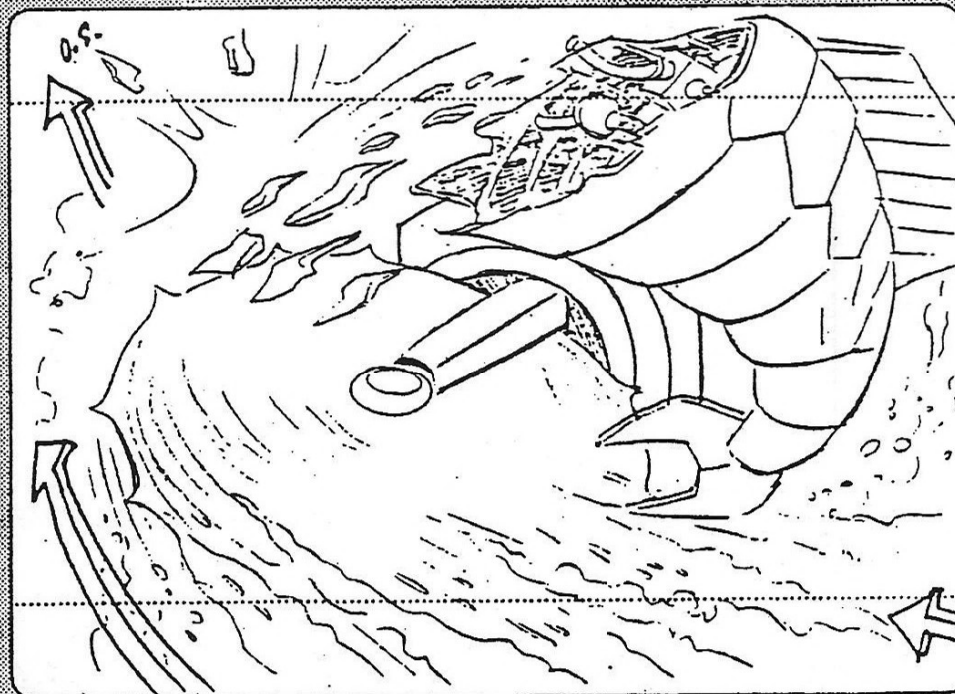
DIAL

MUSIC/SFX

CAMERA

SC. 17-10

SEQ. 17 Page 11



ACTION C.U. OF BLADE COMING BACK THRU SC.

DIAL

MUSIC/SFX

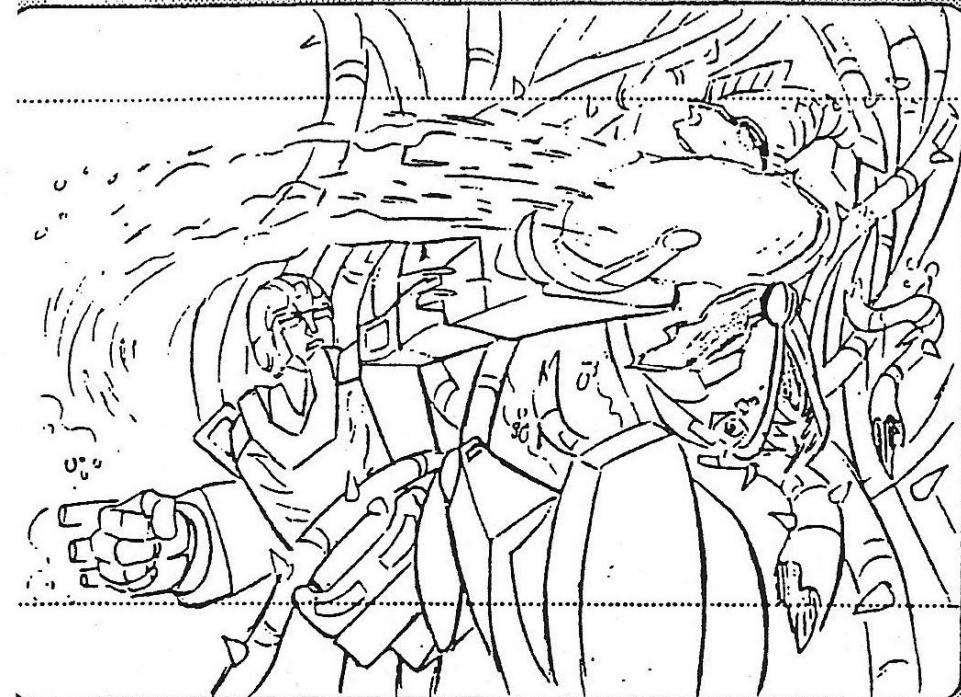
CAMERA



SC. 17-11

SC. CONT

SEQ. 17 Page 12



ON

M.S. HOT ROD. HE FINISHES OFF THE LAST FISH . . .

ACTION

THEN STOPS TO SURVEY THE SITUATION.

DIAL

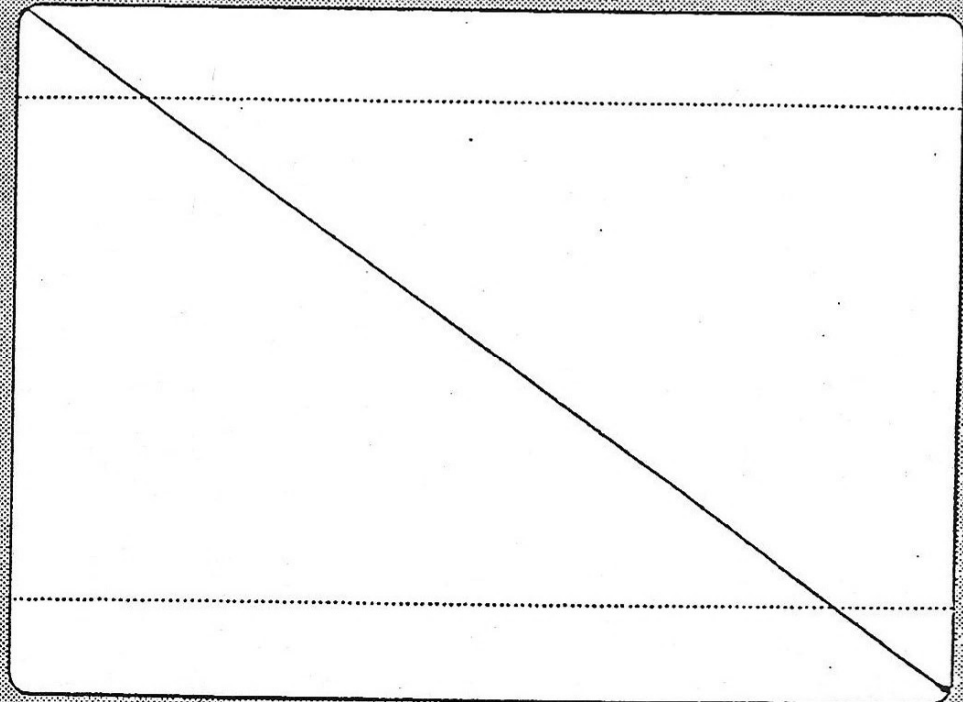
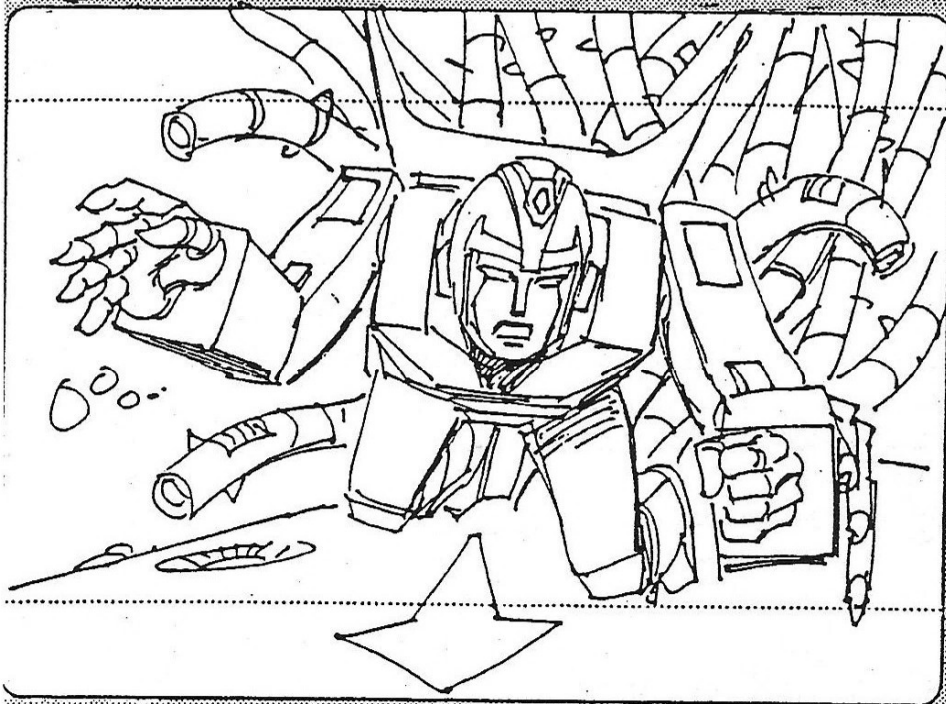
HOT ROD (BUBBLING FILTERED VOICE)  
Kup...Grimlock?

MUSIC/SFX

SC. CONT 17-11

SC.

SEQ. 17 Page 13



IC...HIS HAND FINISHES TRANSFORMING. HE PUSHES OFF AND  
SWIMS FORWARD TOWARD US.

HOT ROD (CONT)

Slag!

IC:SFX

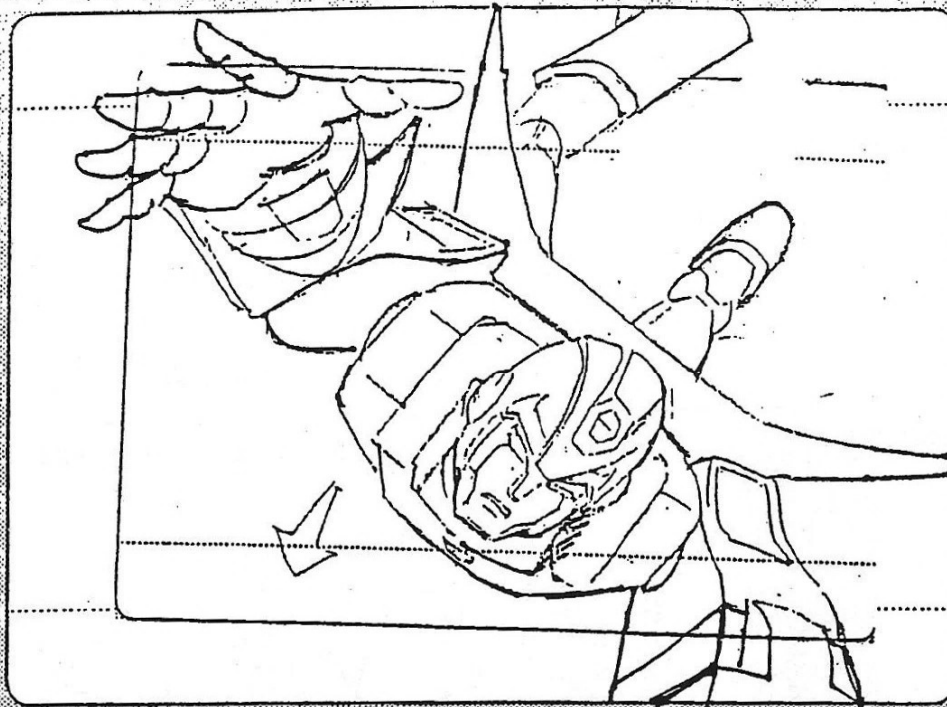
ACTION

DIAL

MUSIC/SFX

CAMERA

SC. CONT 17-11 PAN 36



SC. CONT 17-11

SEQ. 17 Page 13A



ACTION

HOT ROD DIVES IN FROM UPPER STAGE RIGHT. WE PAN WITH HIM...

(BUBBLING, FILTERED VOICE)

DIAL

HOT ROD (CONT)

Anybody?

MUSIC/SFX

ACTION

AND SWIMS DOWN LOWER STAGE RIGHT.

DIAL

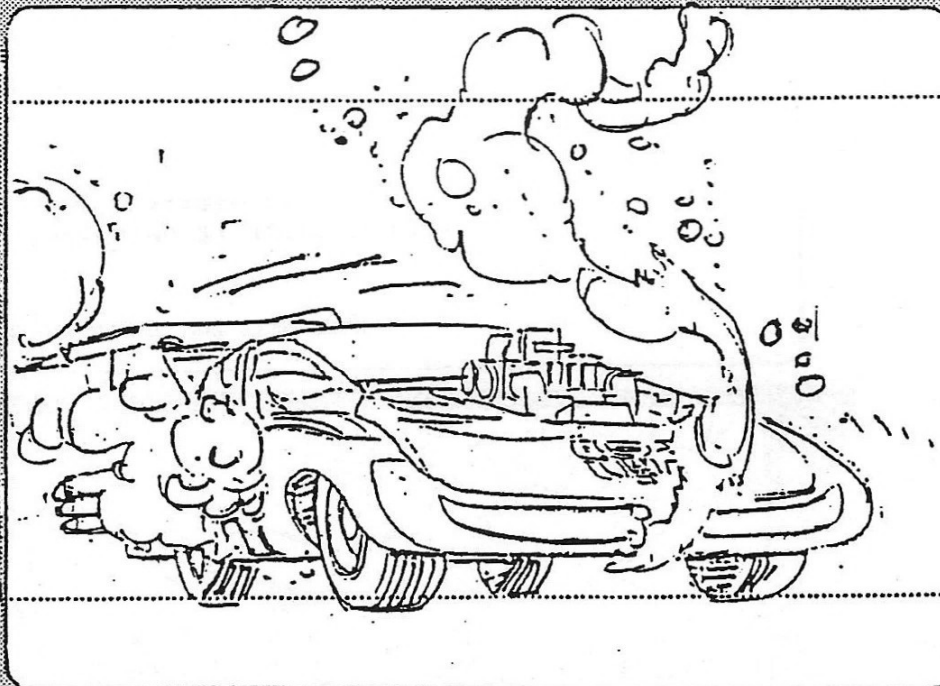
MUSIC/SFX

SC. 17-12



SC. CONT

SEQ. 17 Page 14



ACTION M.L.S. HOT ROD. TRANSFORMS AS HE NEARS THE SEA BOTTOM . . .

DIAL

MUSIC/SFX

CAMERA

ACTION WE PAN WITH HOT ROD FULLY TRANSFORMED AS HE RACES ALONG TOWARDS THE CAMERA . . .

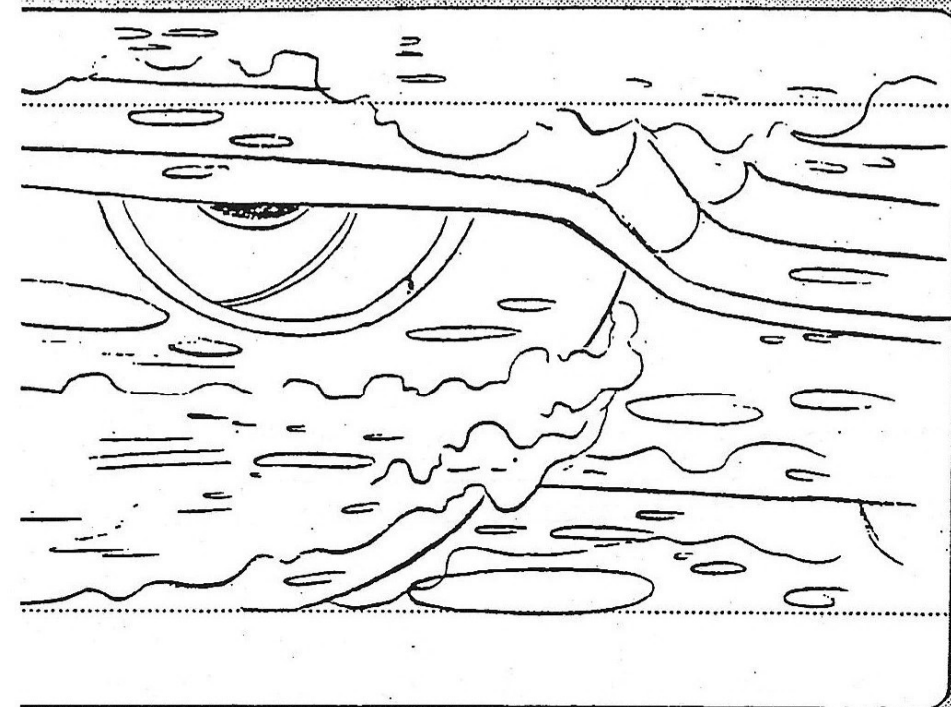
DIAL

MUSIC/SFX

CAMERA

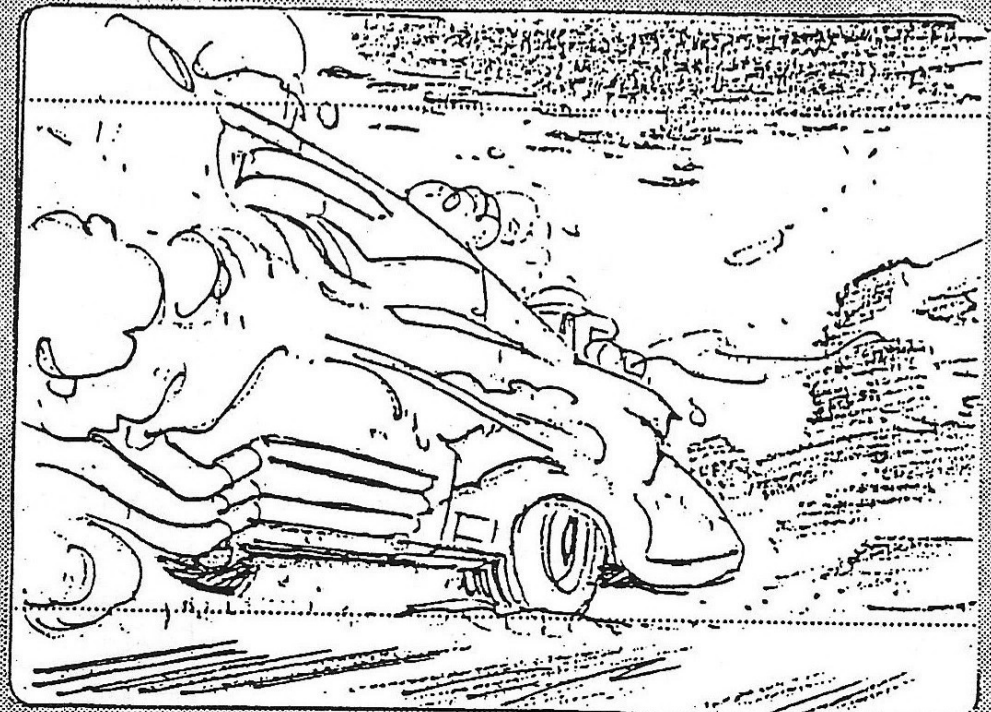


SC. 17-12 CONT



SC. CONT

SEQ. 17 Page 15



...PASSES CLOSE BY...

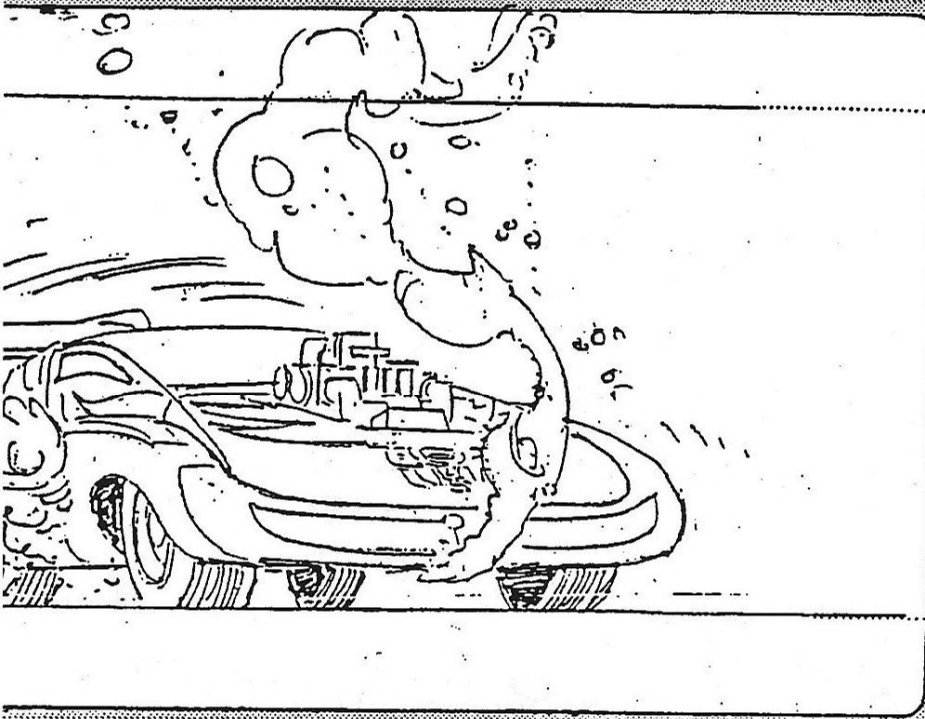
ACTION

AND THEN GAINS O.S. RIGHT.

DIAL

MUSIC/SFX

C. 17-13



M.S. HOT ROD. HE TRANSFORMS

FX

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!

SC. CONT

SEQ. 17

Page 16



NO SCENE 17-14

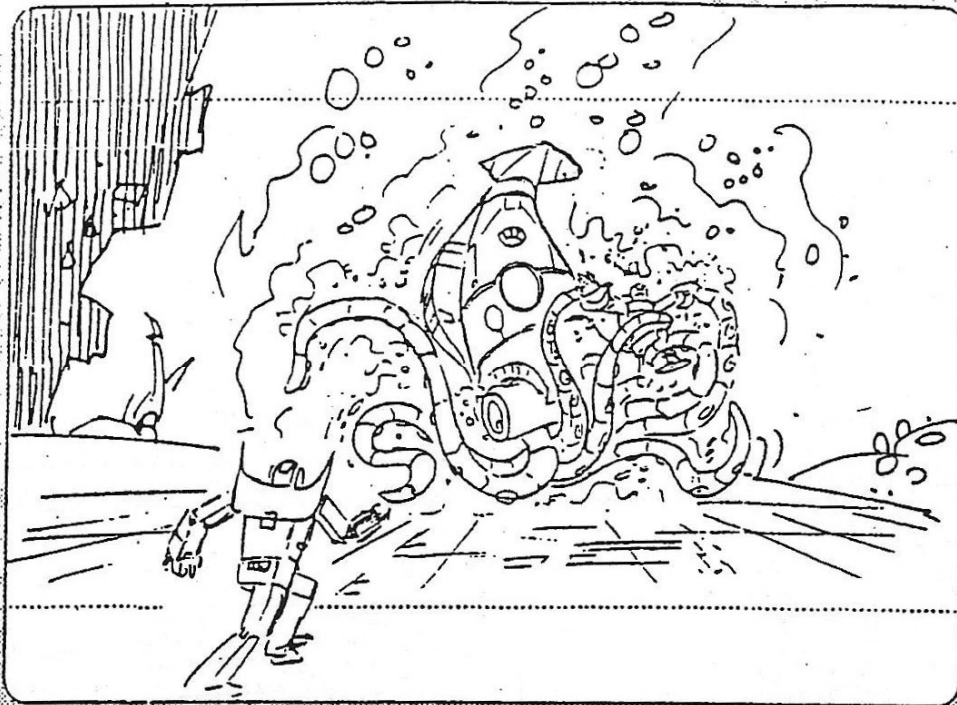
ACTION BACK INTO ROBOT MODE AS HE RUNS FORWARD . .

DIAL HOT ROD Kup!

MUSIC/SFX

CAMERA

SC. 17-15



SC. 17-16

SER. 17

Page 17



ACTION L.S. HOT ROD. ENTERS IN FROM O.S. LEFT IN TIME TO SEE KUP BEING TORN APART BY A GIANT SQUID.

DIAL

**TF RAW**  
from Generation 1 to Beast Hunters and Beyond!!!!

ACTION ... AND TAKES AIM AT THE SQUID.

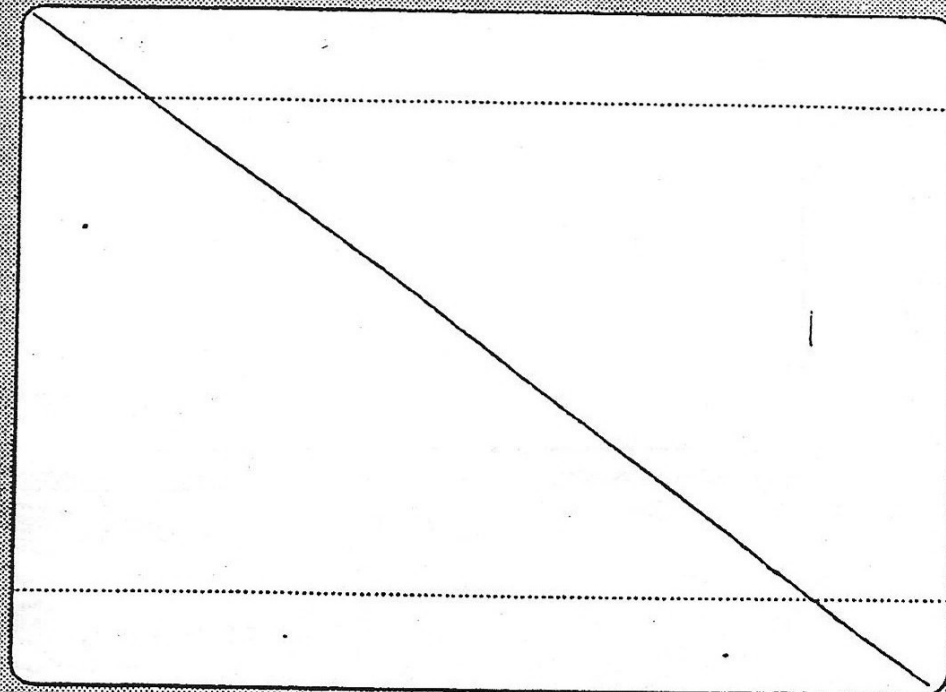
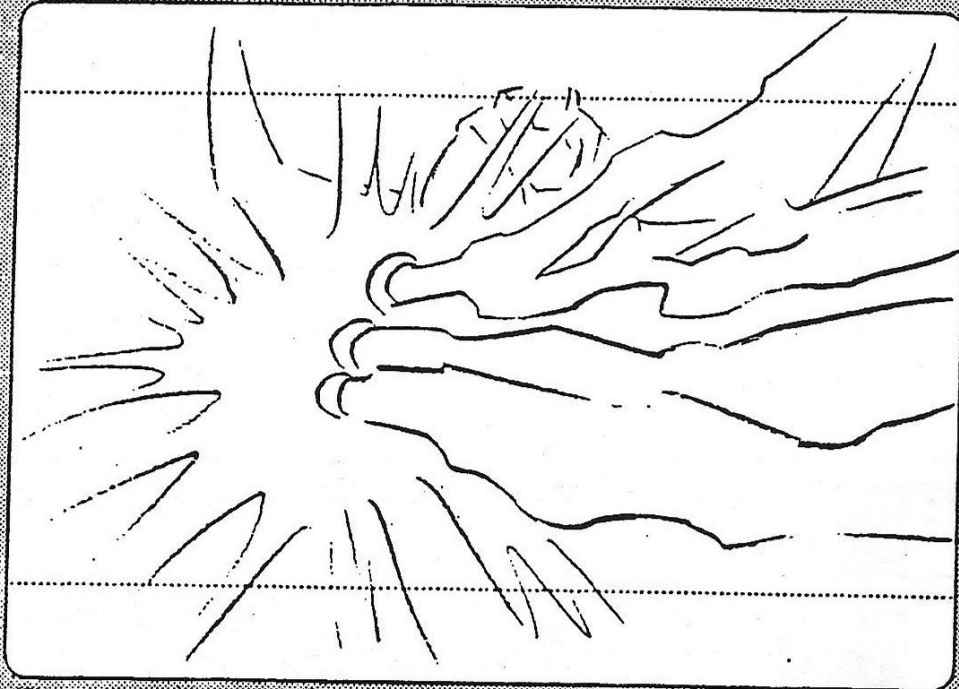
DIAL

MUSIC/SFX

SC. 17-16 CONT

SC. 17

SEQ. 17 Page 18



ACTION HE THEN BLASTS OFF A ROUND OF ELECTRICAL CHARGE.

DIAL

MUSIC/SFX

CAMERA

ACTION

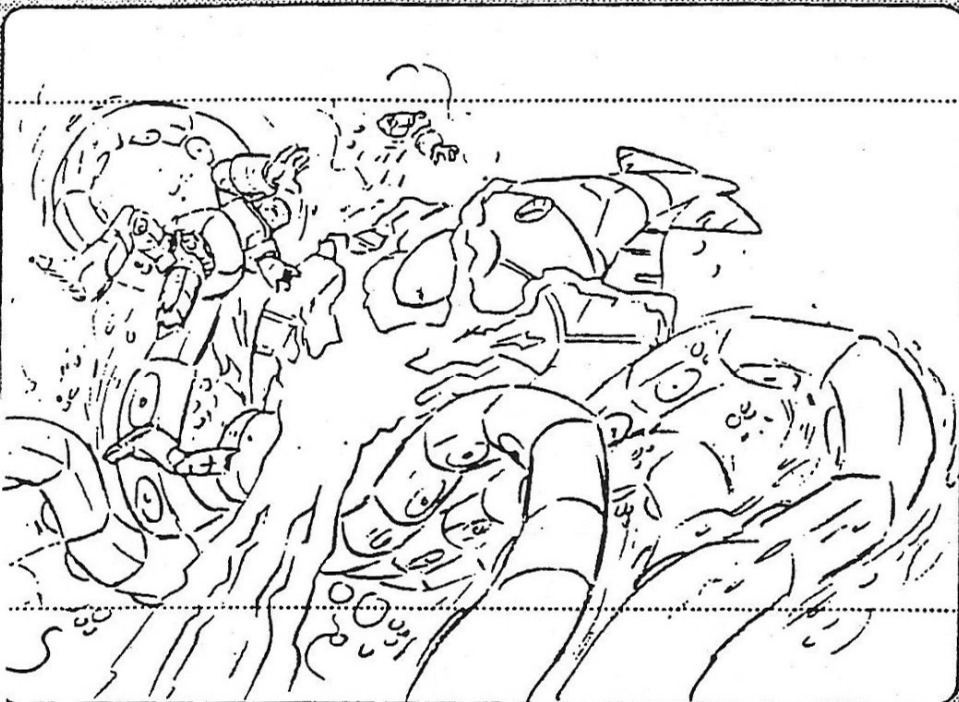
DIAL

MUSIC/SFX

CAMERA

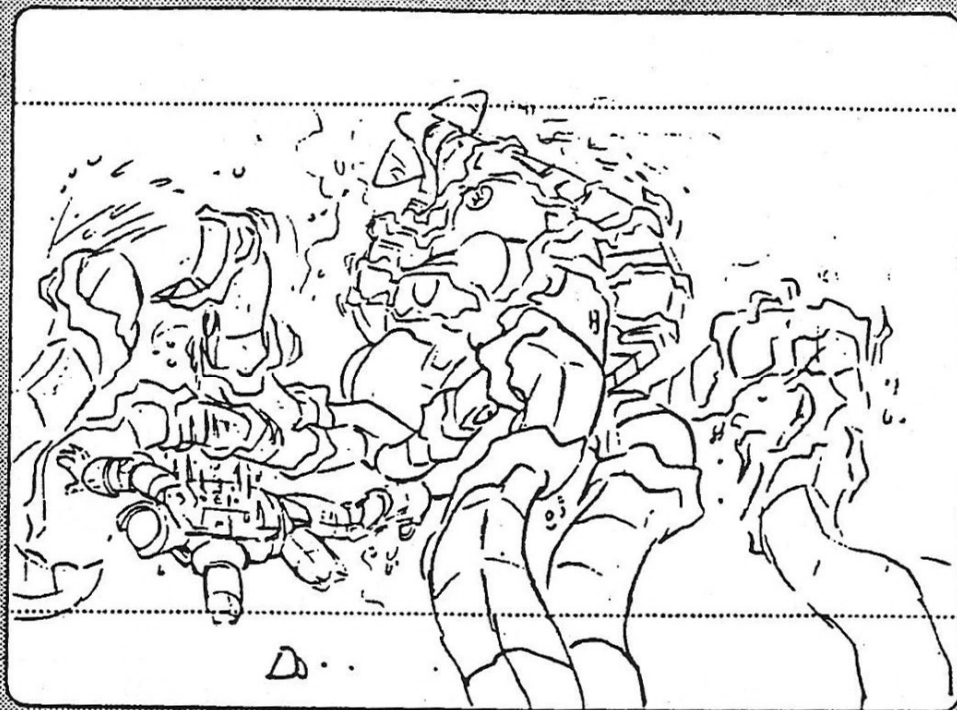


SC. 17-17



SC. CONT

SEQ. 17 Page 19



ON L.S. THE SQUID. THE CHARGES HIT THE SQUID AND SURROUND HIM.

ACTION THE SQUID THEN DROPS KUP AND SHAKES IN PAIN.

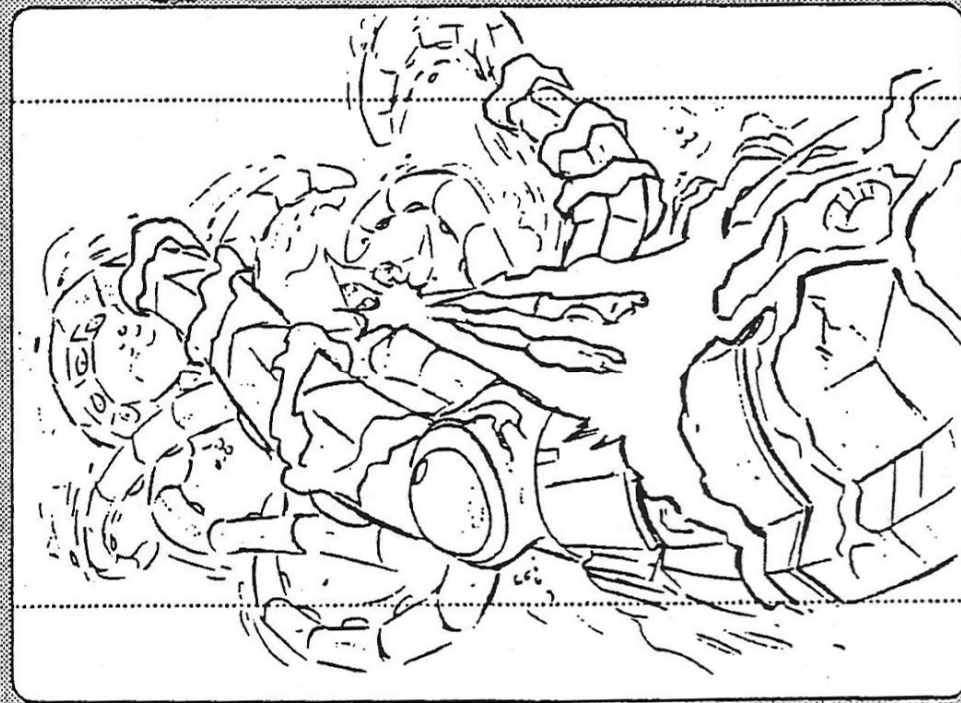
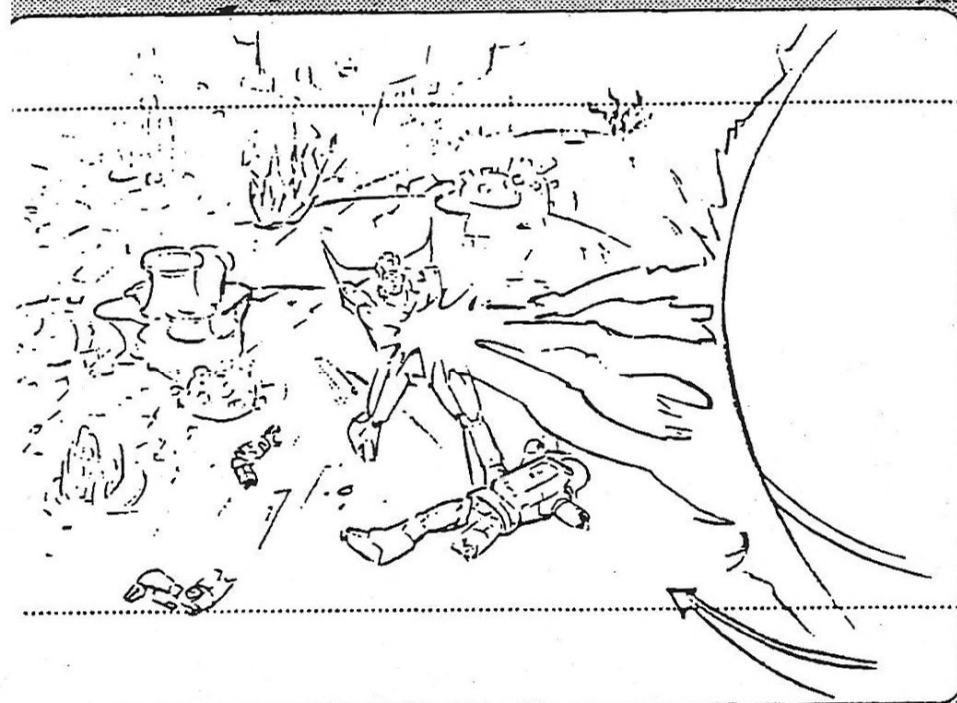
DIAL

MUSIC/SFX

SC. 17-18

SC. CONT

SEQ/7 Page 20



DP L.S. HOT ROD BLASTS AGAIN AT THE INCOMING SQUID AS IT ATTACKS HIM.

ACTION

HOT ROD CONTINUES TO BLAST AT THE BEAST AS HE MOVES CLOSER.

DIAL

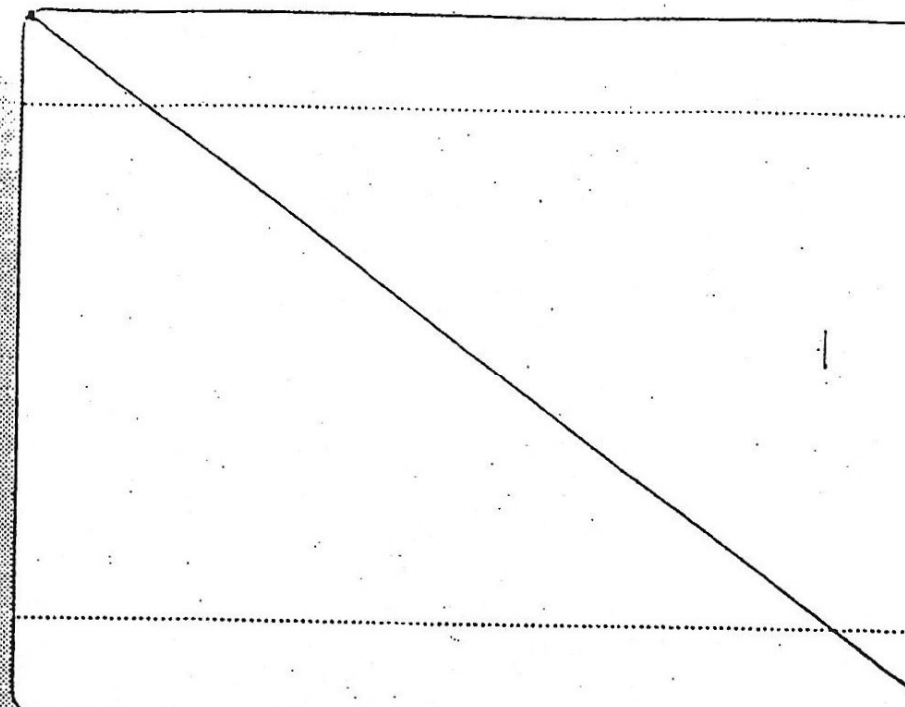
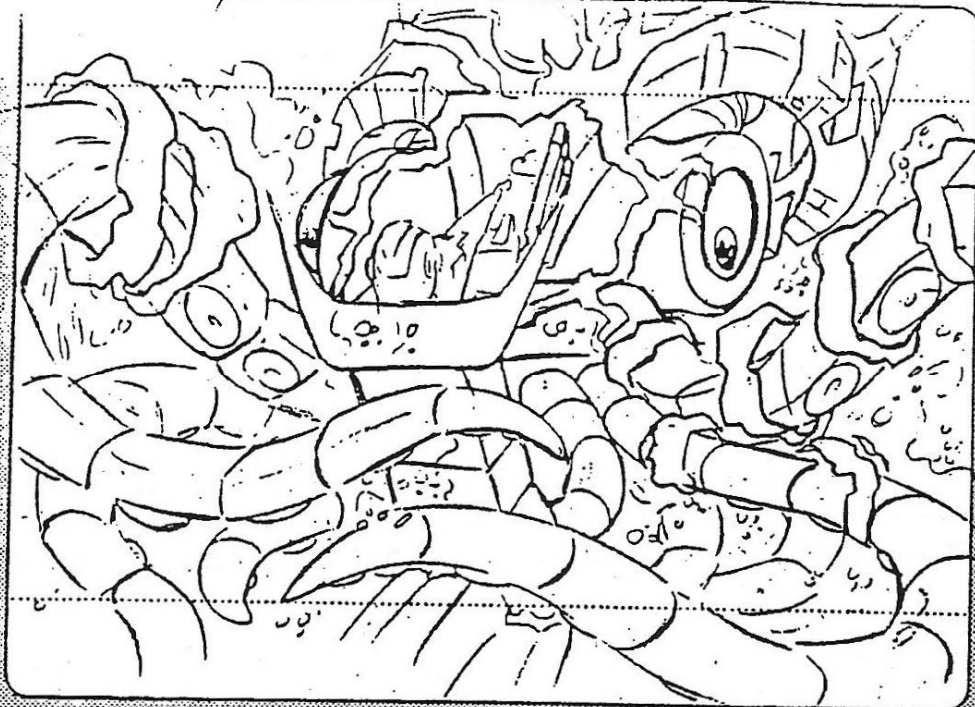
MUSIC/SFX

CAMERA

/SFX

SC. 12-19

21



ACTION M.S. HOT ROD AND THE SQUID. THE SQUID GETS CLOSE ENOUGH.  
AND STARTS TO WIND HIS TENTACLES AROUND HOT ROD.

DIAL

MUSIC/SFX

CAMERA

ACTION

DIAL

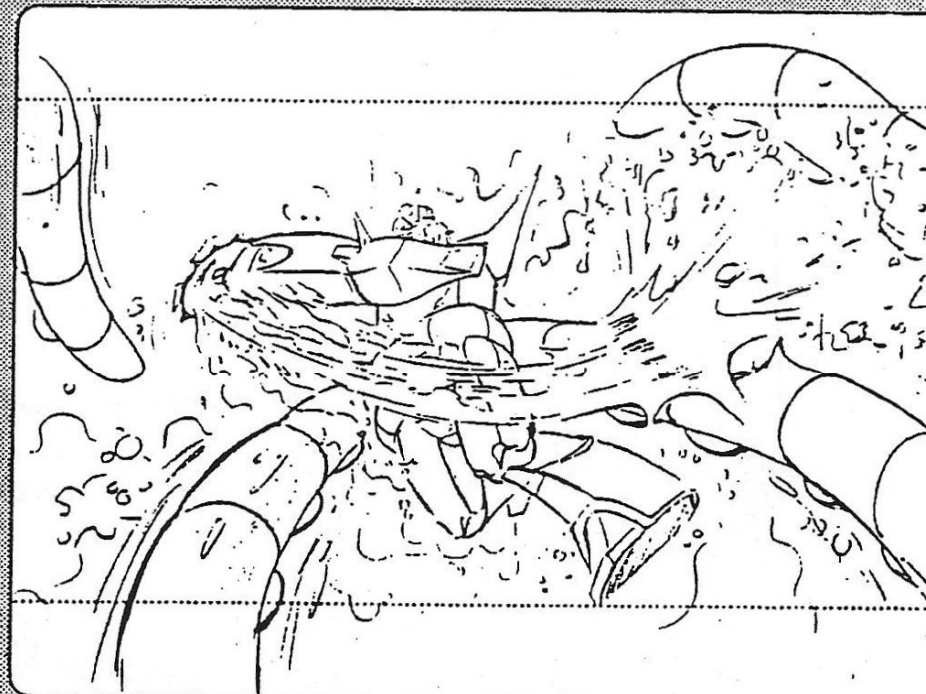
MUSIC/SFX

CAMERA

SC. 17-20

SG-CONT

SEQ. 17 Page 22



ACTION M.L.S. HOT ROD. THE SQUID GRABS HOT ROD AND LIFTS HIM UP AS HE TRANSFORMS HIS HAND BACK INTO BUZZ SAW ...

DIAL

MUSIC/SFX

CAMERA

ACTION ... USING IT TO CHOP AT THE TENTACLE OF THE SQUID.

DIAL

MUSIC/SFX

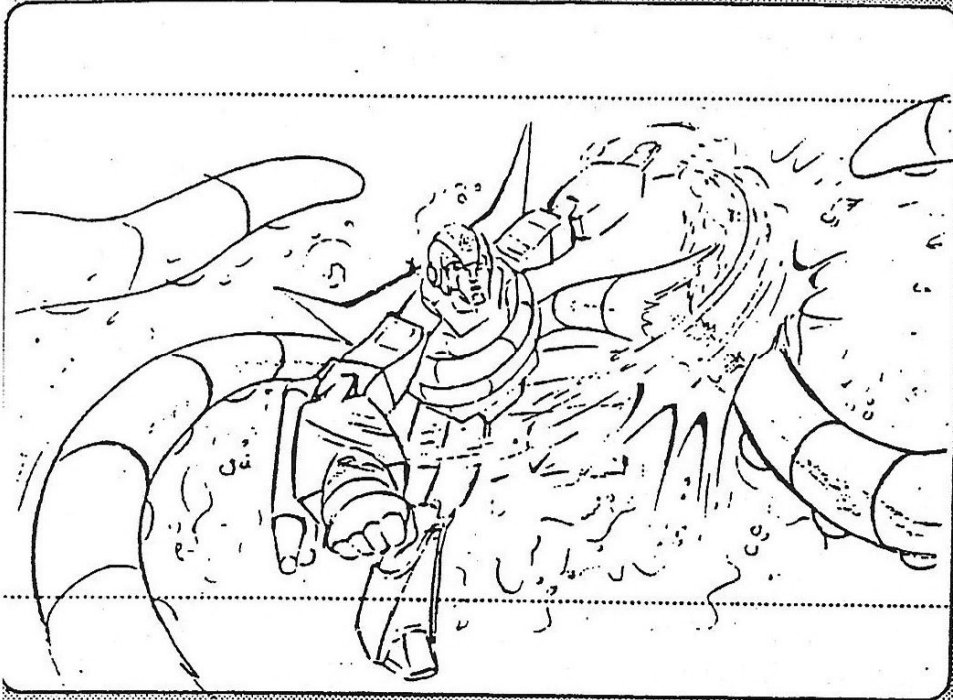
CAMERA

RAW

From animation for Project Bluebird and Roundup

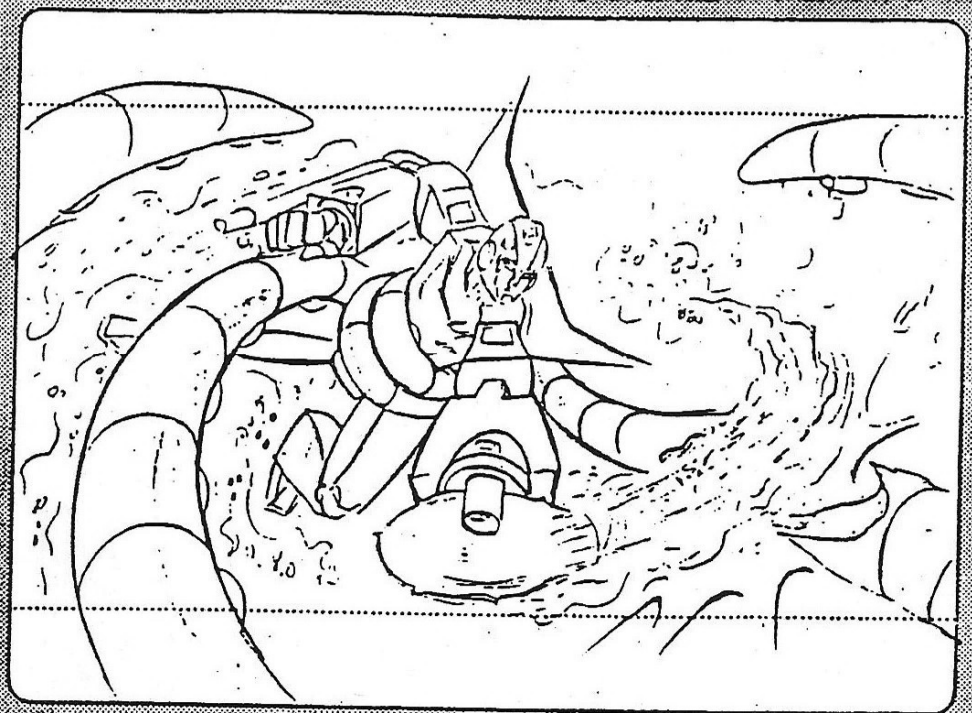


SC. CONT 17-20



SC. CONT

SEQ. 17 Page 23



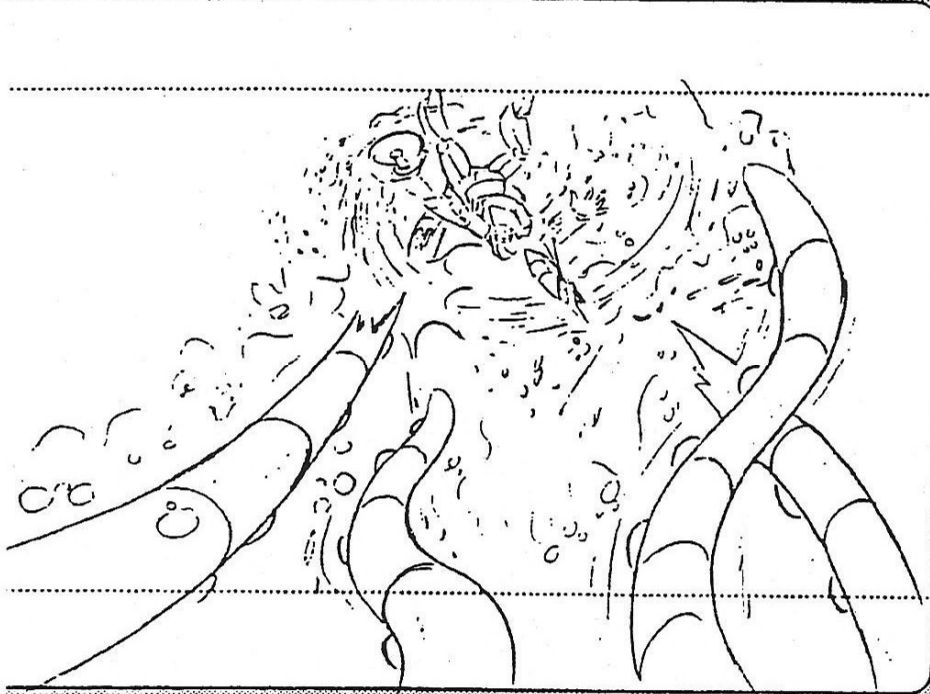
ION HOT ROD TAKES ANOTHER SWING...

ACTION ...AND ON THE THIRD ATTEMPT SLICES THRU, SEVERING THE TENTACLE

DIAL

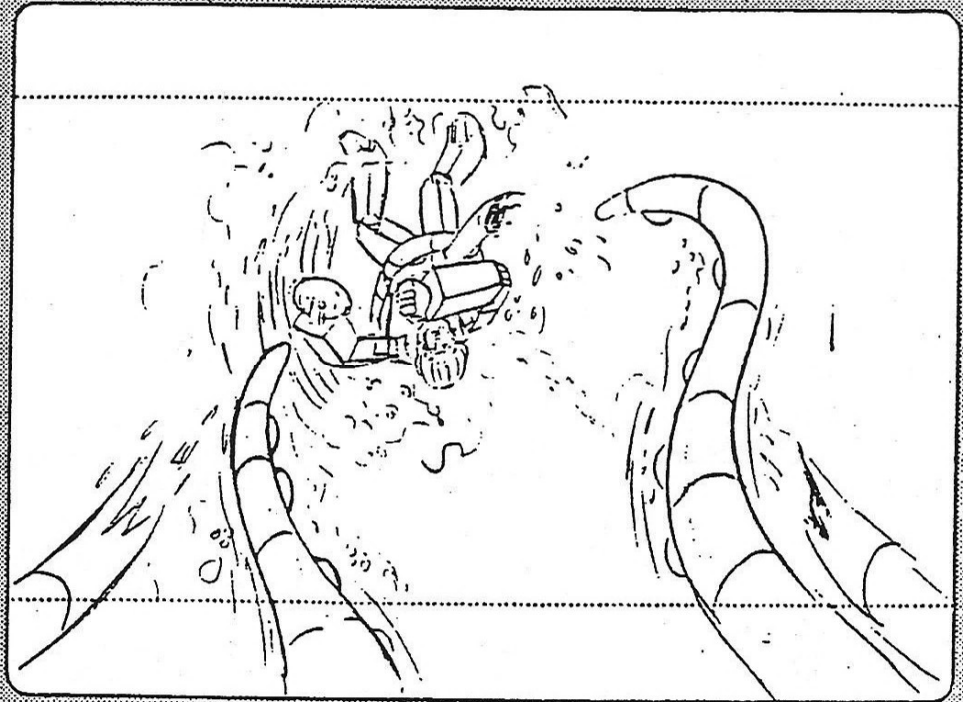
MUSIC/SFX

3C. CONT 17-20



SC. CONT

SEQ. 17 Page 24



IN FOLLOWING THRU AND CUTTING THE SECOND TENTACLE.

ACTION

FREE OF THE SQUID'S GRIP HOT ROD BEGINS TO FALL AS TWO MORE  
TENTACLES COME IN . . .

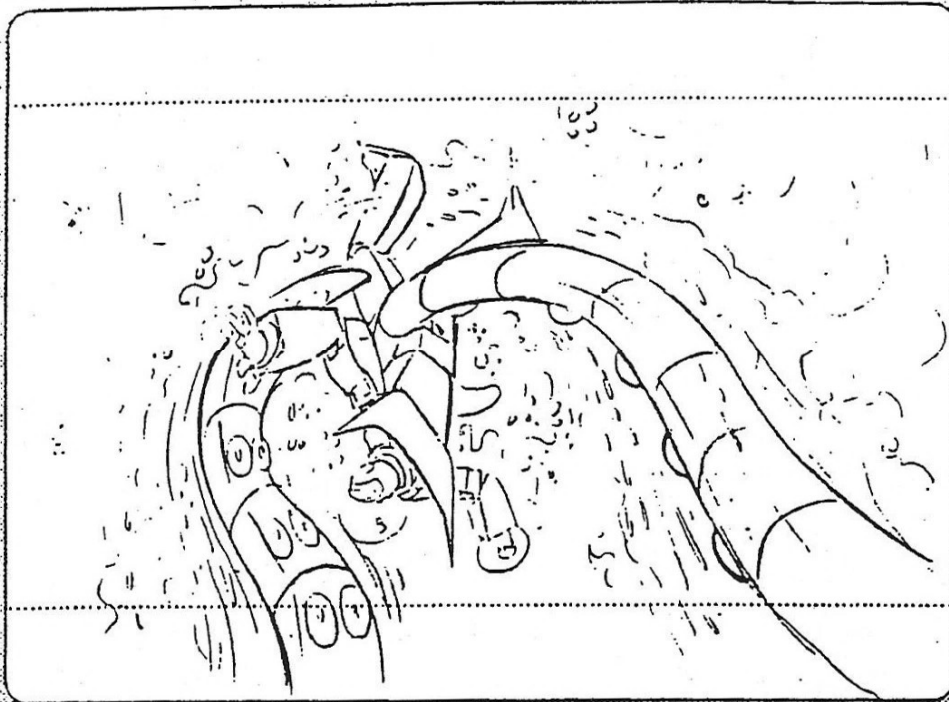
DIAL

MUSIC/SFX

CAMERA

/SFX

SC. CONT 17-20



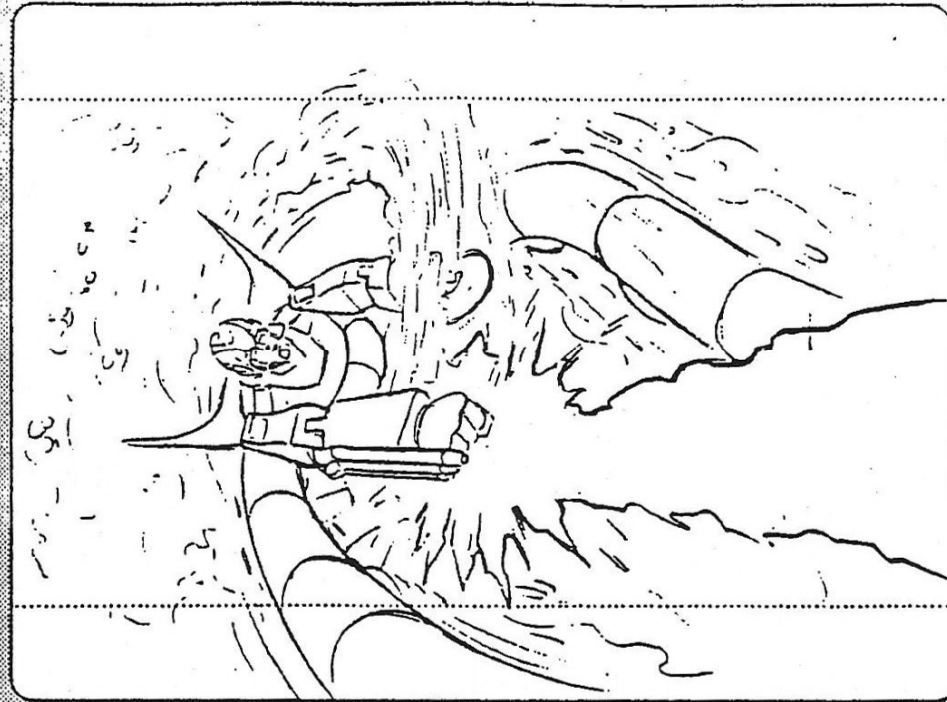
ACTION SNATCHING HIM UP BEFORE HE GETS AWAY.

DIAL

MUSIC/SFX

SC. CONT

SEP. 17 Page 25

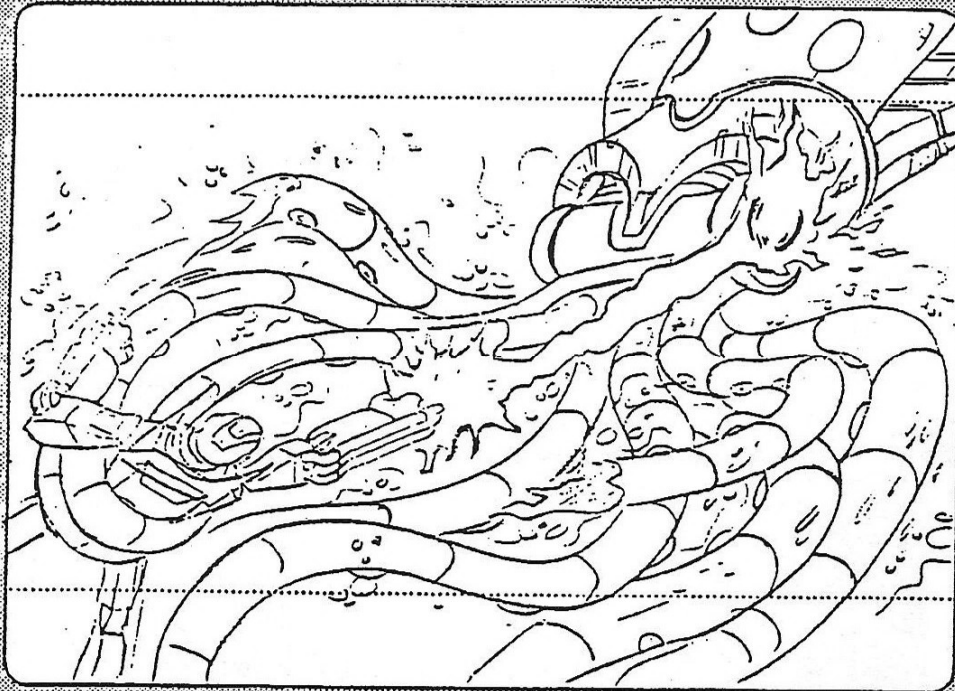


ACTION HOT ROD SPINS AROUND IN THE SQUID'S GRIP AND FIRES OFF ANOTHER BLAST.

DIAL

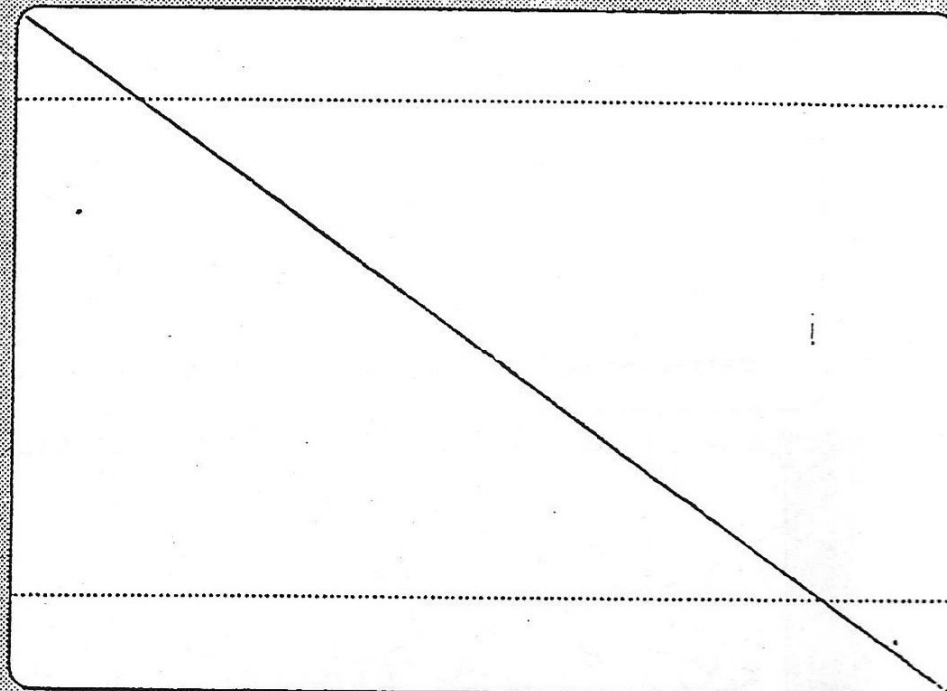
MUSIC/SFX

SC. 17-2-1



SC.

SF01/7 Page 26



ACTION L.S. HOT ROD AND THE SQUID. HOT ROD'S BLAST HITS THE SQUID DIRECTLY IN THE EYE.

DIAL

MUSIC/SFX

CAMERA

ACTION

DIAL

MUSIC/SFX

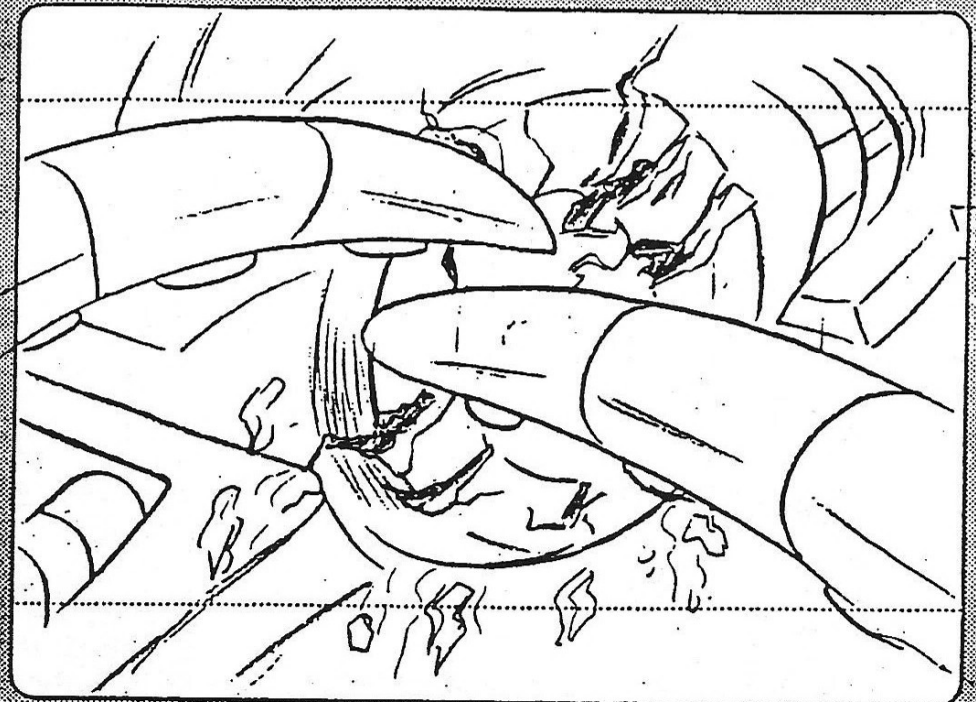
CAMERA



SC. 17-21A

SC. CONT

SF0.17 Page 27



ON X.C.U. THE SQUID'S EYE. THE BLAST RIPS UP THE ENTIRE EYE AREA.

ACTION THE SQUID IMMEDIATELY REACTS, GRABS HIS EYE WITH HIS TENTACLES.

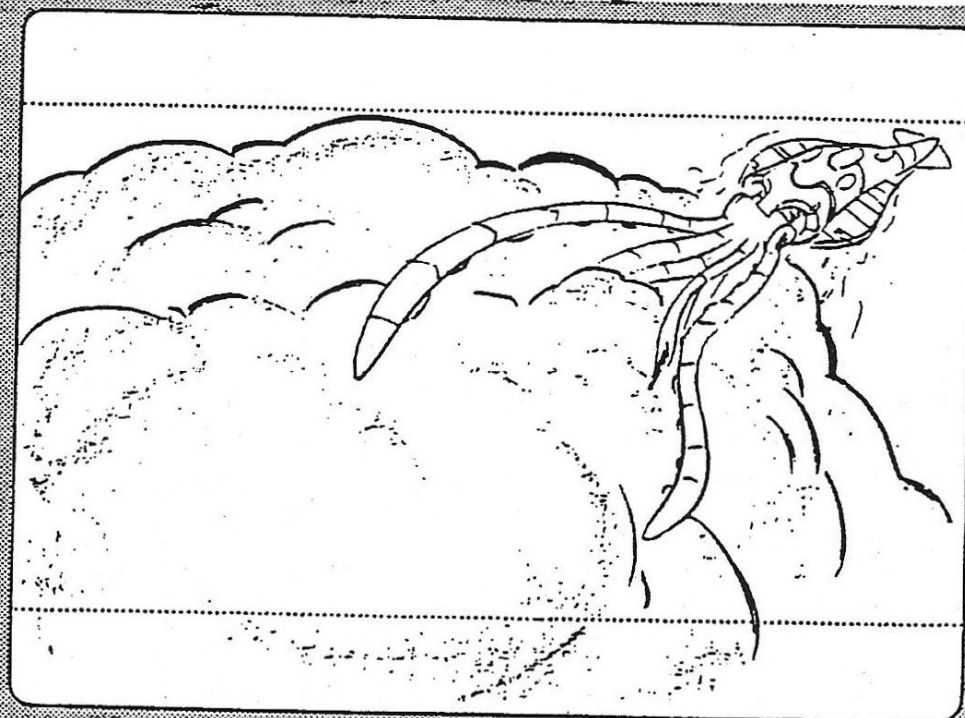
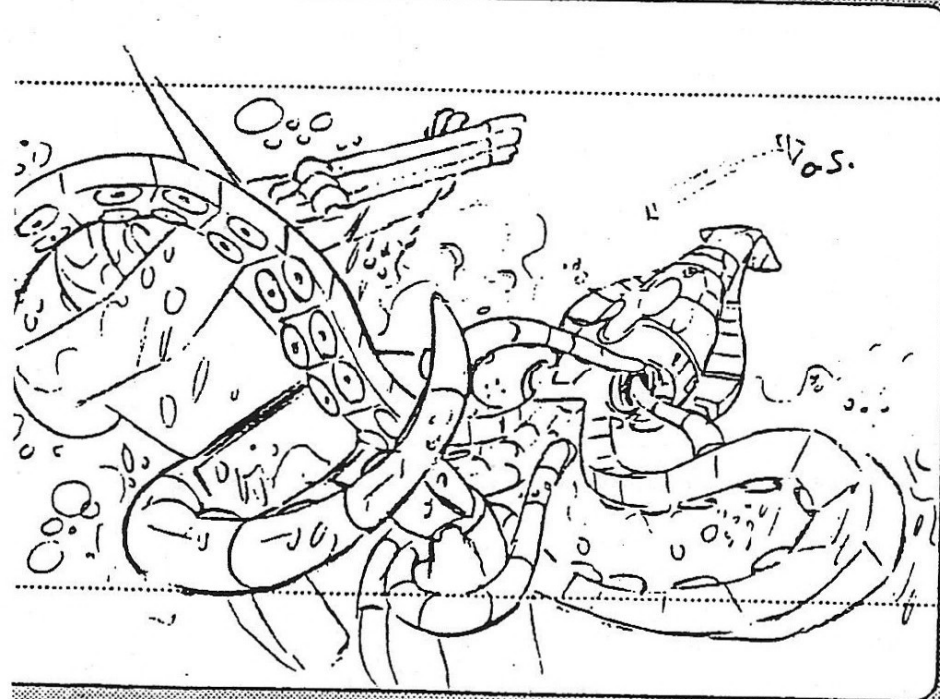
DIAL

MUSIC/SFX

SC. 17-21B

SC. CONT

SEQ. 17 Page 28



4. X.L.S. HOT ROD AND THE SQUID. THE SQUID LOOSENS HIS GRIP ON HOT ROD. HE BEGINS TO RETREAT O.S...

ACTION

... LEAVING BLACK INK TO FILL THE SCREEN

DIAL

MUSIC/SFX

CAMERA

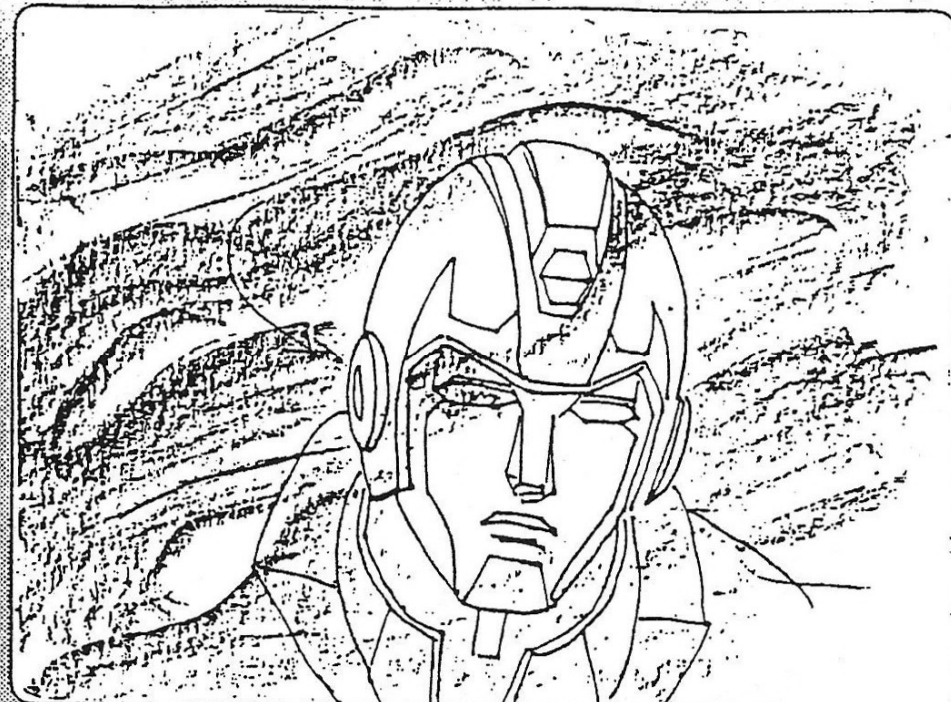
SFX

SC. 19-22



SC. CONT

27.17 Page 29



ACTION M.S. HOT ROD. HE APPEARS OUT OF THE INK . . .

DIAL

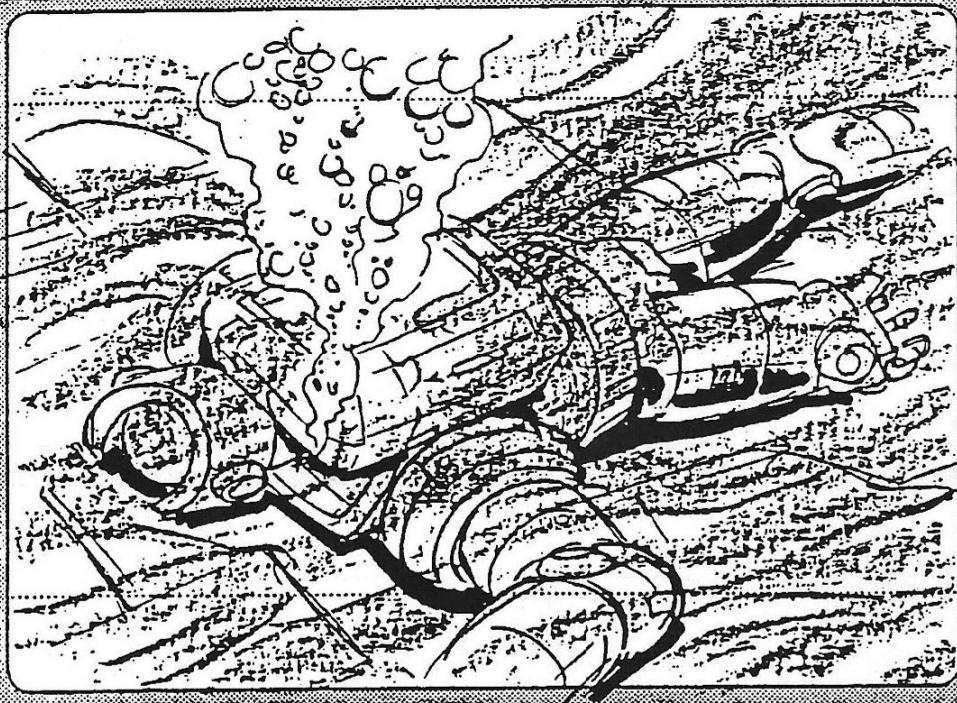


ACTION . . . AND WALKS TOWARD THE CAMERA. FOCUSING ON THE GROUND.

DIAL

MUSIC/SFX

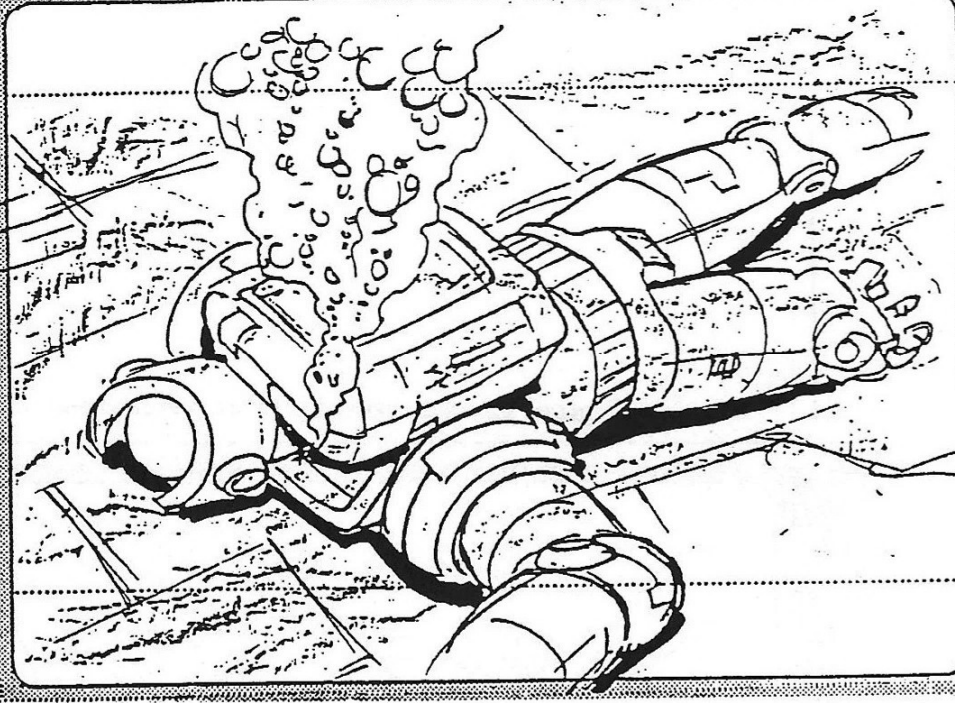
SC. 17-23



SC. CONT.

SEQ. 17

Page 29A



ACTION M.S. KUP. AS THE INK CLEARS, WE CAN SEE KUP.

DIAL

MUSIC/SFX

CAMERA

ACTION HE LIES FACE DOWN, MOTIONLESS, BUBBLES RISE FROM HIS HEAD.

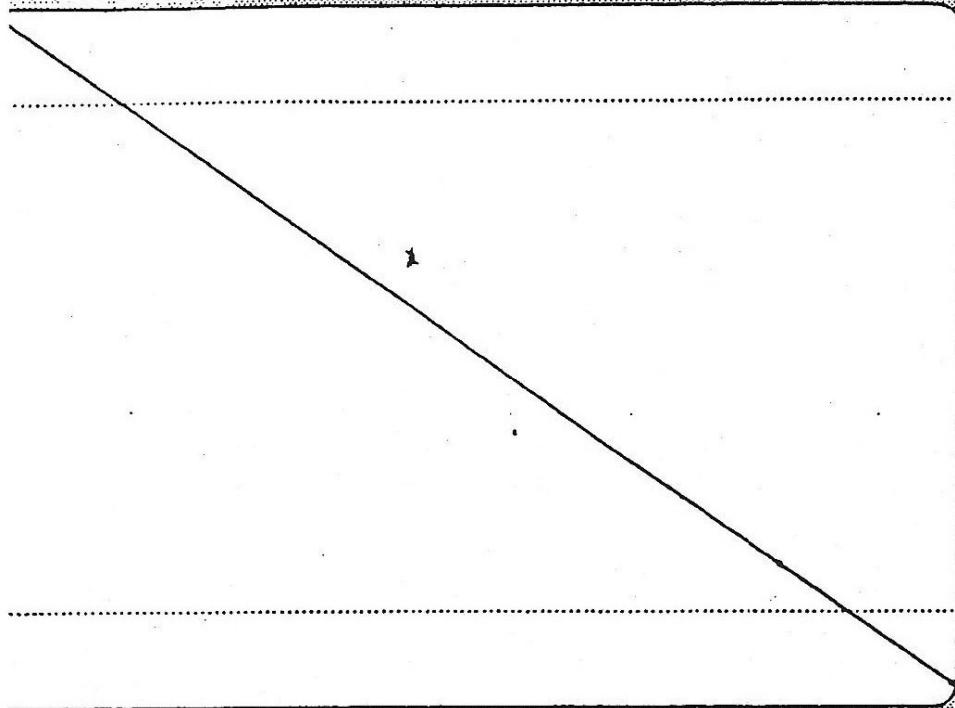
DIAL

MUSIC/SFX

CAMERA



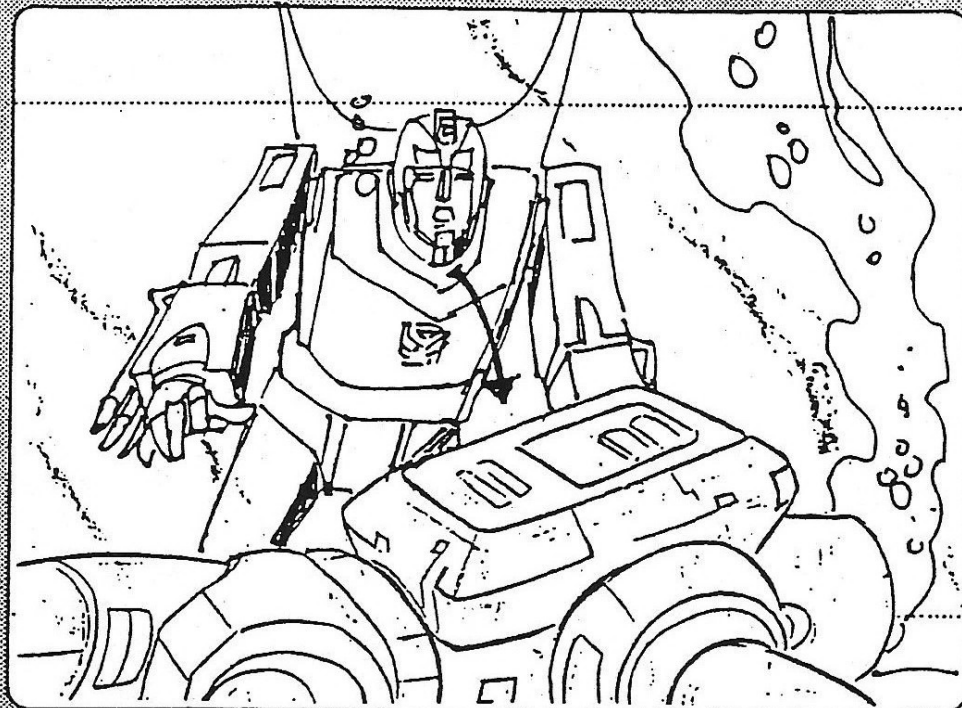
SC. 17-23



SC. 17-24

820.17

Page 30



IN

ACTION M.L.S. HOT ROD AND KUP. KNEELING DOWN HOT ROD MOVES CLOSER TO KUP.

DIAL HOT ROD Kup!

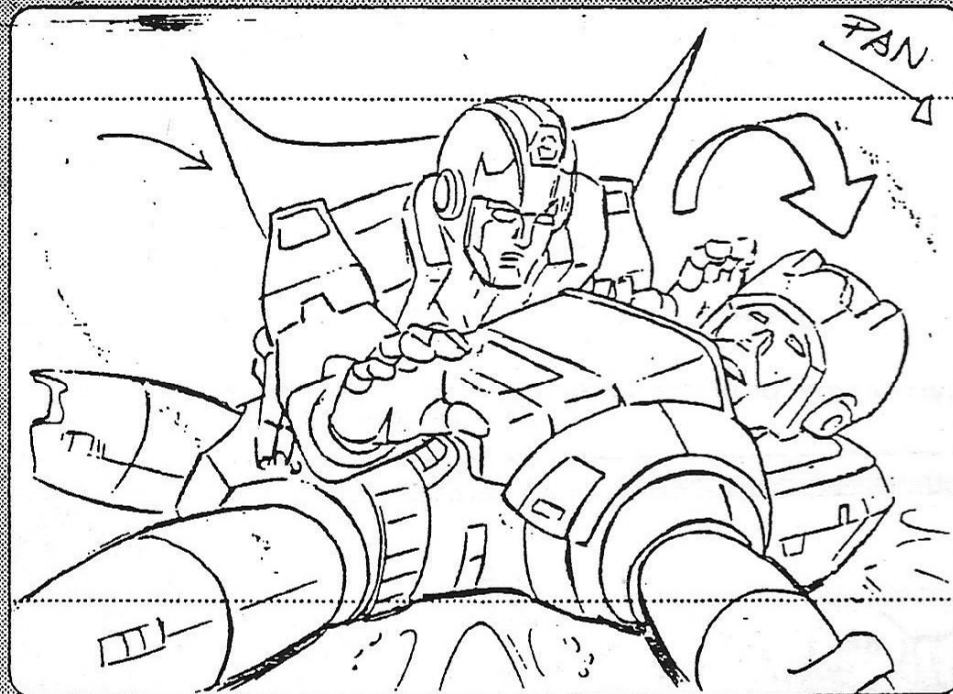
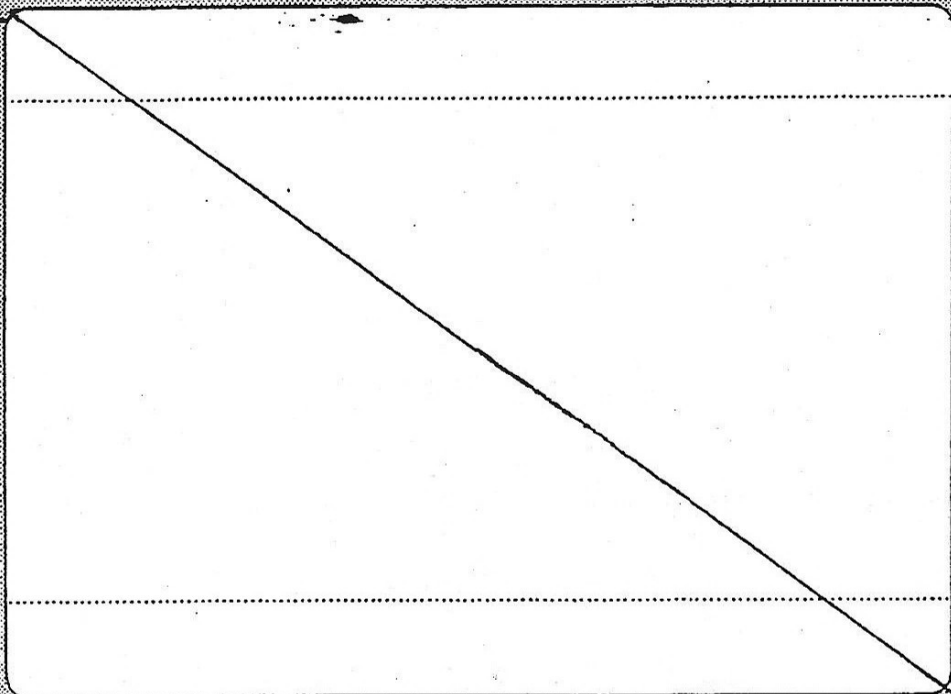
MUSIC/SFX

SC.

SC. CONT 17-24

SEQ.17

Page 31



ACTION

DIAL

MUSIC/SFX

CAMERA

ACTION - HOT ROD ROLLS KUP OVER.

DIAL HOT ROD Talk to me!

MUSIC/SFX

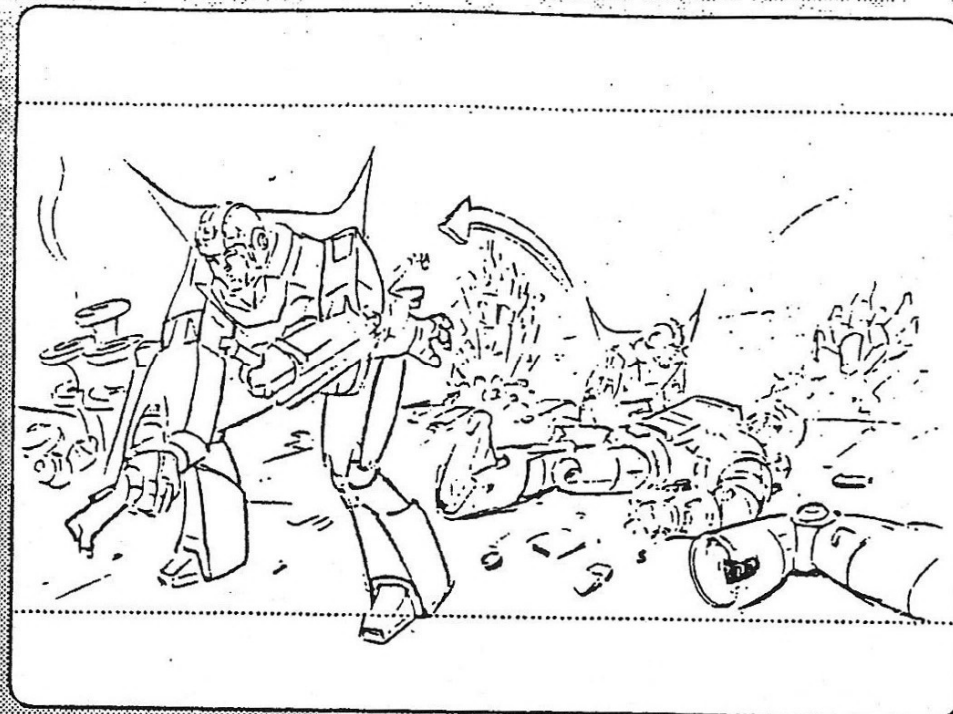
CAMERA

SC. 17-25



SC. 17-26

SEQ. 17 Page 52



ACTION C.U. KUP. HIS EYES OPEN. THEY LOOK GRAY THEN THEY CHANGE TO AUTOBOT BLUE. HE THEN SPEAKS.

DIAL KUP Fix me!

MUSIC/SFX

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION X.L.S. HOT ROD AND KUP.  
HOT ROD GETS UP AND PROCEEDS TO GATHER UP ALL OF KUP'S PIECES.

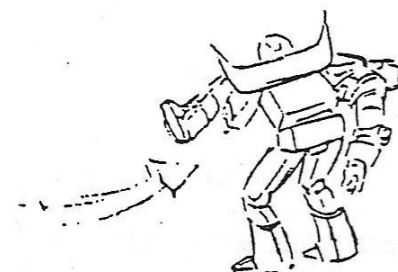
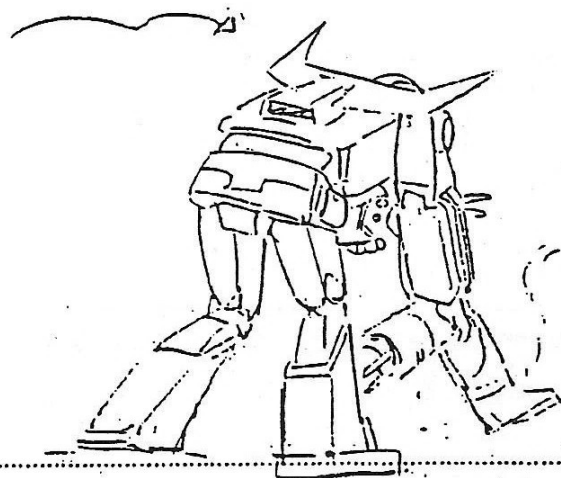
DIAL HOT ROD Sure, Kup....right away!

MUSIC/SFX

SC. CONT 17-26

SC. CONT

SEQ. 17 Page 33



ACTION

DIAL

MUSIC/SFX

CAMERA

ACTION

HE THEN PICKS UP KUP...

DIAL

MUSIC/SFX

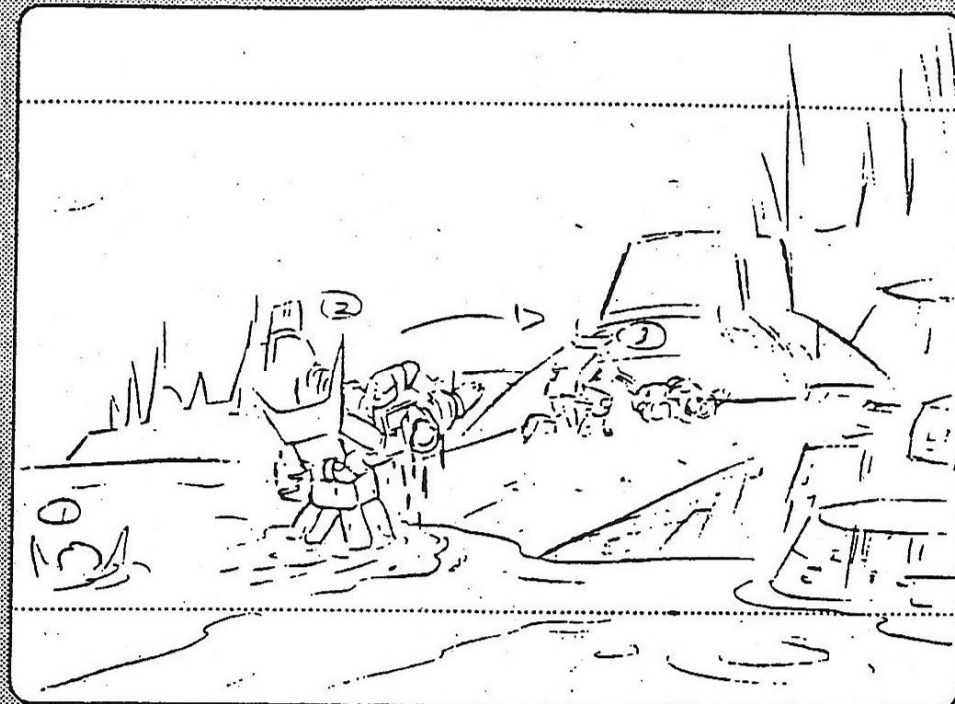
CAMERA



SC. CONT 17-26

SC. 17-27

SEQ. 17 Page 34



IN

...AND CARRIES HIM AND PIECES O.S.

ACTION

X.L.S. THE SHORE OF THE ENERGY SEA. AS HOT ROD CARRIES KUP OUT AND PLACES HIM DOWN ON THE GROUND.

DIAL

MUSIC/SFX

CAMERA

/SFX

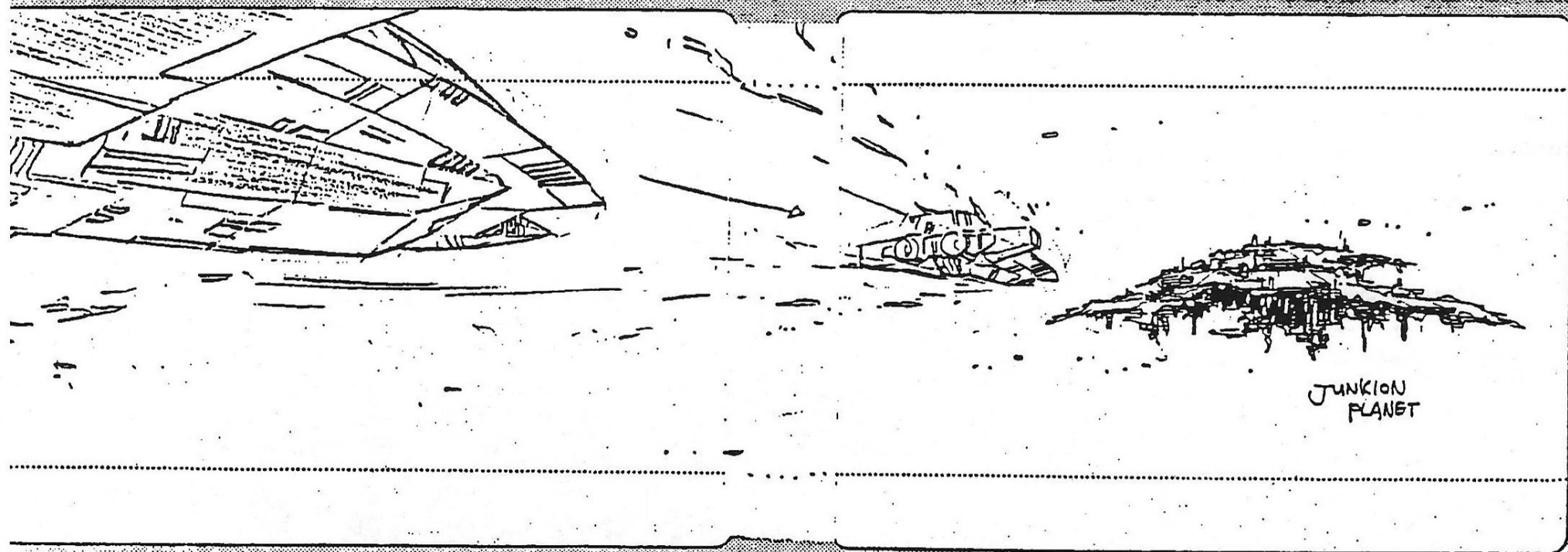
SC. 18-1

START

FOLLOW  
PAN

STOP

SEQ. 18 Page 1



ON M.S. AUTOBOT SPACE SHUTTLE FLYING THROUGH OUTER SPACE. WE PAN WITH IT AS IT...

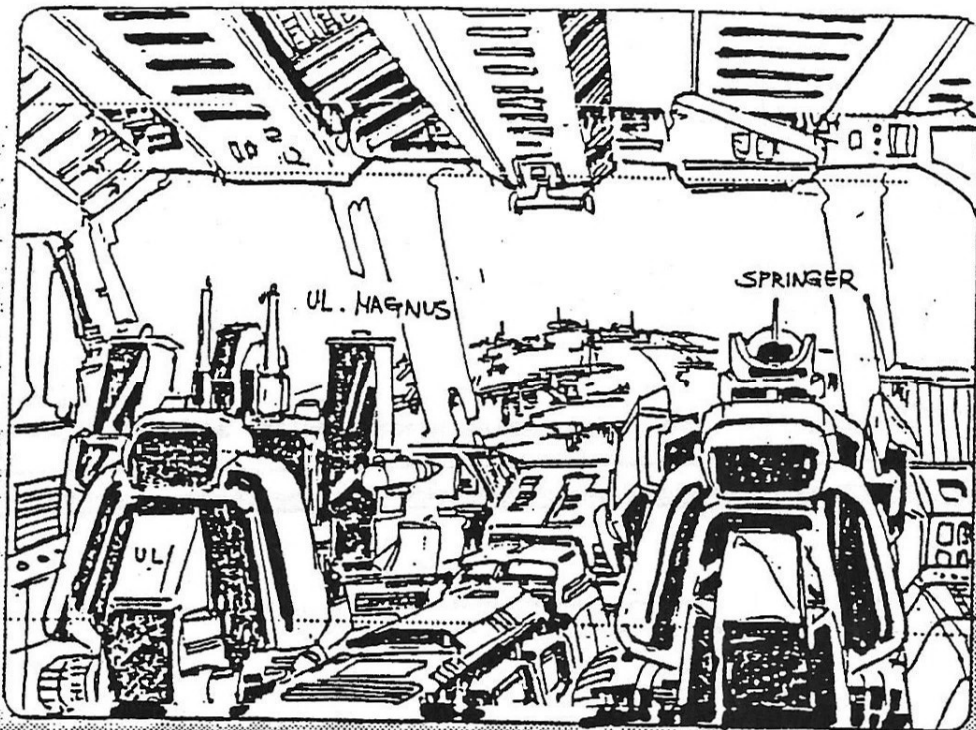
ACTION ...APPROACHES THE JUNKION PLANES WHICH WE SEE IN THE DISTANCE.

DIAL

MUSIC/SFX

CAMERA

SC. 18-2



ACTION M.S. ULTRA MAGNUS AND SPRINGER INSIDE THE COCKPIT OF THE SHUTTLE. JUNKION CAN BE SEEN IN THE DISTANCE, THROUGH THE WINDSHIELD.

DIAL

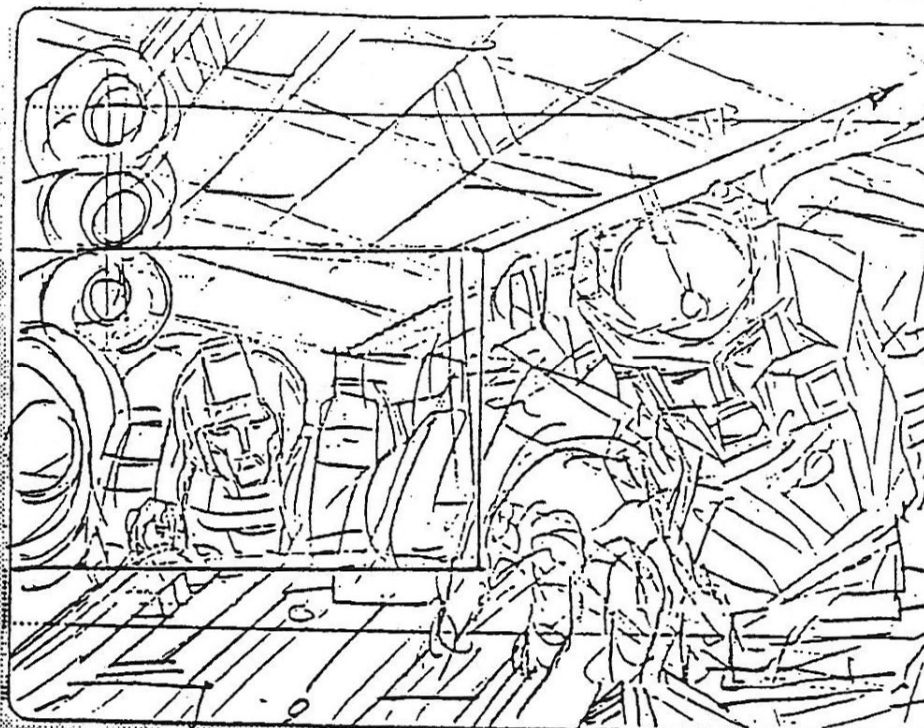
MUSIC/SFX

IFRAW

From Generation 1 to Beast Hunters and Beyond!!!!

SC. 19-3

SEQ. 19-3



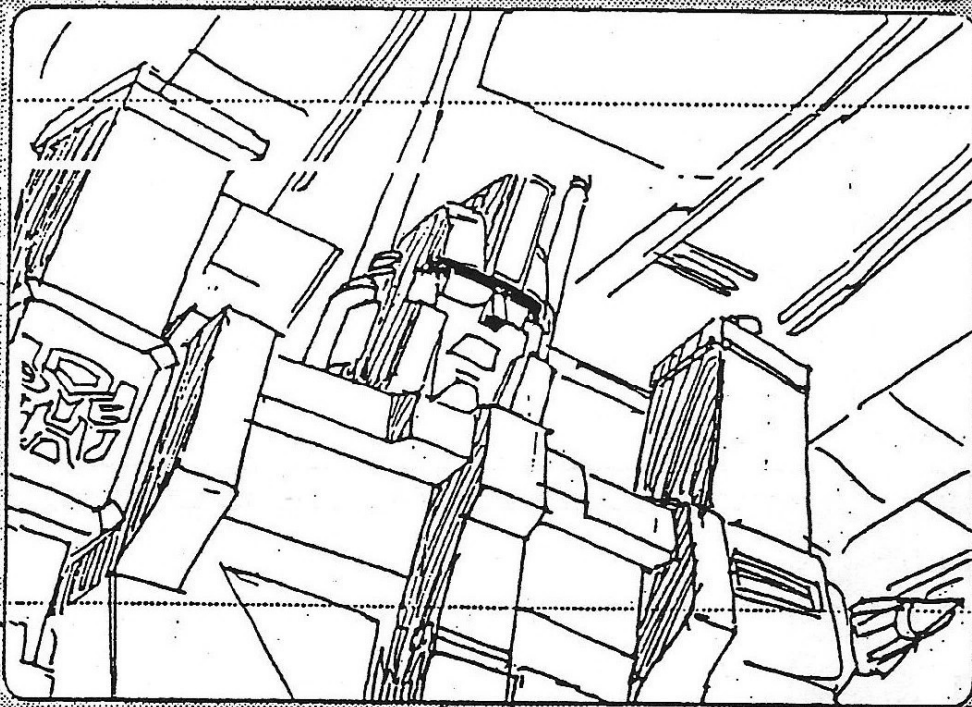
ACTION M. SHOT, DANIEL, ARCEE AND SPRINGER.

DIAL DANIEL Where are we, Springer?

SPRINGER The place where everything ends up after you throw it out.

MUSIC/SFX

SC. 18-4



ACTION M.C.U. ULTRA MAGNUS. HE GIVES COMMANDS TO THE OTHERS TO GET READY TO CRASH LAND.

DIAL ULTRA MAGNUS  
Brace for impact!

MUSIC/SFX

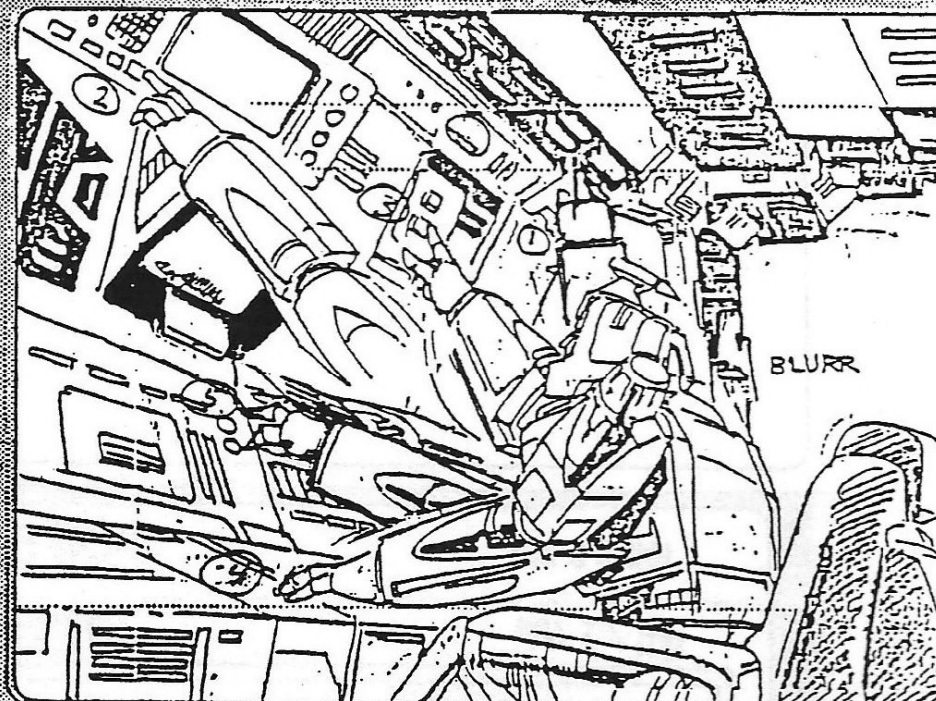
CAMERA

SC. 18-5

SEQ. 18

Page

3



ACTION M.S. BLURR. HE OPERATES VARIOUS CONTROLS ON THE PANEL IN FRONT OF HIM.

DIAL

MUSIC/SFX

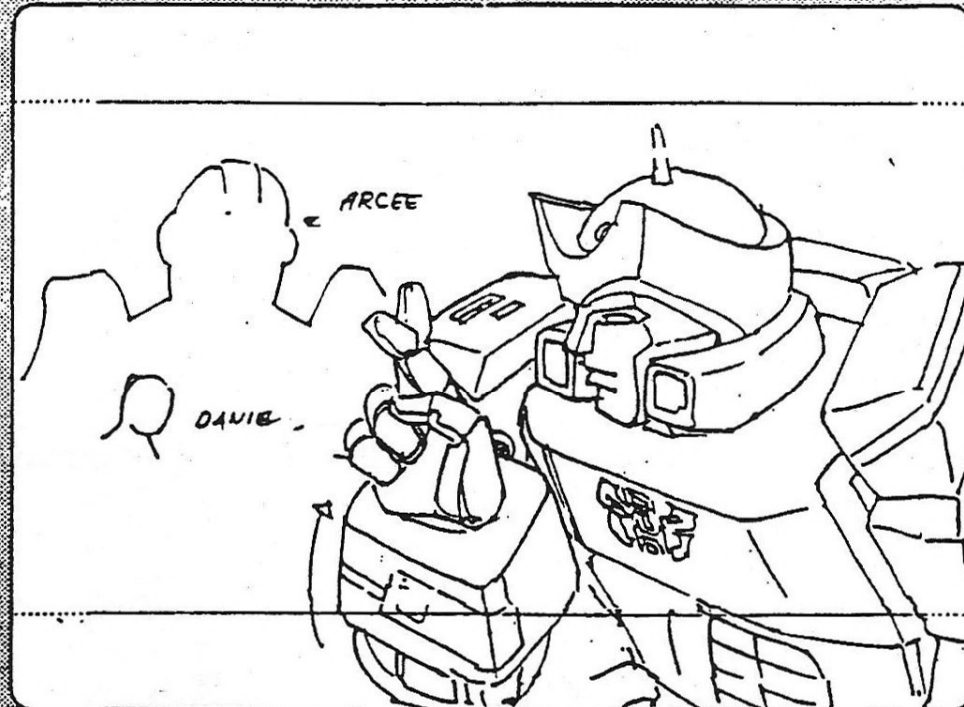
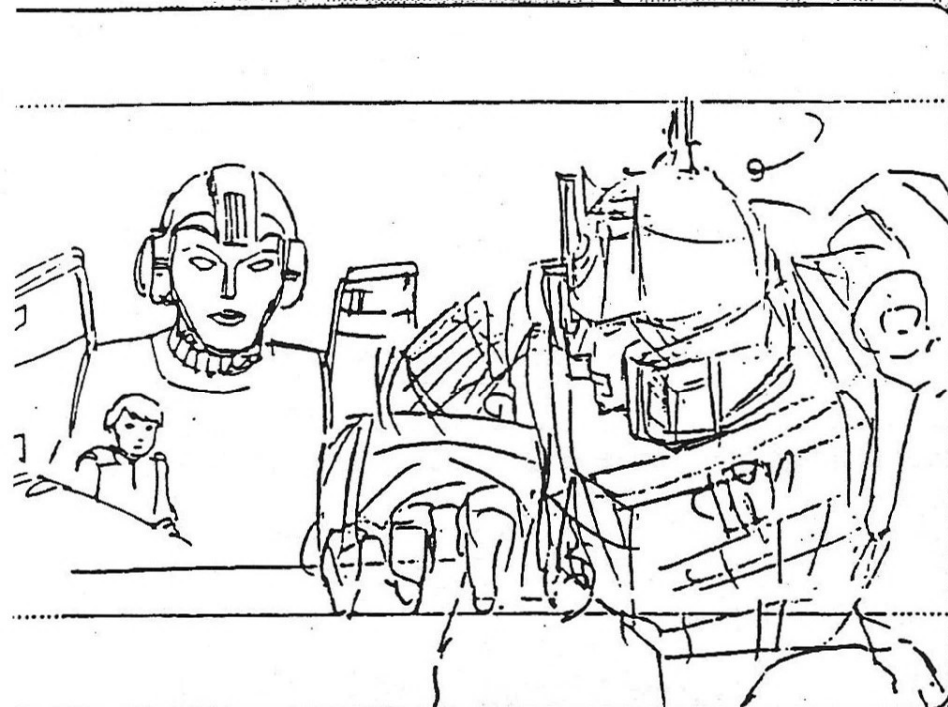
CAMERA



C. 18-6

SC. CONT

SEQ. 18 Page 4



N M.S. SPRINGER, ARCEE AND DANIEL. SPRINGER TURNS TO LOOK AT ARCEE.

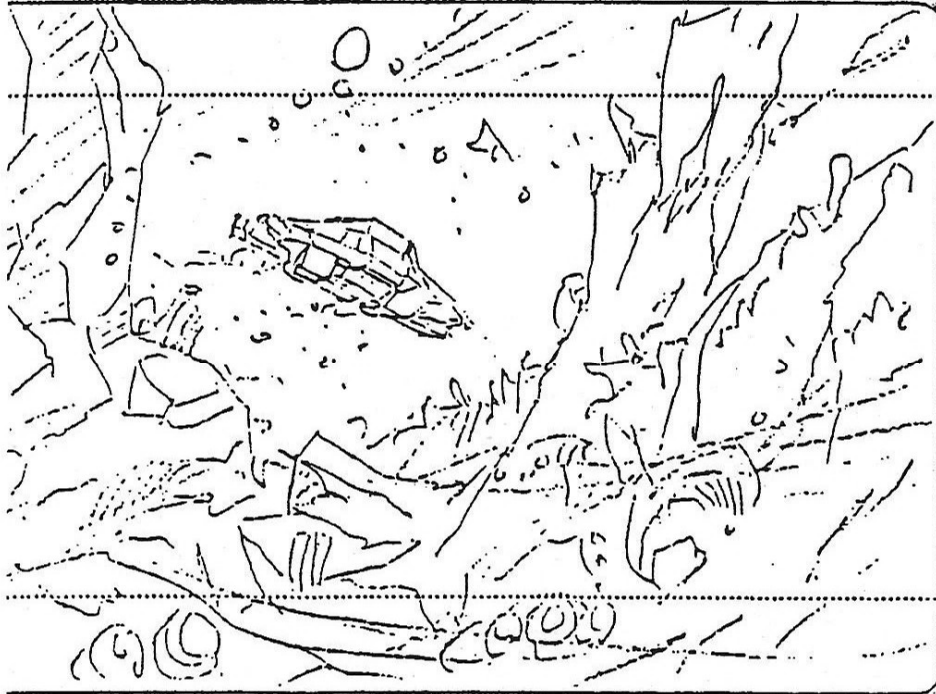
ACTION

...THEN CROSSES HIS FINGERS FOR LUCK.

DIAL

MUSIC/SFX

SC. 18-7



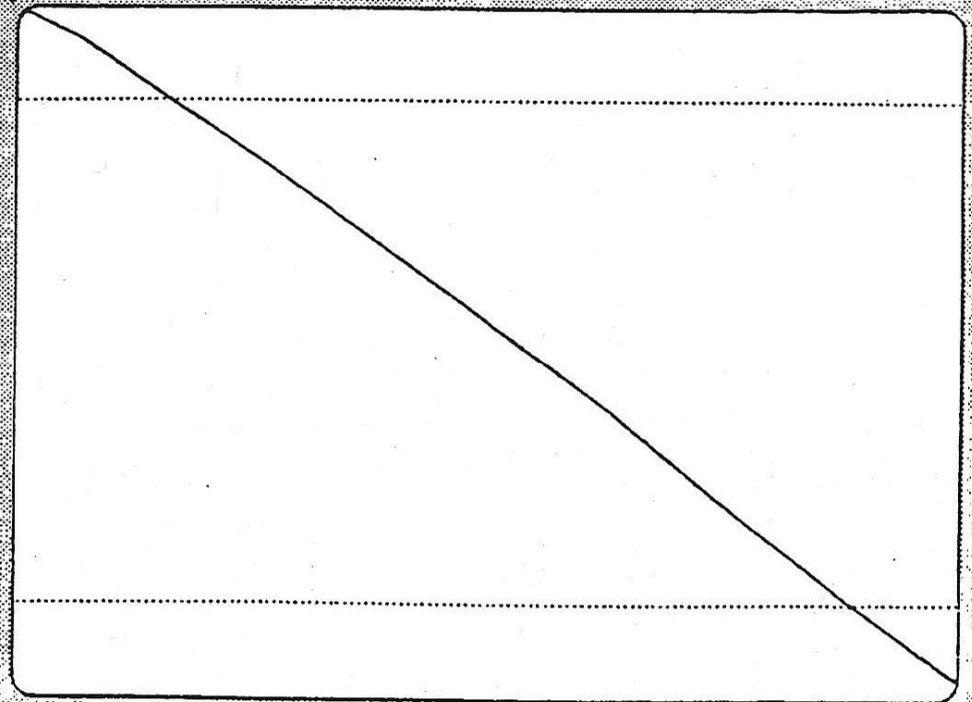
SC.

SEQ

18.

Page

5



" L.S. THE AUTOBOT SHUTTLE. IT CLOSES IN ON THE JUNKION PLANET  
ONLY FEET BELOW.

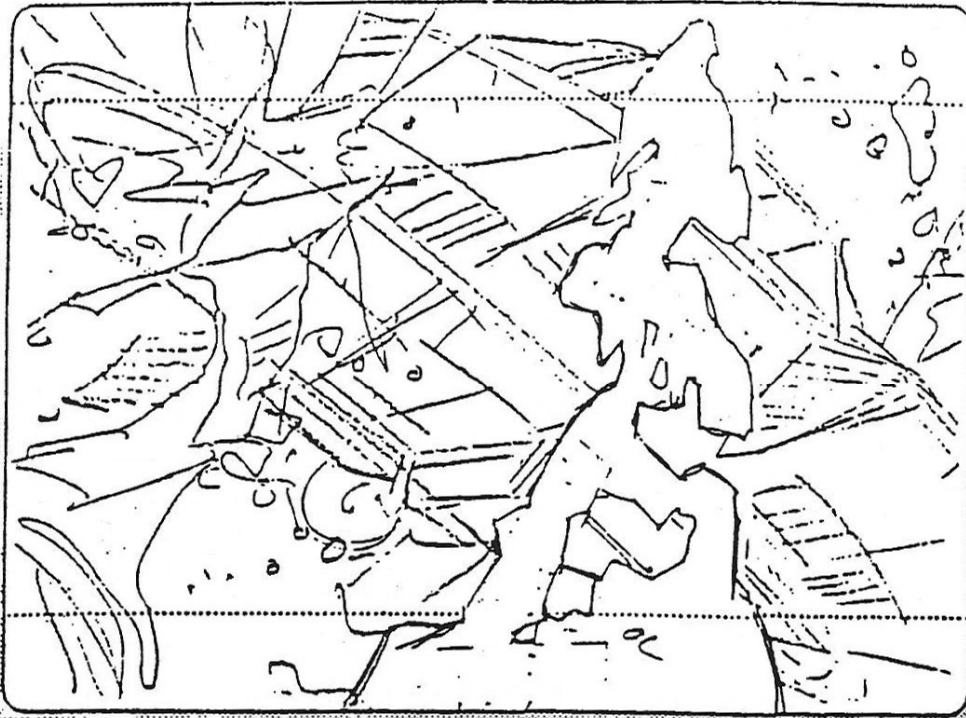
ACTION

DIAL

MUSIC/SFX

CAMERA

SC. CONT. 6-7



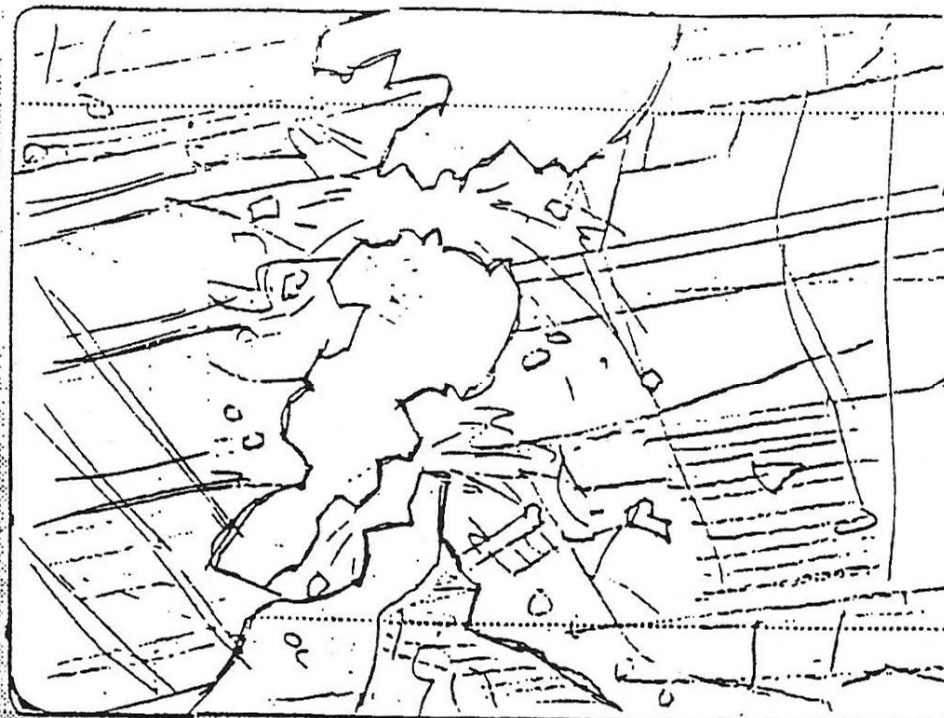
ACTION ...IT FLIES CLOSE PAST THE CAMERA. AS IT PASSES IN, HITS A JUNK PINNACLE...

DIAL

MUSIC/SFX

**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

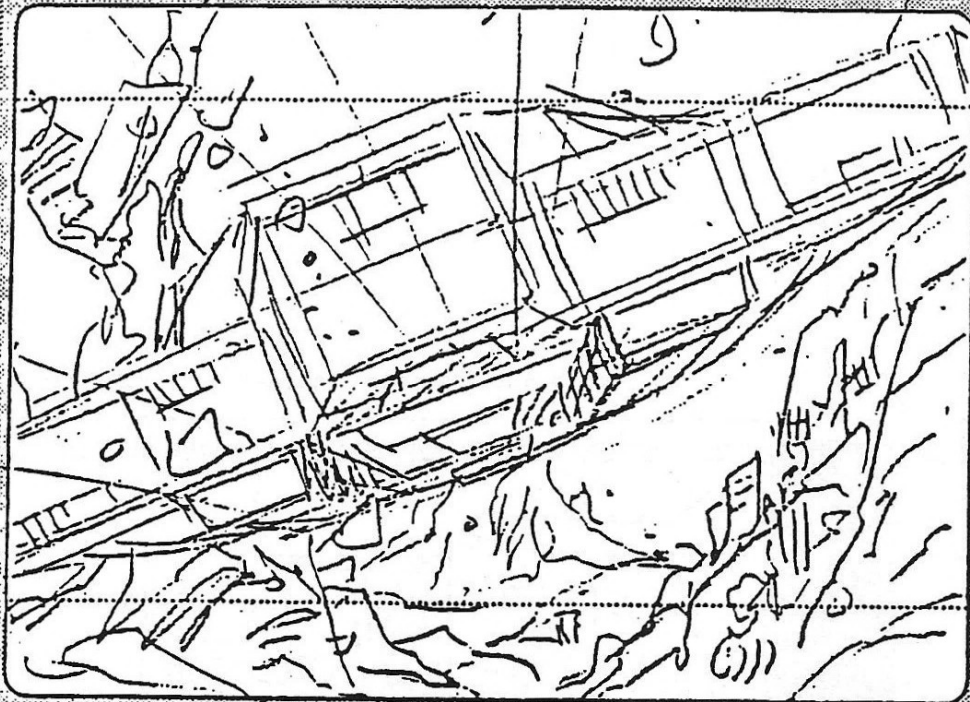


ACTION ...SENDING PIECES OF JUNK FLYING. THE IMPACT ROCKS THE SHIP WHICH CONTINUES TO FLY THROUGH SCENE.

DIAL

MUSIC/SFX

SC. CONT 18-7



ACTION M.L.S. THE AUTOBOT SHUTTLE. IT SPEEDS AWAY FROM CAMERA. HEADING DOWN TOWARD THE PLANET'S SURFACE...

DIAL

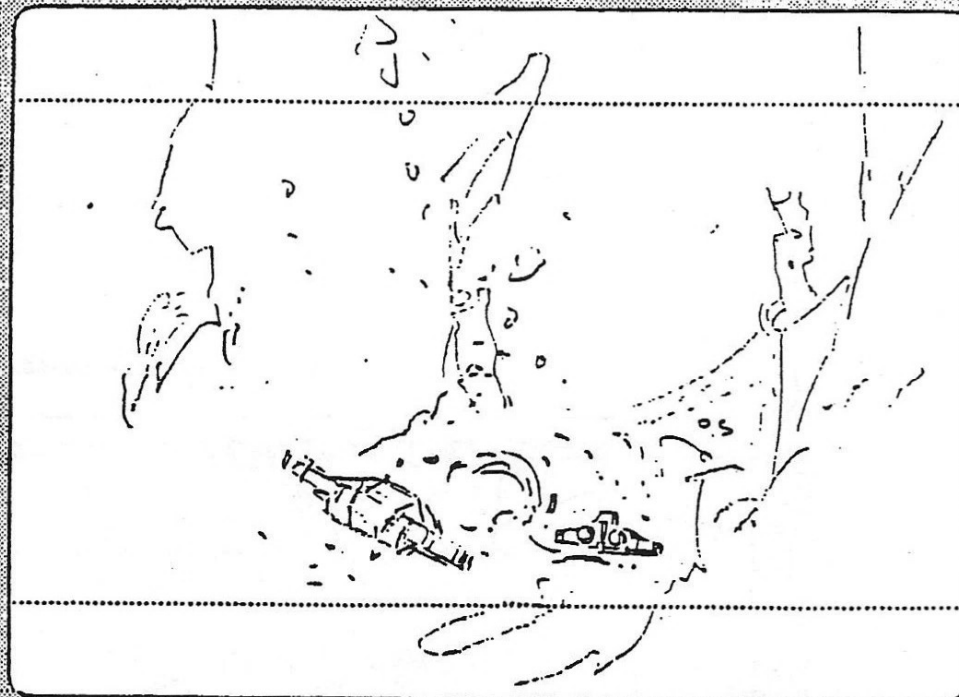
MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

SEQ. 18 Page 7



ACTION ...AS IT NEARS THE GROUND IT BANKS AND CONTINUES O.S.

DIAL

MUSIC/SFX

CAMERA

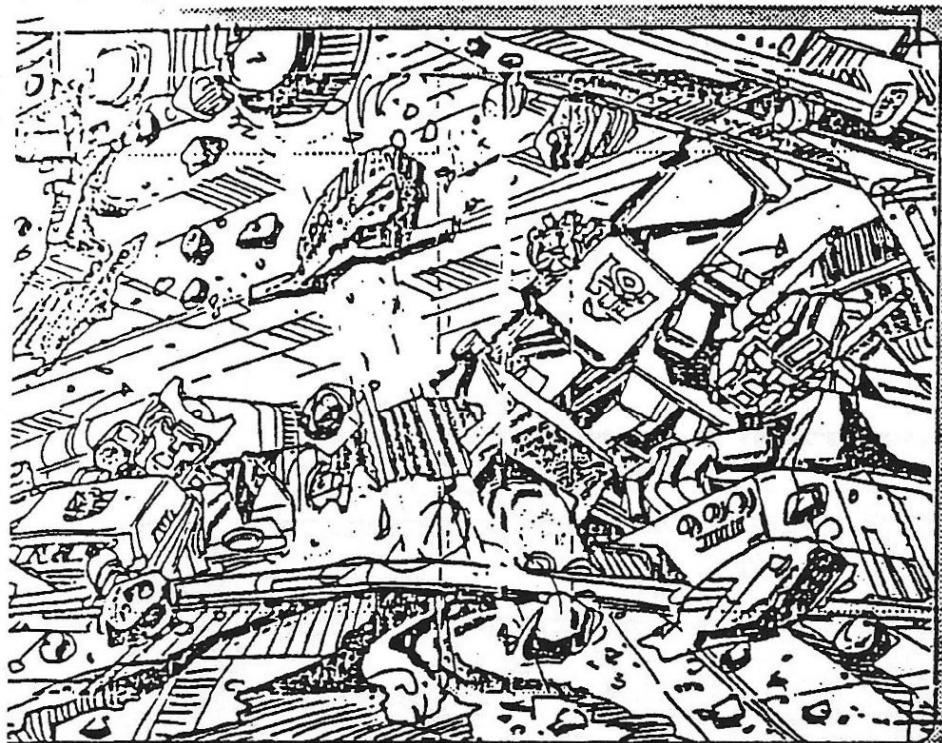


18-8

CAMERA SHAKE.

SC.18-9

SEQ. 18 Page 8



M.S. SPRINGER AND ULTRA MAGNUS. THEY ARE BEING SHAKEN, THEY HANG ON BRACING THEMSELVES FOR THE FINAL IMPACT.

ACTION

X.L.S. THE AUTOBOT SPACE SHUTTLE AS IT DIVES AND BANKS AND THEN CRASHES INTO THE PLANET'S SURFACE. IT BOUNCES AND SKIDS...

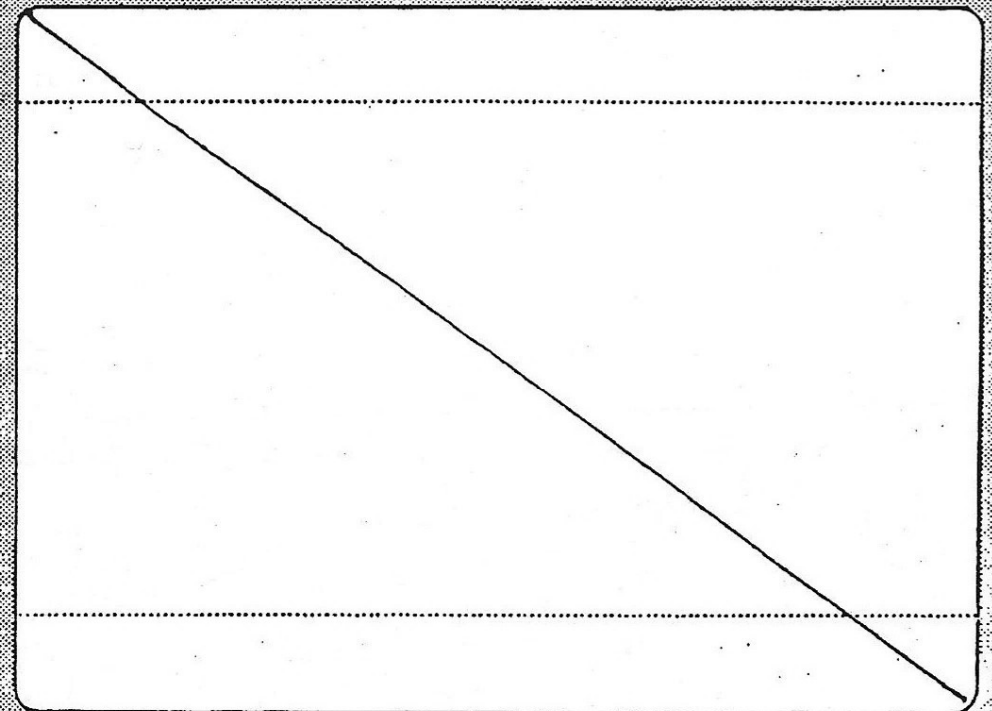
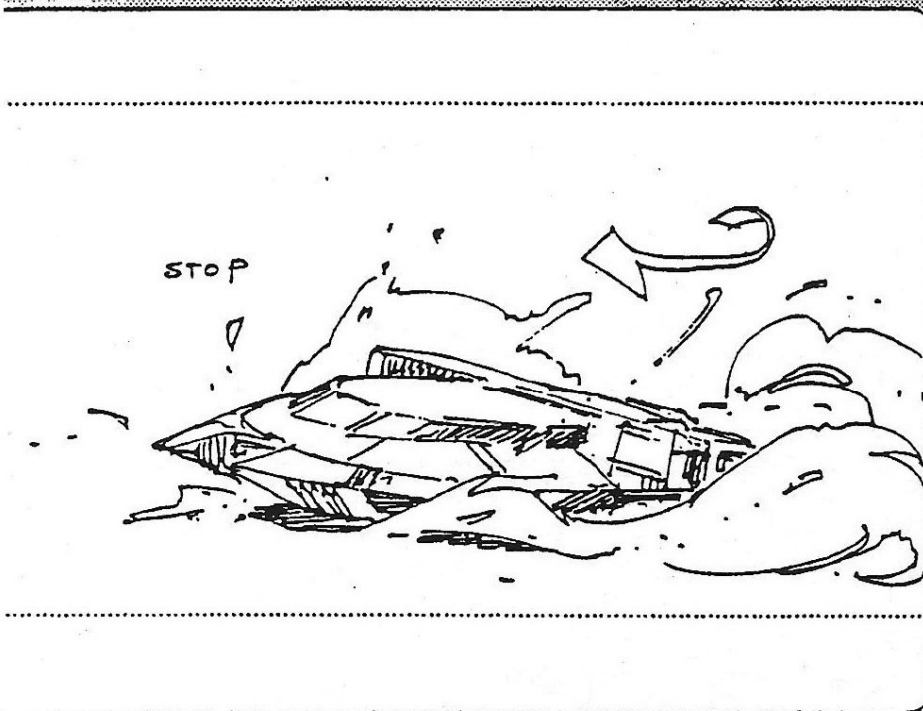
DIAL

MUSIC/SFX

C.18-9 CONT

SC.

SEQ. 18 Page 8A



...IT SLIDES SIDEWAYS SENDING UP CLOUDS OF DUST AND COMES TO REST.

SFX

ACTION

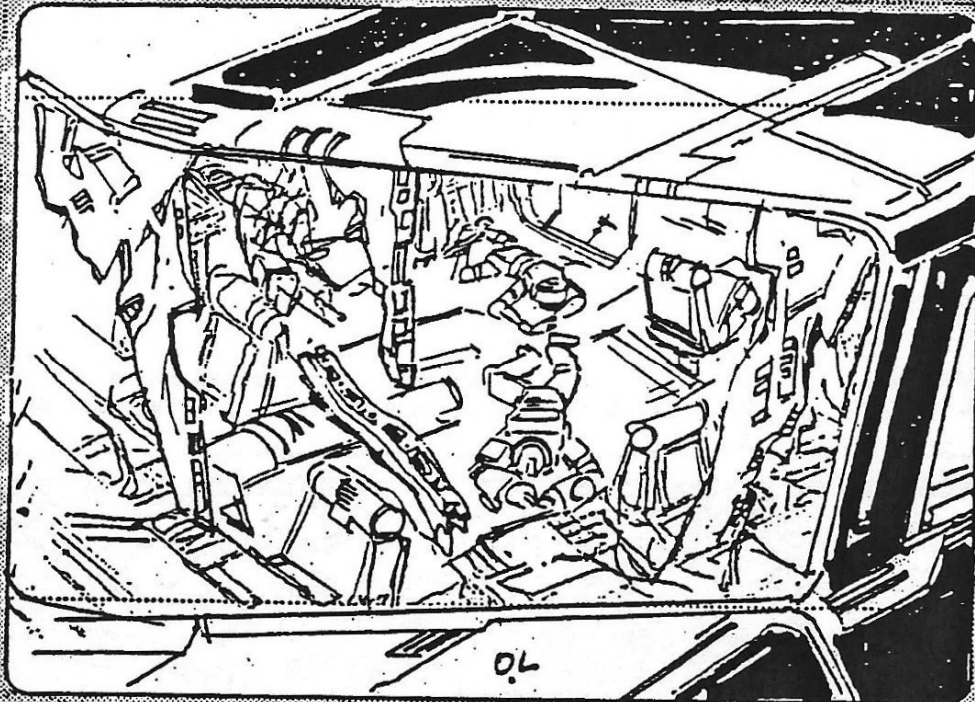
DIAL

MUSIC/SFX

CAMERA



SC. 18-11



ACTION M.L.S. THROUGH THE WINDSHIELD. WE SEE ARCEE, SPRINGER, BLURR, DANIEL, PERCEPTOR INSIDE THE SHUTTLE, SCATTERED ON THE FLOOR OF THE COCKPIT.

DIAL

MUSIC/SFX

CAMERA

SC.

SEQ. 18 Page 10

ACTION

DIAL

MUSIC/SFX

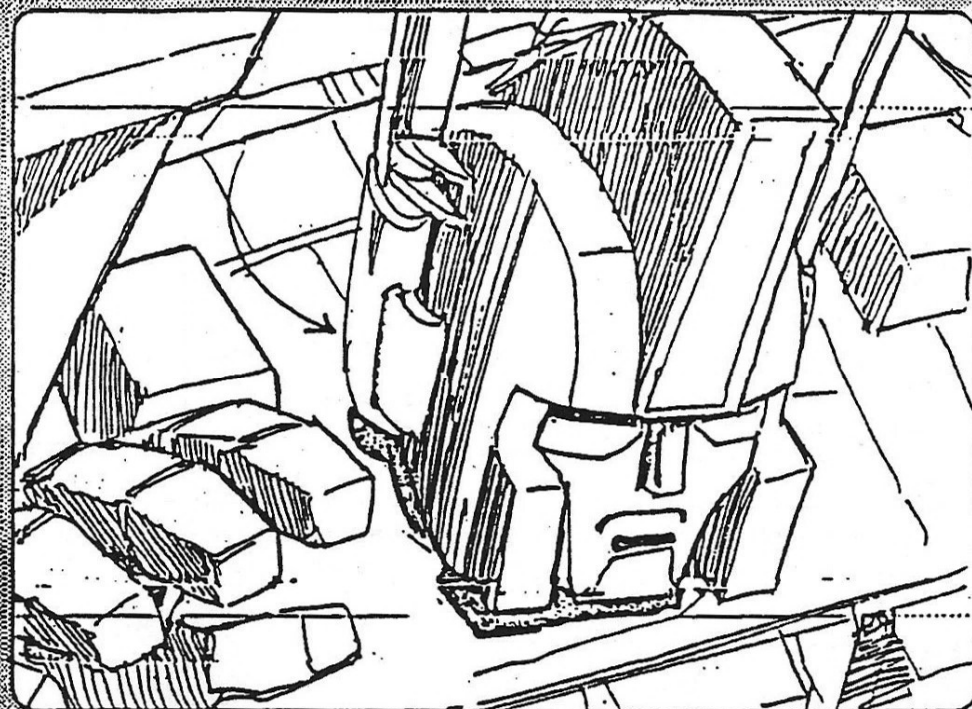
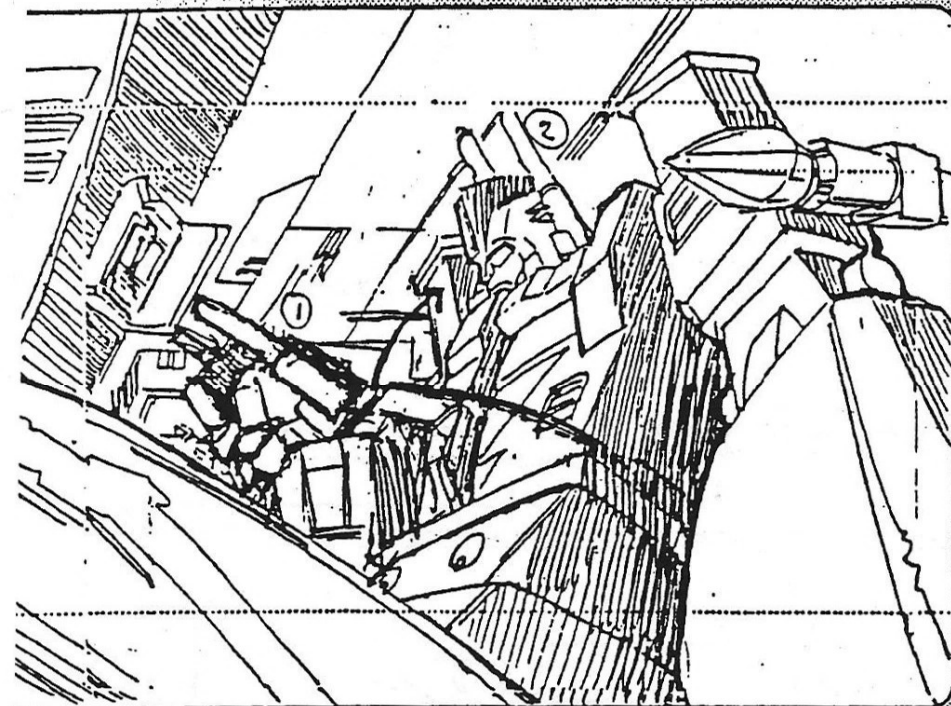
CAMERA



C.18-12

SC. CONT

SEQ. 18 Page 11



ULTRA MAGNUS IS BENT FORWARD. HE SLOWLY STRAIGHTENS UP, TRYING TO REGAIN HIS BEARINGS...

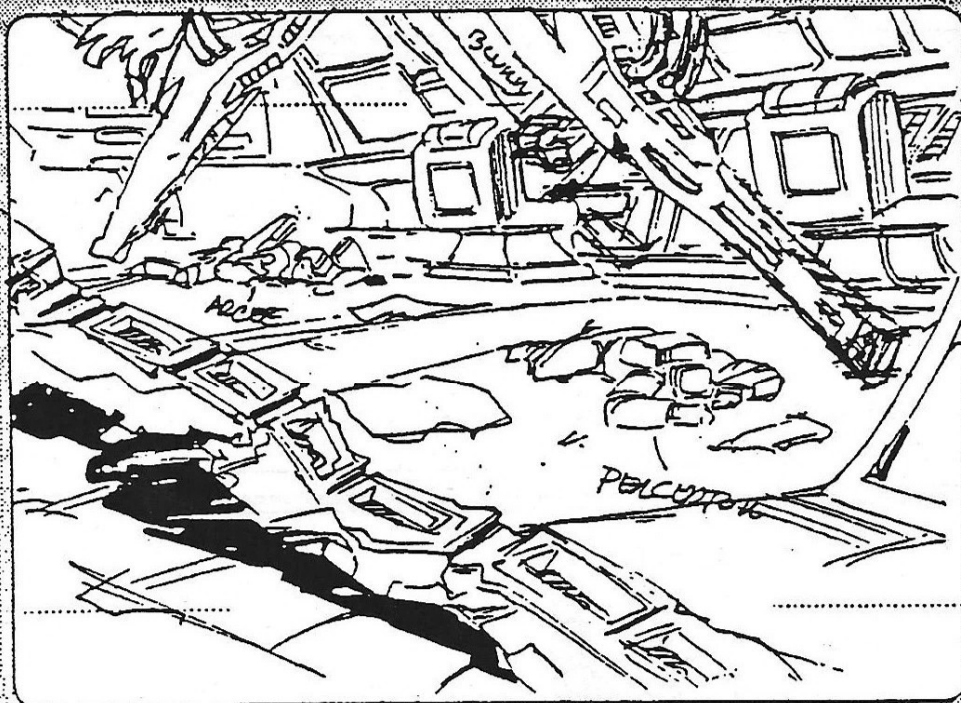
ACTION

...THEN HE TURNS, LEANS FORWARD INTO A CLOSE UP.

DIAL

MUSIC/SFX

SC. 18-12A



ACTION L.S. ULTRA MAGNUS (P.O.V.) ARCEE, DANIEL AND PERCEPTOR LIE MOTIONLESS ON THE FLOOR.

DIAL ULTRA MAGNUS Say something? Anybody?

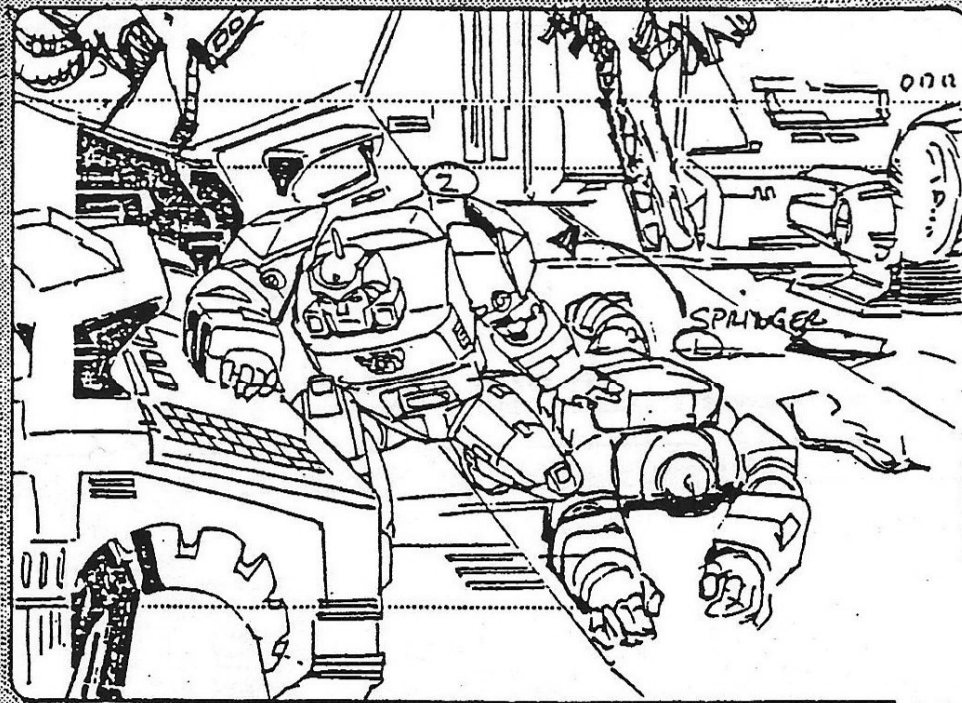
MUSIC/SFX



SC. 18-13

SEQ. 18

Page 11A



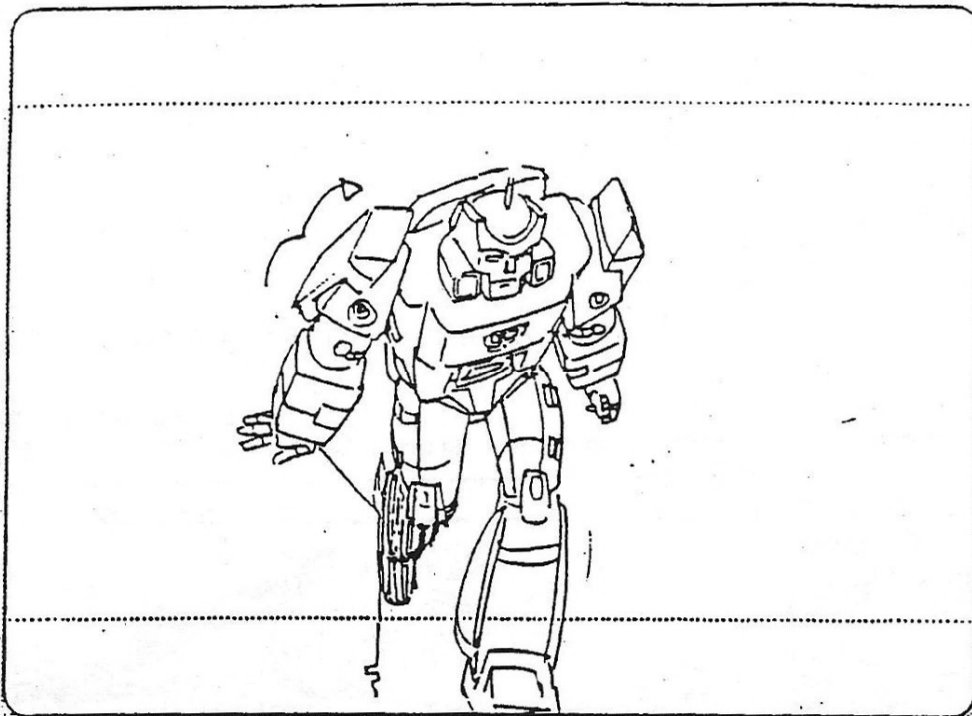
ACTION L.S. SPRINGER. HE SLOWLY GETS UP FROM THE FLOOR, HOLDING ON TO A CONTROL PANEL FOR SUPPORT.

DIAL SPRINGER Remind me to give the Auto

MUSIC/SFX

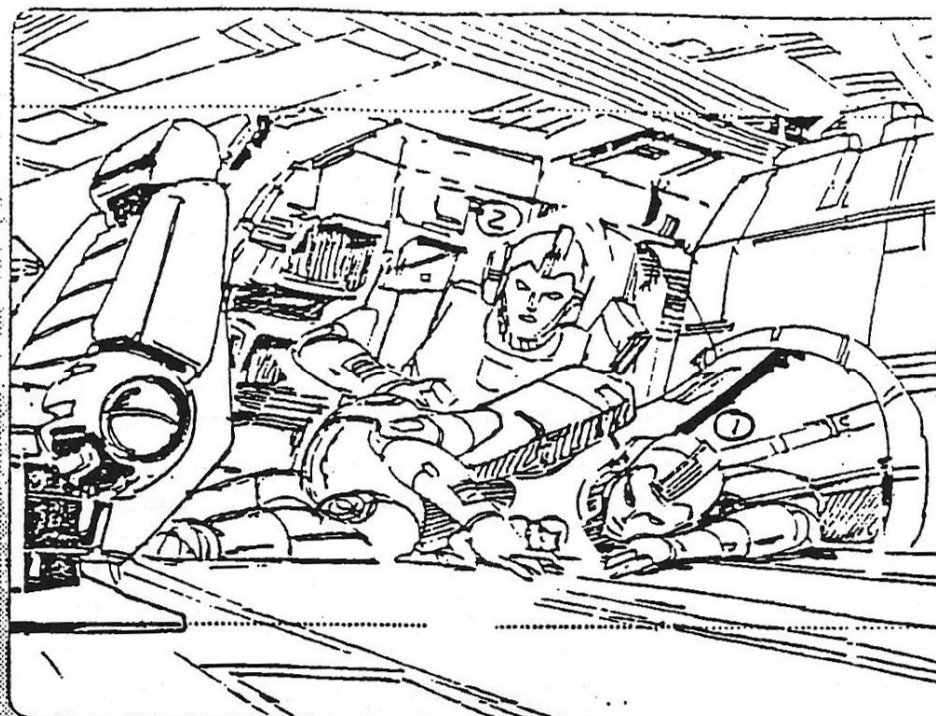
CAMERA

SC. 18-13



SC. 18-14

SEQ. 18-14



ACTION ...HE THEN PUSHES HIMSELF UP AND MOVES FORWARD.

DIAL Pilot a raise...

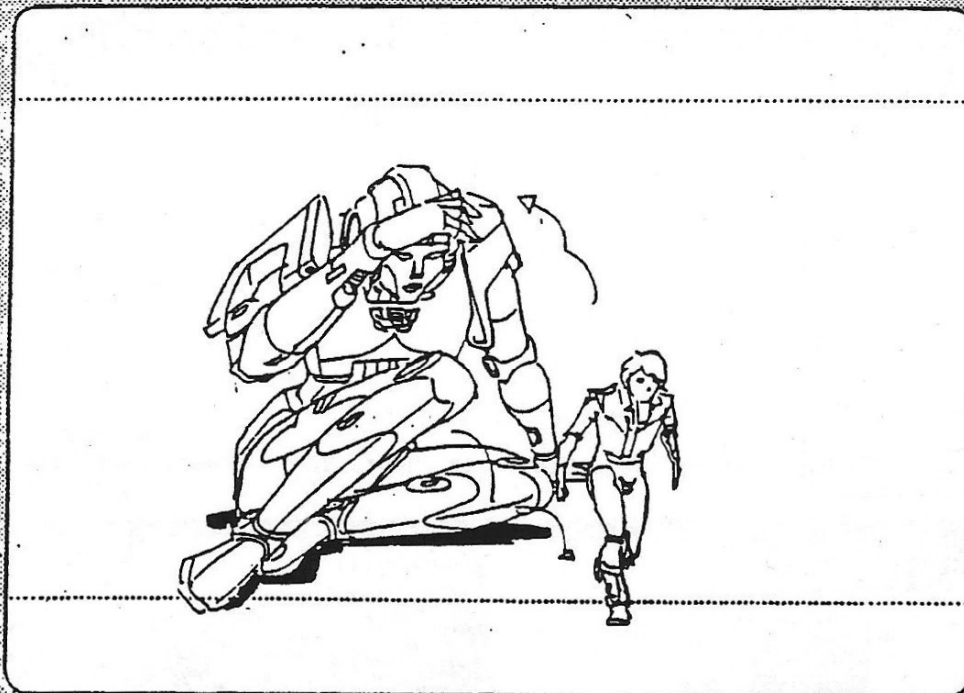
MUSIC/SFX  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION L.S. ARCEE AND DANIEL. ARCEE IS STRETCHED OUT ON THE FLOOR. SHE HOLDS DANIEL IN HER ARMS.

DIAL ARCEE Dan?

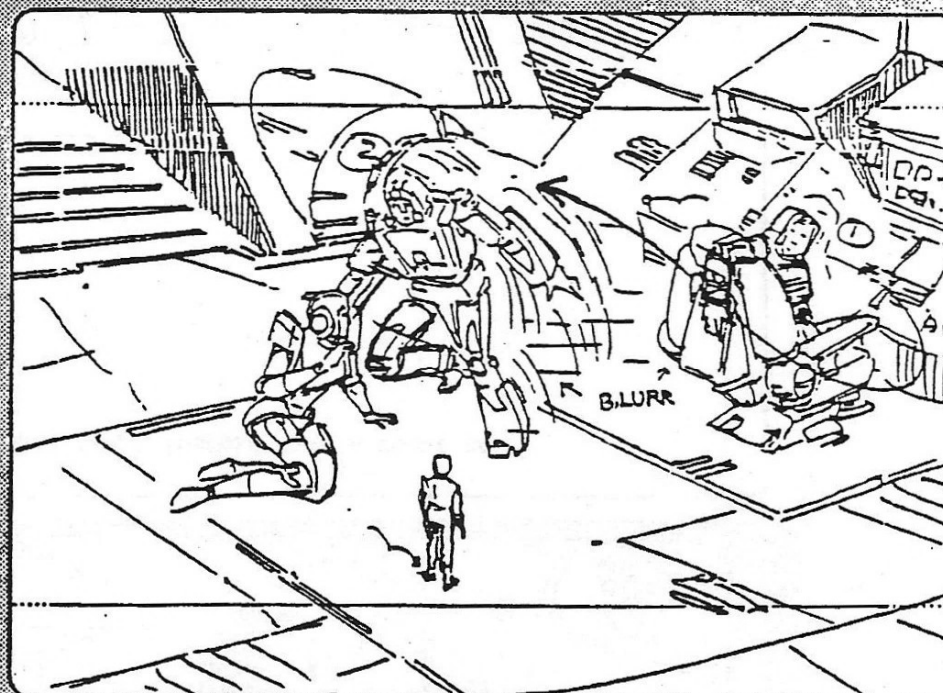
MUSIC/SFX

SC. CONT/8-14



SC. 18-15

SEQ. 18 Page 13



ACTION ...DANIEL HOPS DOWN TO THE FLOOR. HE IS OKAY. ARCEE REACHES UP TO HER HEAD. SHE HAS BEEN SHAKEN BY THE CRASH.

DIAL  
DANIEL I'm...I'm okay...

MUSIC/SFX

CAMERA  
TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION L.S. ARCEE, DANIEL AND BLURR. DANIEL STEPS AWAY FROM ARCEE AND STOPS. BLURR WALKS OVER TO ARCEE, WHO IS STILL SITTING ON THE FLOOR.

DIAL  
BLURR Can I give you a hand. Can I help you up. That was ...

MUSIC/SFX

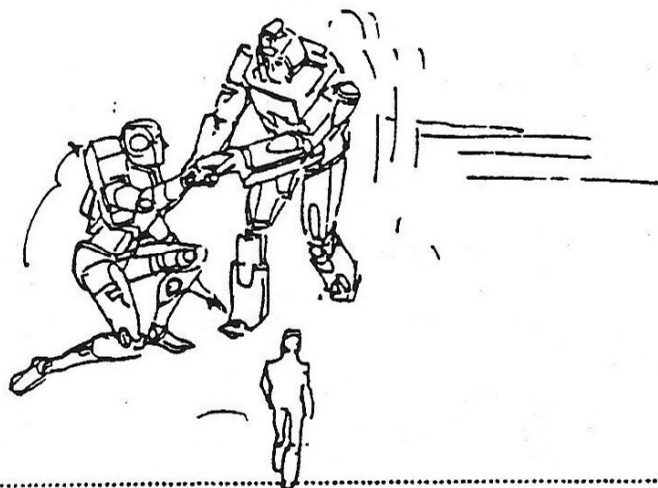
CAMERA



C. CONT 18-15

SC.

SEQ. 18 Page 14



SC-18-16 OUT  
NO PAGE 15

N

BLURR REACHES DOWN AND HELPS ARCEE TO HER FEET.

BLURR (CONT)

... quite a crash. Quite a  
crash indeed.

Thanks, Blurr.

ACTION

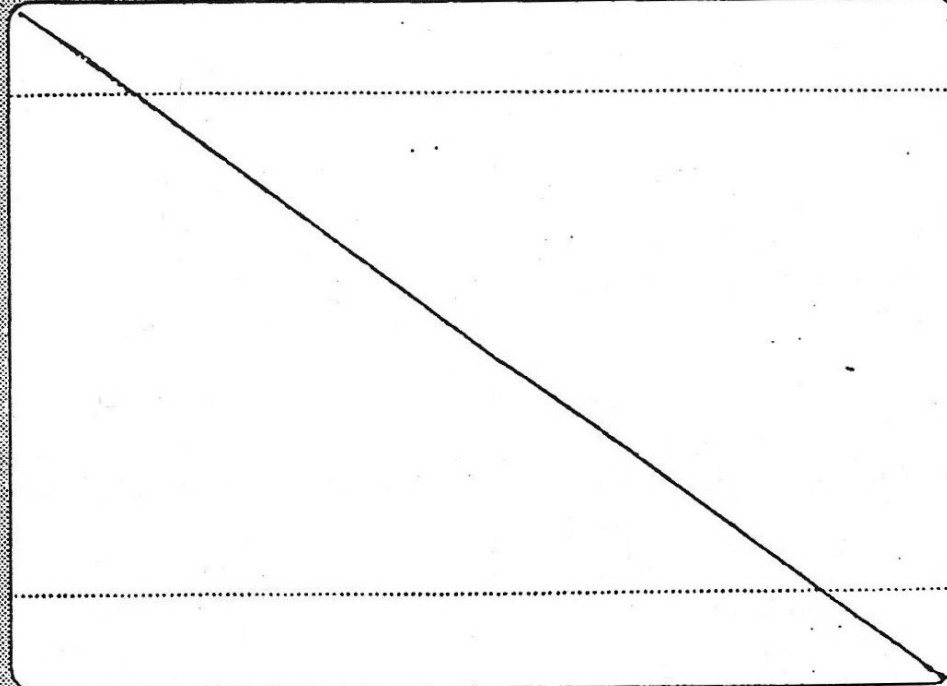
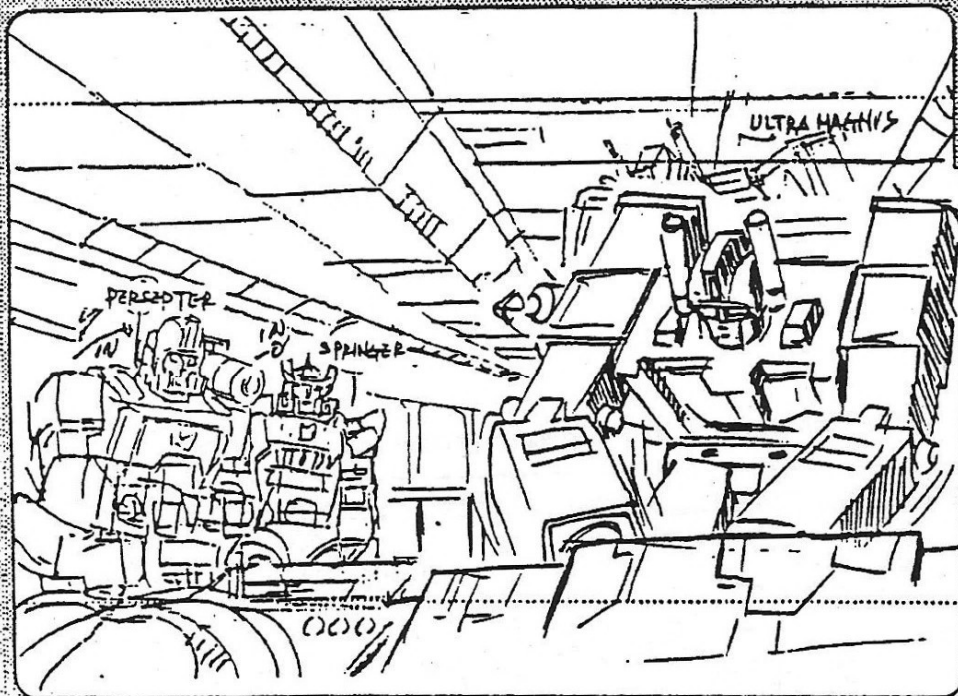
DIAL

MUSIC/SFX

SC. 18-17

SC.

SEQ 18 Page 16



ACTION M.L.S. ARCEE AND ULTRA MAGNUS INSIDE THE SHUTTLE. PERCEPTOR AND SPRINGER ENTER THE SCENE AND JOIN THEM. ULTRA MAGNUS REACHES INTO A COMPARTMENT.

ACTION

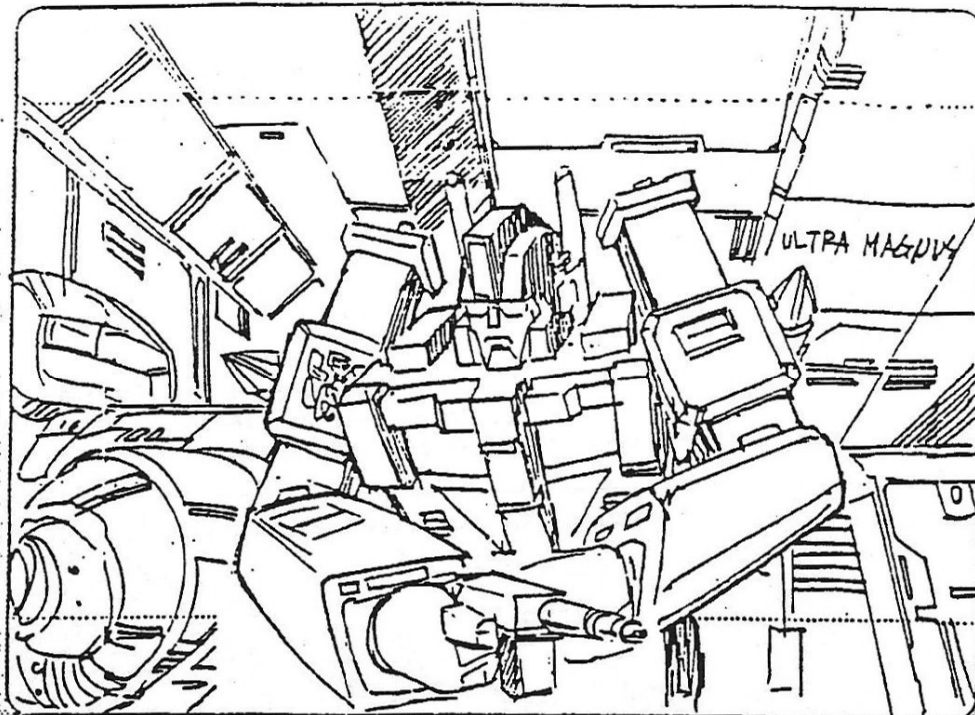
DIAL

DIAL

MUSIC/SFX

MUSIC/SFX

CAMERA

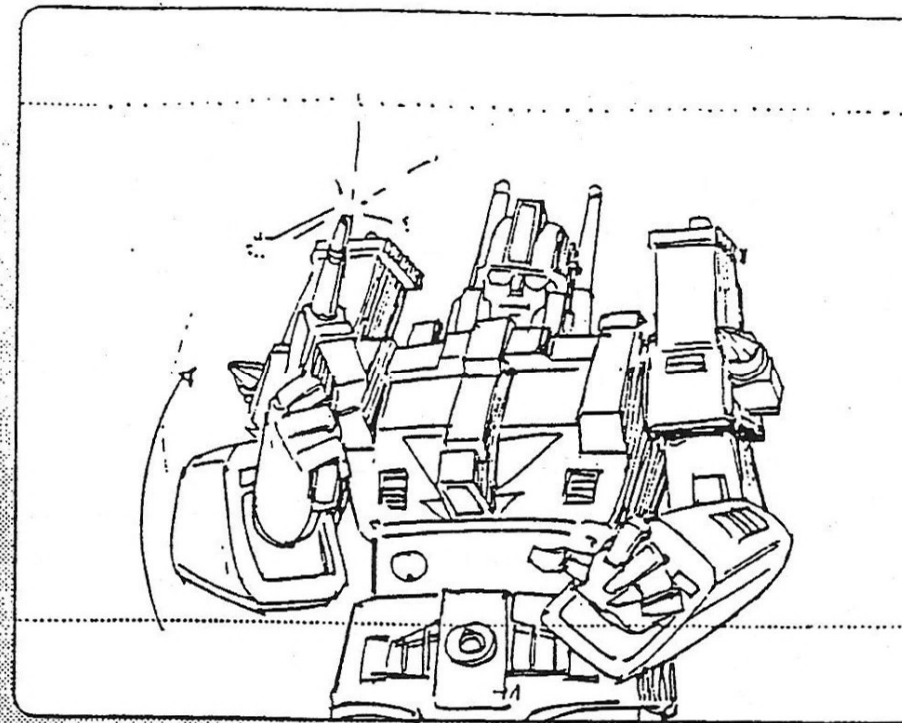


ACTION . ULTRA MAGNUS GETS A LASER WELDING TORCH OUT...

DIAL

MUSIC/SFX

**T FRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!  
CAMERA

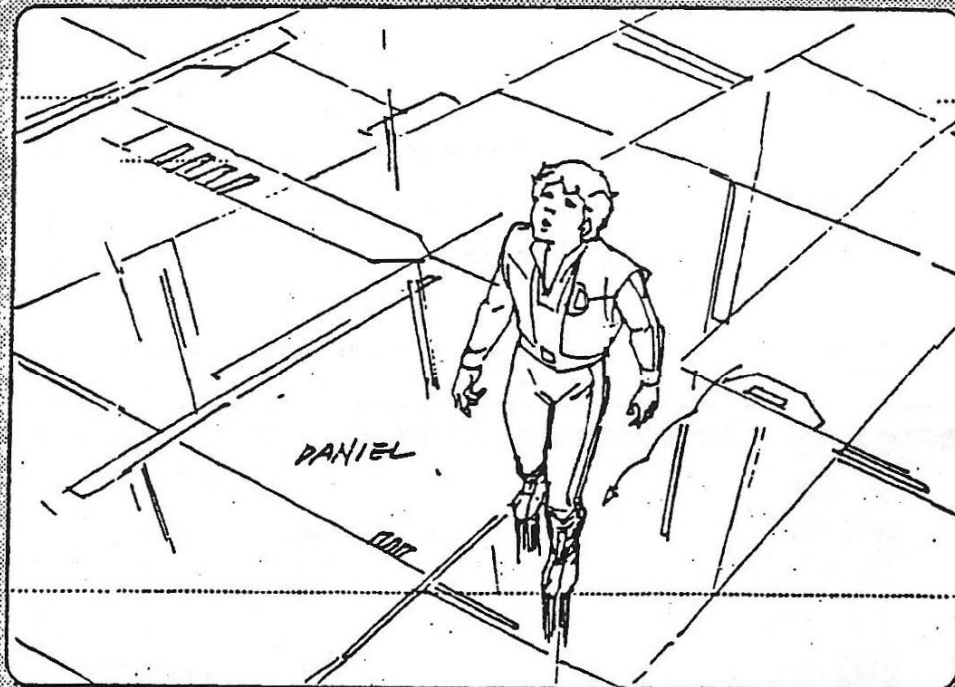


ACTION ...CHECKS IT, AND WALKS O.S.

DIAL      ULTRA MAGNUS      (CHECKS LASER DRILL, TURNS IT ON  
Let's try to salvage this thing.

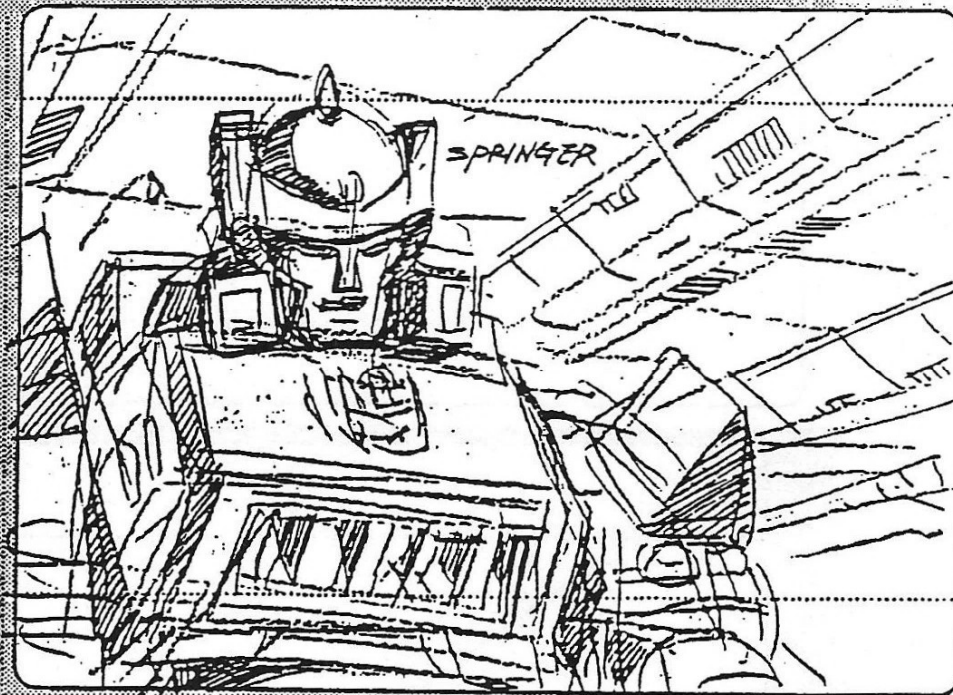
MUSIC/SFX

SC. 18-19



SC. 18-20

SEQ. 18 Page 18



ACTION DOWN SHOT DANIEL. HE STEPS FORWARD AND LOOKS UP AT SPRINGER O.S.

DIAL DANIEL Can I help, too?

MUSIC/SFX

CAMERA

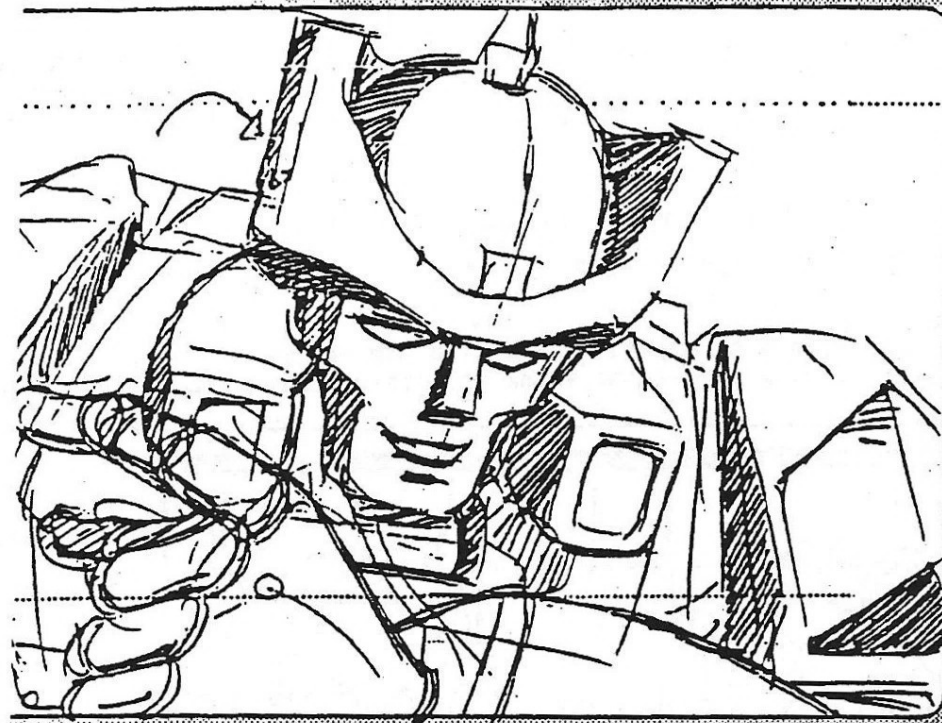
ACTION M.S. SPRINGER. HE STEPS FORWARD AND STOPS. HE IS LOOKING DOWN AT DANIEL.

DIAL

MUSIC/SFX

CAMERA





HE LEANS FORWARD INTO A C.U.

SPRINGER It's rough . . .

ACTION

C.U. DANIEL LOOKING UP AND LISTENING TO SPRINGER.

DIAL

SPRINGER (CONT) (V.O.) . . . out there, kid.

MUSIC/SFX

SC. CONT 18-21



SC. CONT

SEQ 18

Page 20



ACTION ...HE STOPS SMILING IN RESPONSE TO WHAT SPRINGER SAYS TO HIM.  
ON THE FLOOR BEHIND HIM WE SEE ARCEE'S SHADOW MOVE IN.

DIAL ARCEE I think

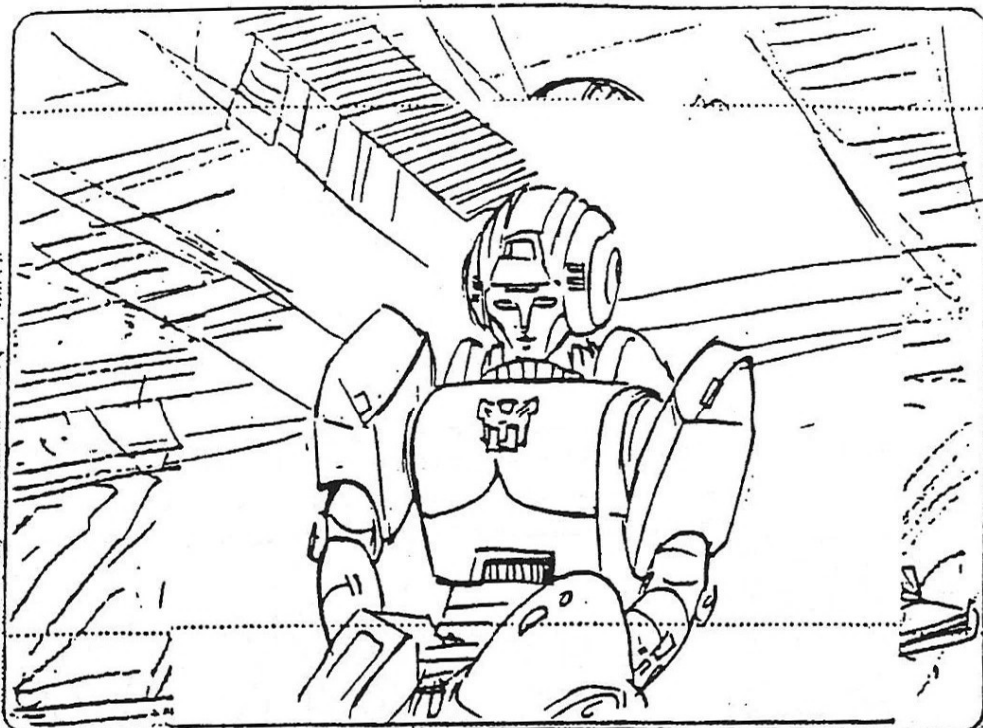
MUSIC/SFX

ACTION DANIEL TURNS AND LOOKS UP AT ARCEE.

DIAL ARCEE (CONT) Daniel

MUSIC/SFX

CAMERA



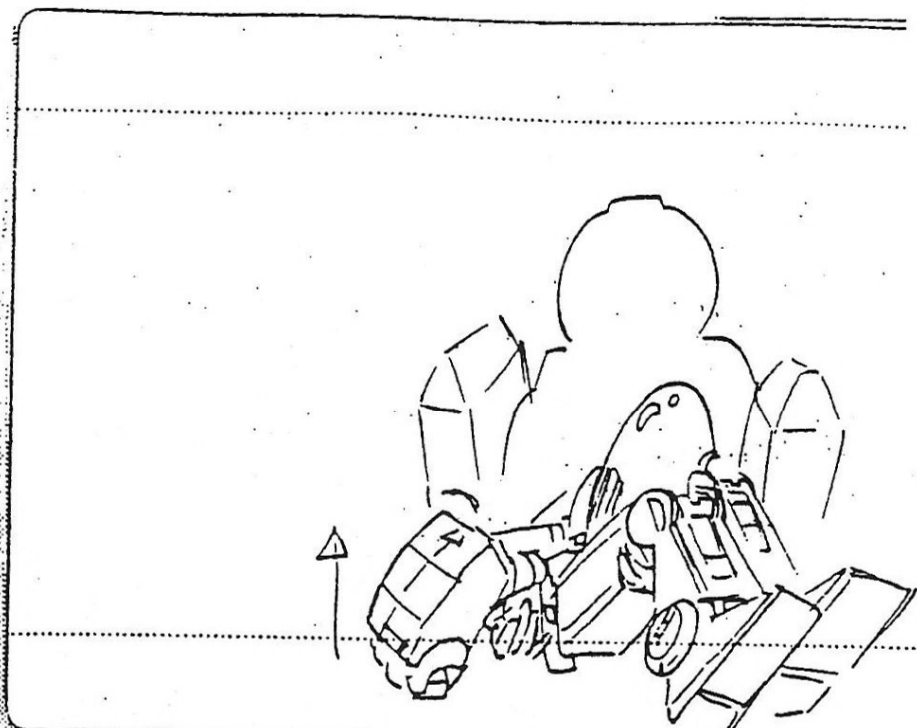
ACTION M.S. ARCEE. SHE STEPS FORWARD AND STOPS. SHE IS HOLDING SPIKE'S EXO SUIT.

DIAL ARCEE  
can make himself  
useful with...

MUSIC/SFX

TFRAW

From CAMERA 1 to Beast Hunters and Beyond!!!!



ACTION

DIAL ARCEE (CONT) ...this! It was Spike's exosuit.

MUSIC/SFX

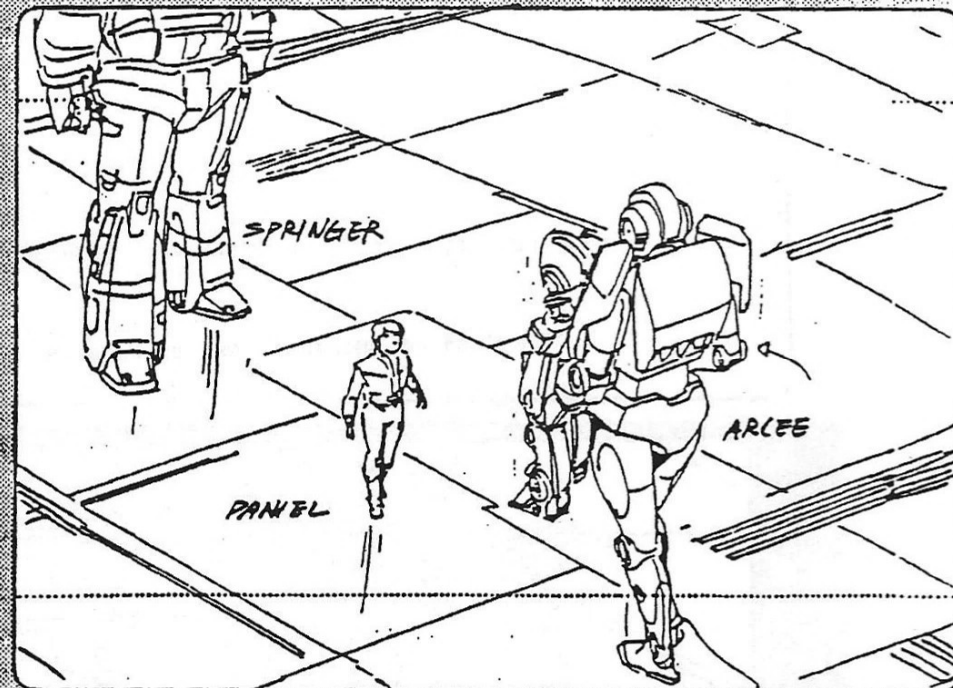
CAMERA

SC. 18-23



SC. 18-24

SEQ. 18 Page 21



ACTION M.S. DANIEL. HE TURNS TOWARD ARCEE (O.S.) HE IS HAPPY TO SEE THE EXO SUIT THAT BELONGED TO HIS FATHER.

DIAL DANIEL Wow! Dad's exo-suit! He told me all about it.

MUSIC/SFX

CAMERA

ACTION M.L. DOWN SHOT SPRINGER, DANIEL, ARCEE. ARCEE WALKS FORWARD TOWARD DANIEL.

DIAL ARCEE Here... try it on. y

MUSIC/SFX

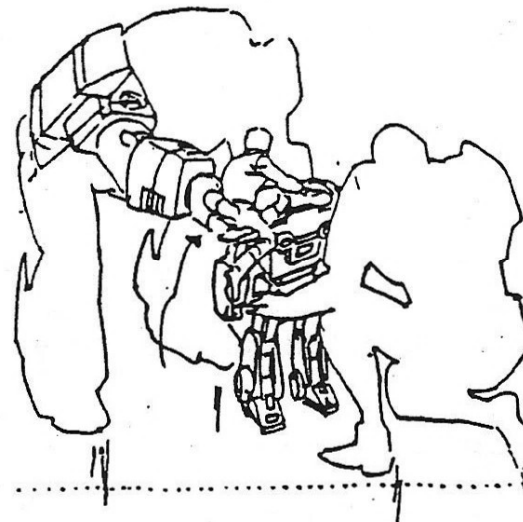
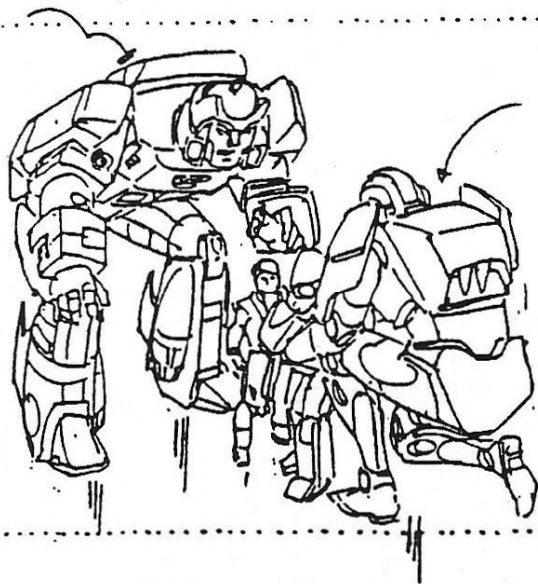
CAMERA



C. CONT 18-24

SC. CONT

SEQ/8 Page 22



...SHE BENDS DOWN TO HELP DANIEL GET IN THE SUIT. SPRINGER WALKS IN AND...

ACTION ...HELPS DANIEL UP INTO THE SUIT.

DIAL

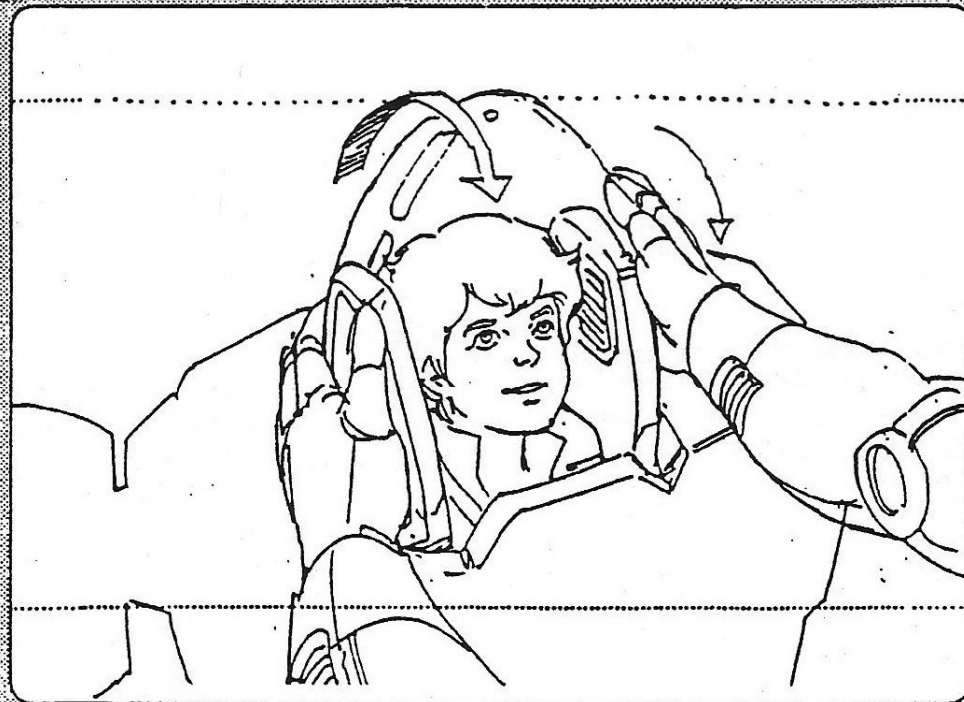
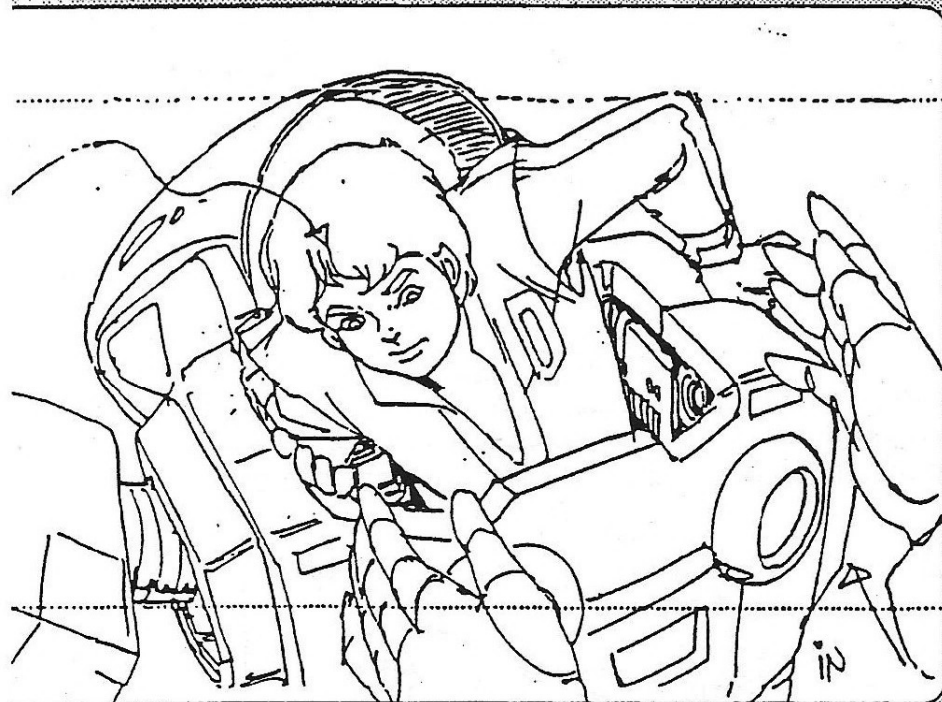
MUSIC/SFX

CAMERA

SC. 18-25

SC. CONT

SEQ. 18 Page 23



IN

M.S. DANIEL. HE CLIMBS DOWN INTO THE SUIT.

ACTION ...ARCEE PLACES THE TRANSPARENT HELMET OVER DANIEL'S HEAD.

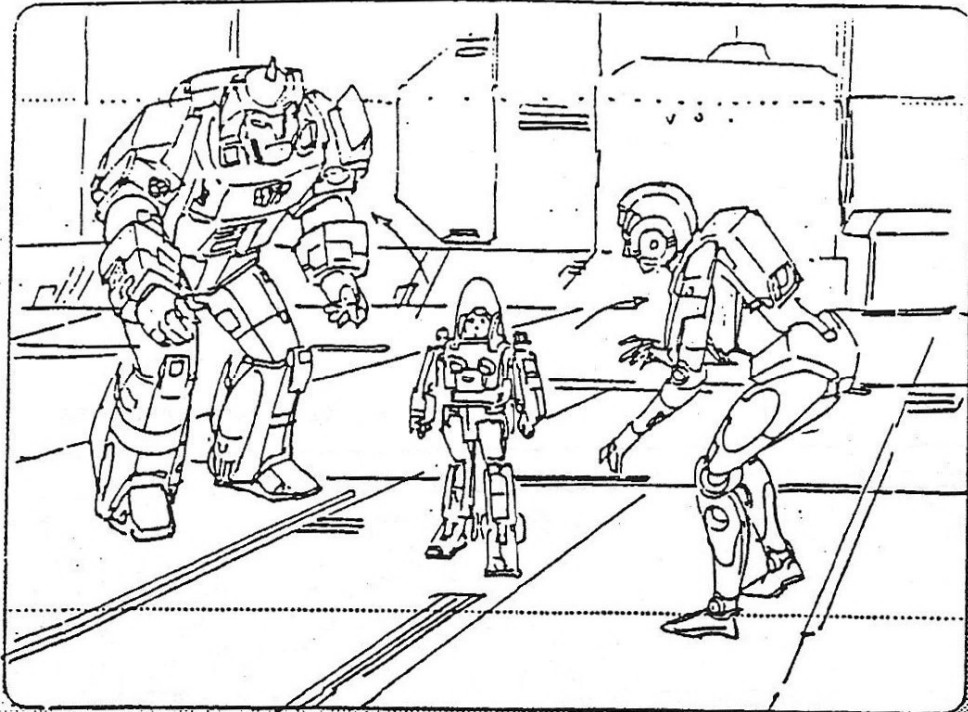
DIAL

MUSIC/SFX

CAMERA

SFX

18-26

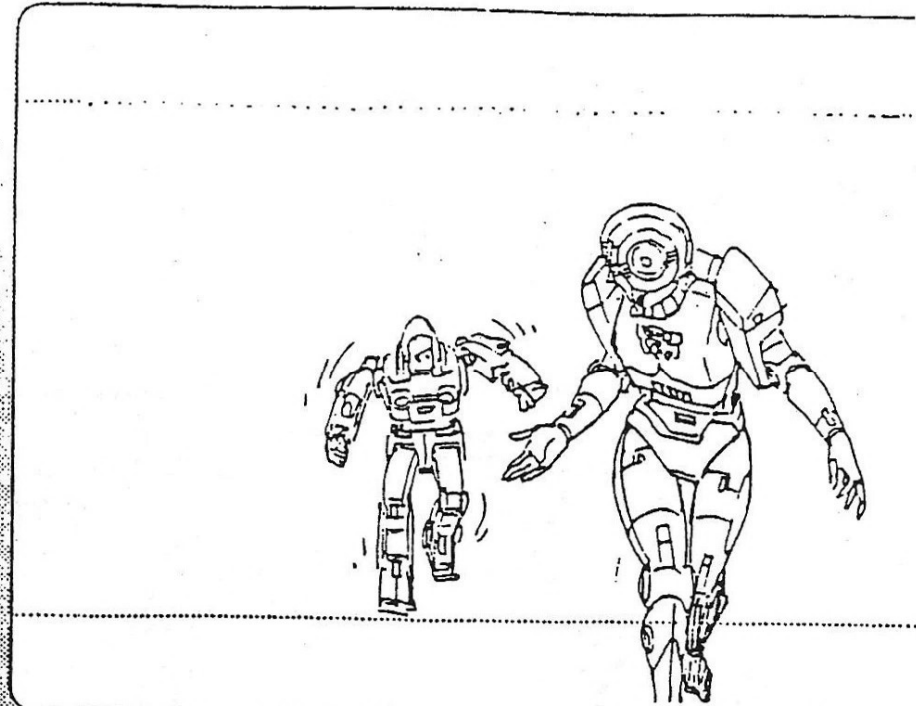


ACTION M.L.S. SPRINGER, DANIEL, AND ARCEE. SPRINGER AND ARCEE STEP BACK FROM DANIEL...

DIAL

MUSIC/SFX

CAMERA



ACTION ...ARCEE ENCOURAGES DANIEL TO TRY OUT THE SUIT. SHE WALKS FORWARD AND MOTIONS HIM TO FOLLOW HER. DANIEL TAKES A FEW SHAKEY STEPS.

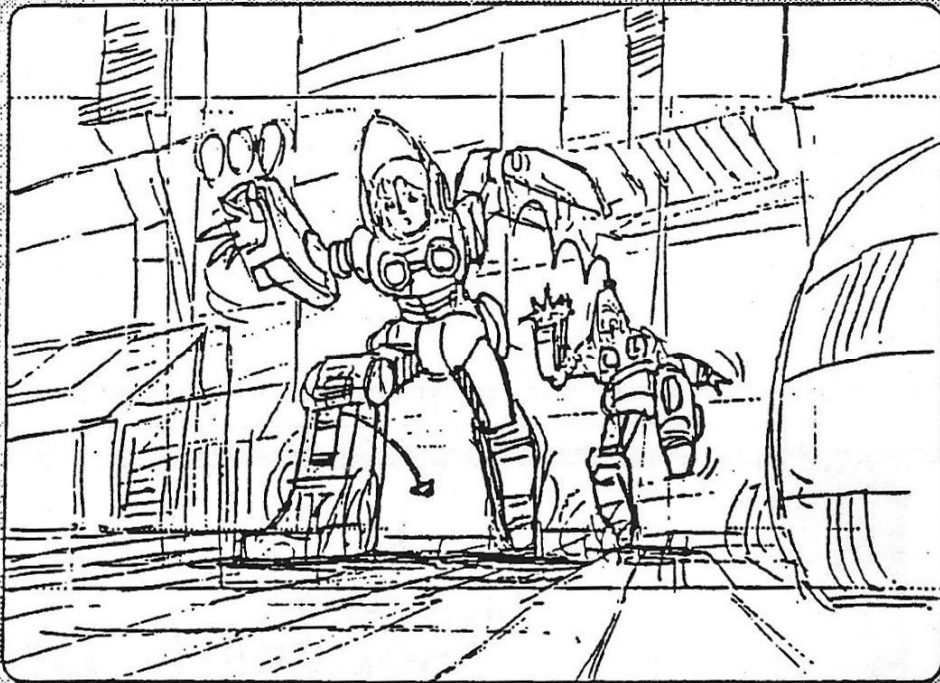
DIAL ARCEE

Now, try to walk.  
(PICK UP LINE)

MUSIC/SFX

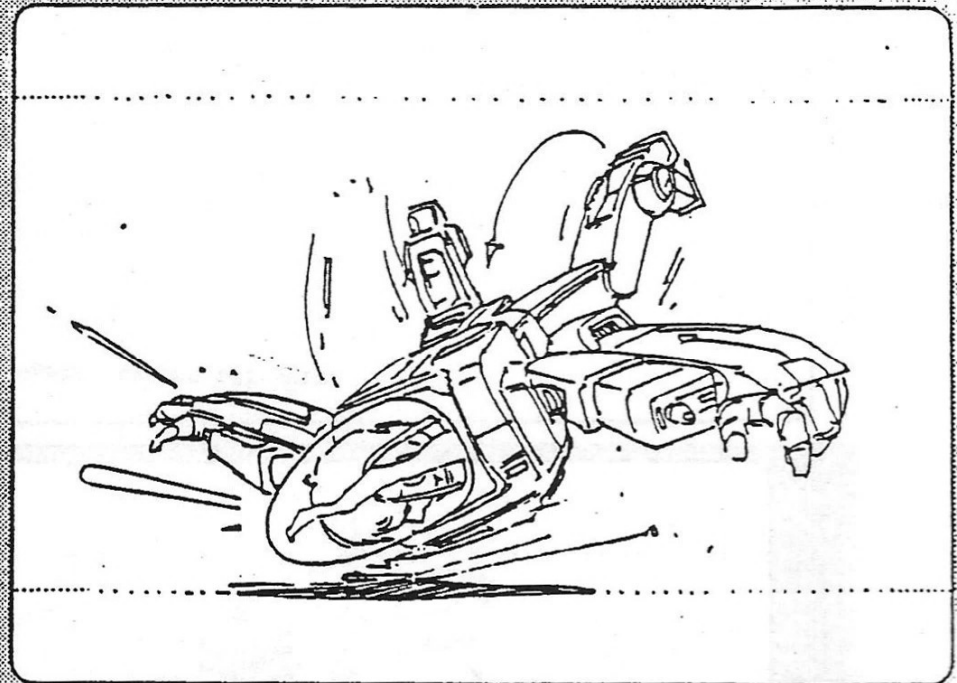
CAMERA

SC. 18-27



SC. CONT

SEQ. 18 Page 25



ACTION L.S. DANIEL. HE TAKES A STEP FORWARD. THEN LOSING CONTROL,  
HE STUMBLES BACK...

DIAL

MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...THEN COMES CRASHING FORWARD, FALLING TO THE FLOOR.

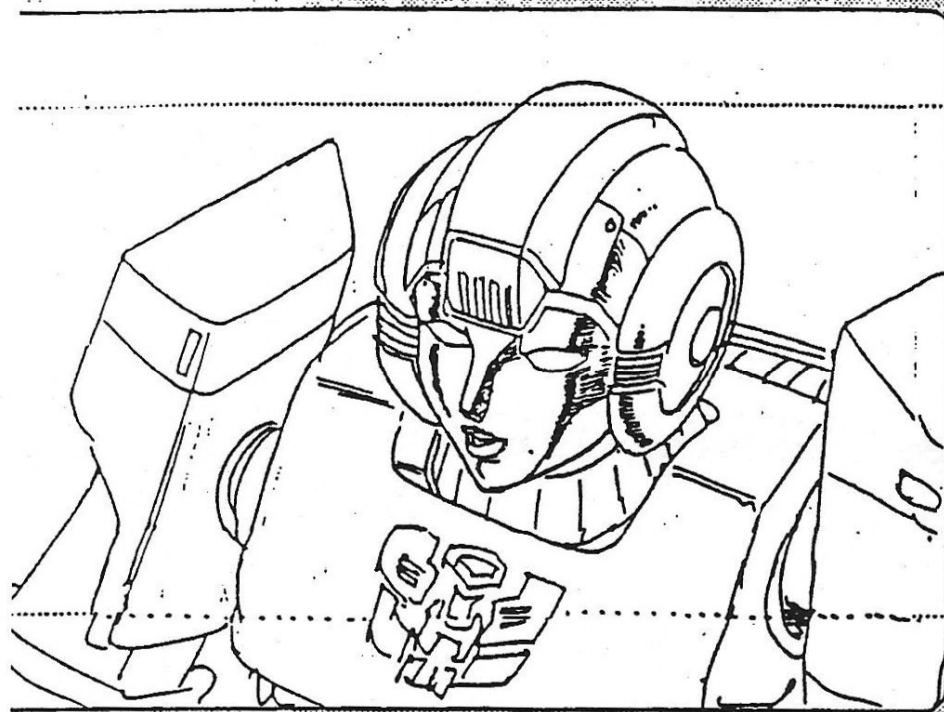
DIAL

MUSIC/SFX

CAMERA

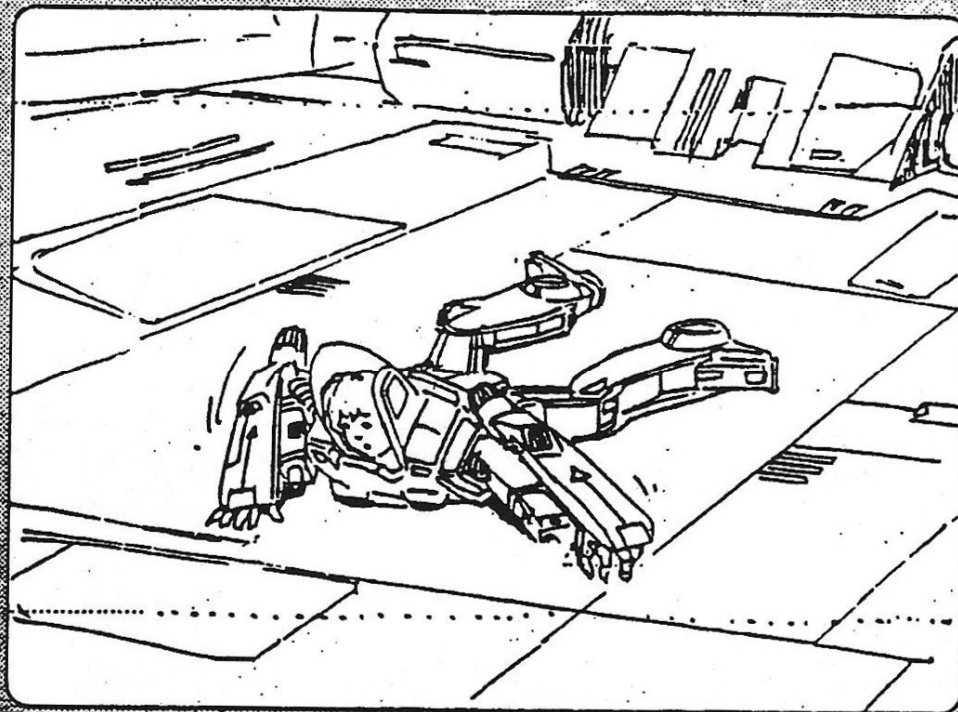


C. 18-28



SC. 18-29

SEQ. 18 Page 26



ON

M.C.U. ARCEE, SMILING, SHE LOOKS DOWN AT DANIEL.

ACTION L.S. DANIEL STARTS TO MOVE. HE PUSHES HIMSELF UP WITH HIS ARMS...

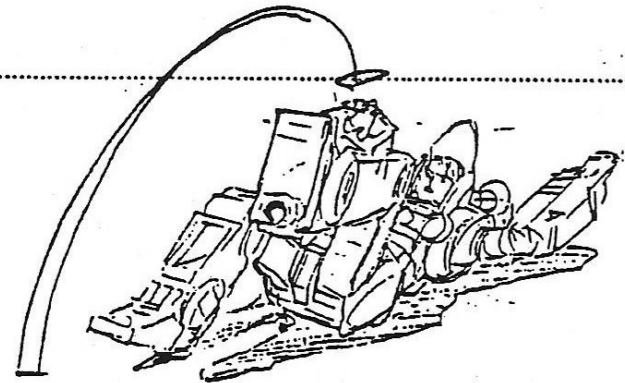
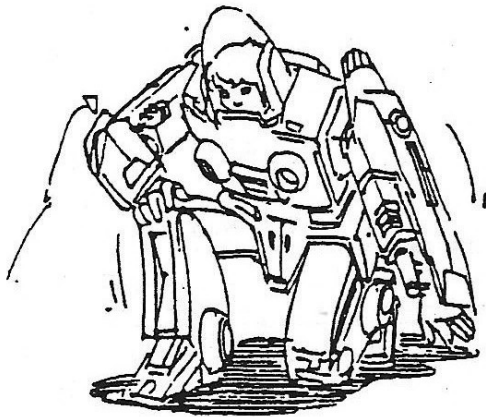
DIAL

MUSIC/SFX

SC. CONT 18-29

SC. CONT

SEQ. 18 Page 27



ION ...THEN THEN GETS UP TO HIS KNEES.

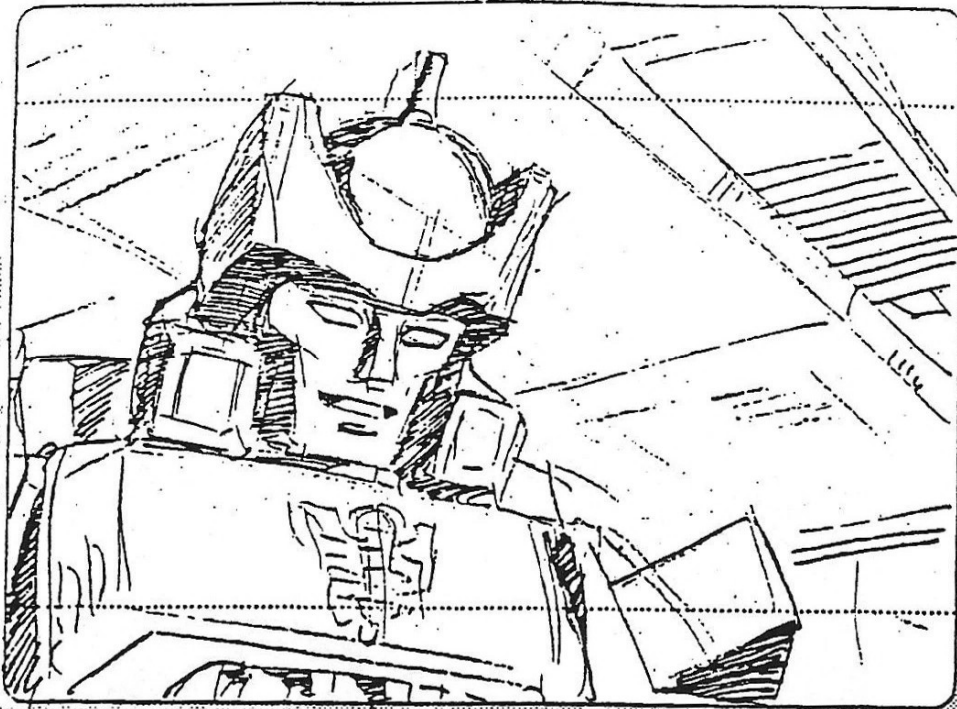
ACTION ...BUT LOSING BALANCE, HE FALLS BACKWARD.

DIAL

MUSIC/SFX

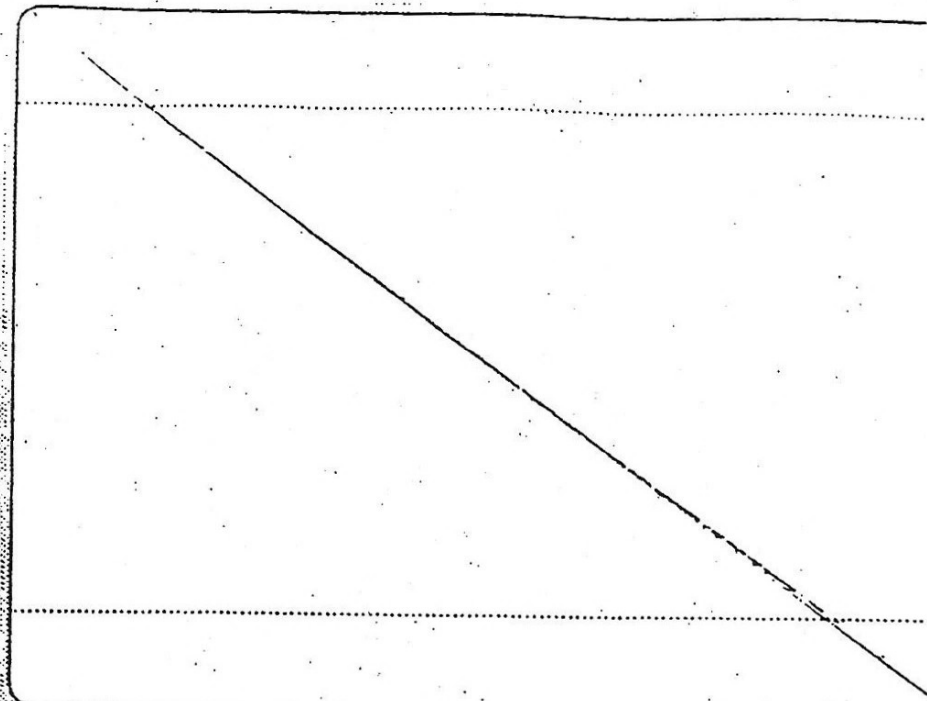
CAMERA

SC. 18-20



SC.

18.18 20



ACTION C.U. SPRINGER. HE WATCHES DANIEL, SMILES AND ENCOURAGES DANIEL TO CONTINUE TO TRY.

DIAL SPRINGER Just think about what you want to do before you do it!

MUSIC/SFX

ACTION

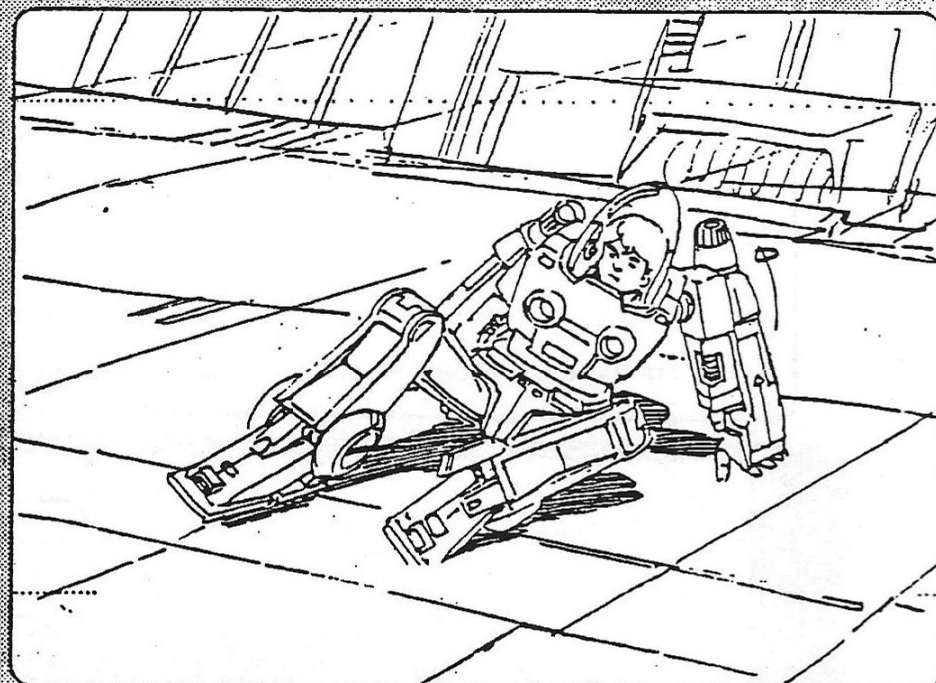
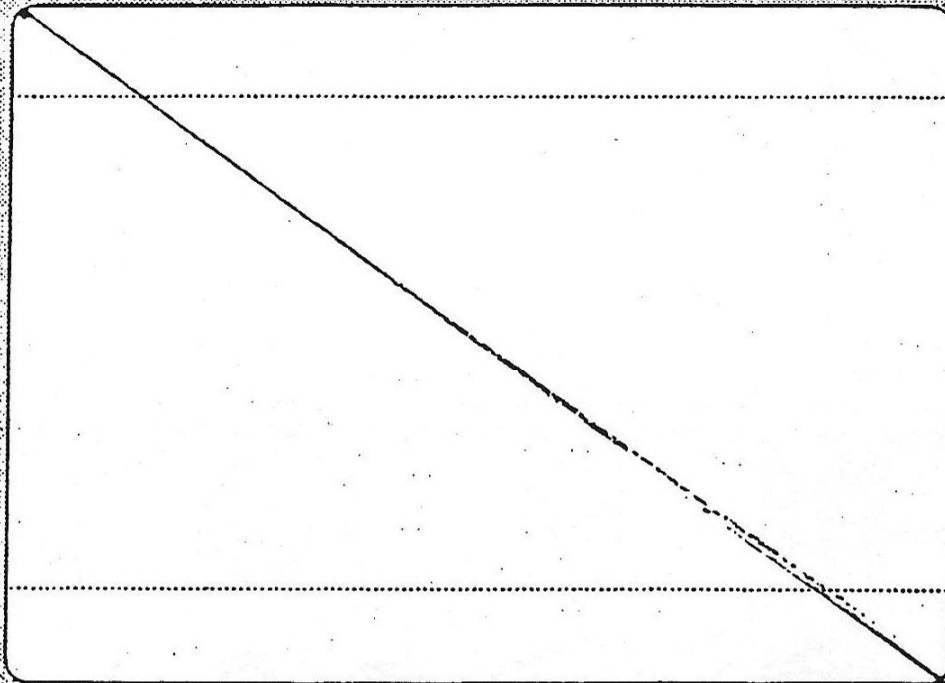
DIAL

MUSIC/SFX

SC.

SC. 18-33

SEQ. 18 Page 29



ACTION

DIAL

MUSIC/SFX

CAMERA

ACTION

M.L.S. DANIEL. HE PUSHES HIMSELF UP USING HIS ARMS...

DIAL

DANIEL It's kind of tricky...

MUSIC/SFX

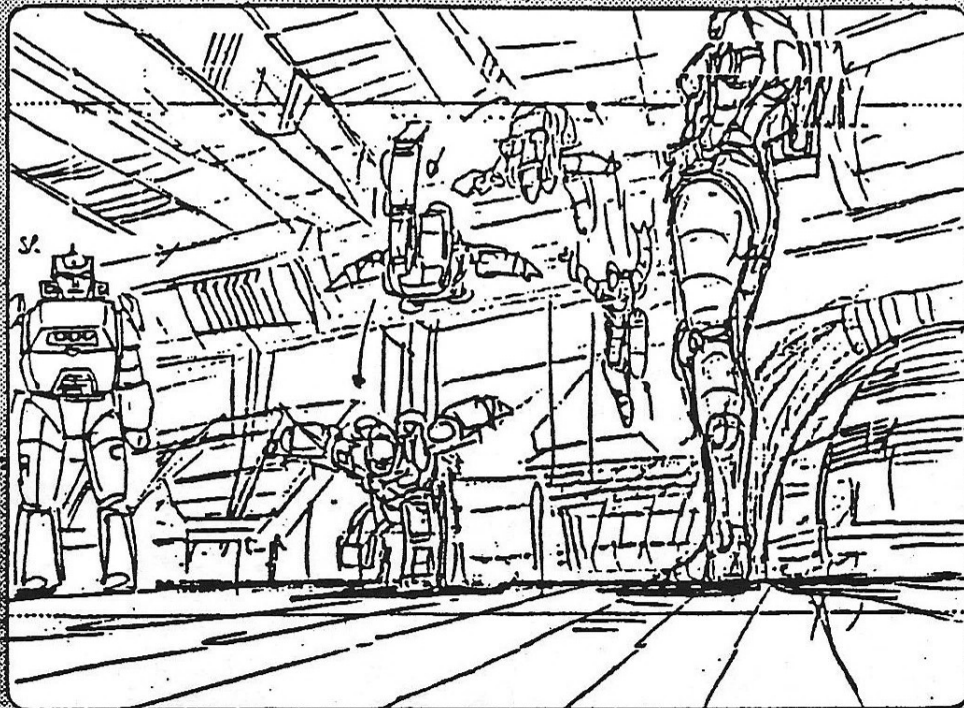
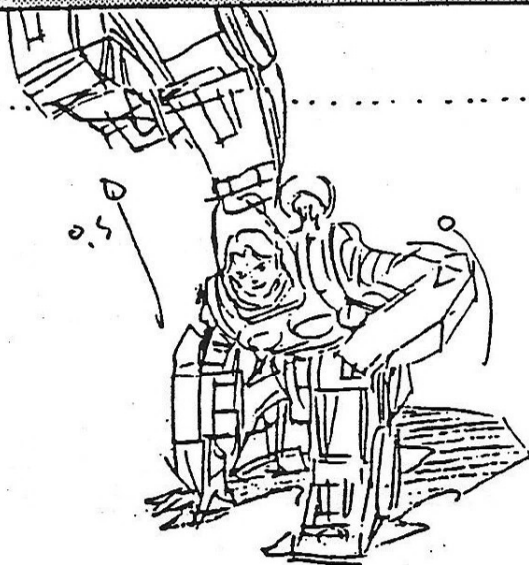
CAMERA



C. CONT 18-33

SC. 18-34

SEQ. 18 Page 30



N ...THEN AFTER GETTING ON HIS KNEES, HE SPRINGS UP O.S.

Daniel: Wow!

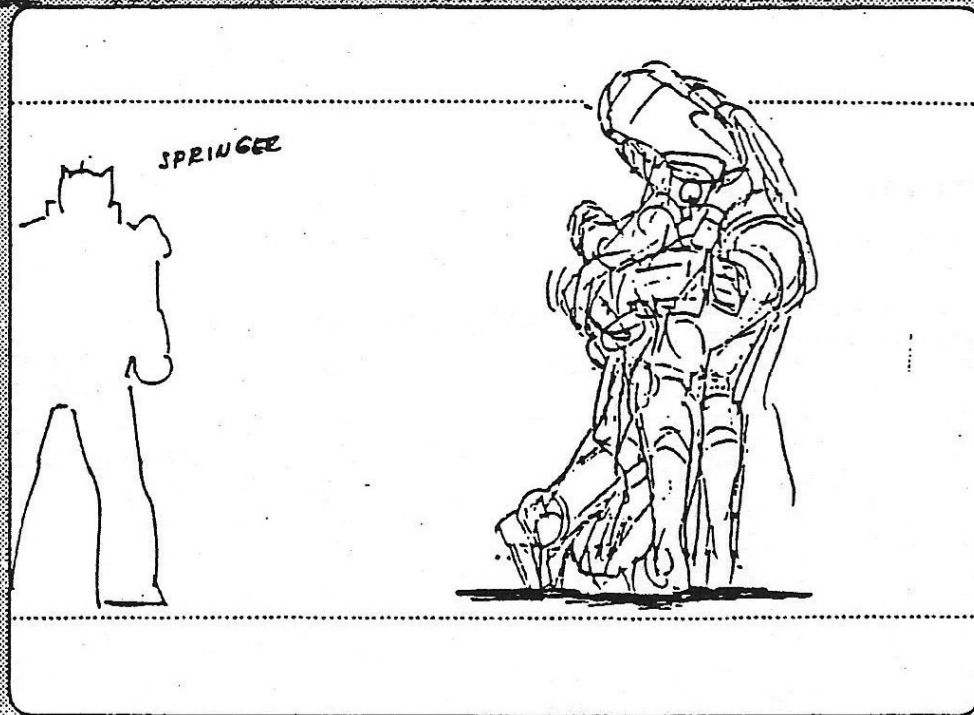
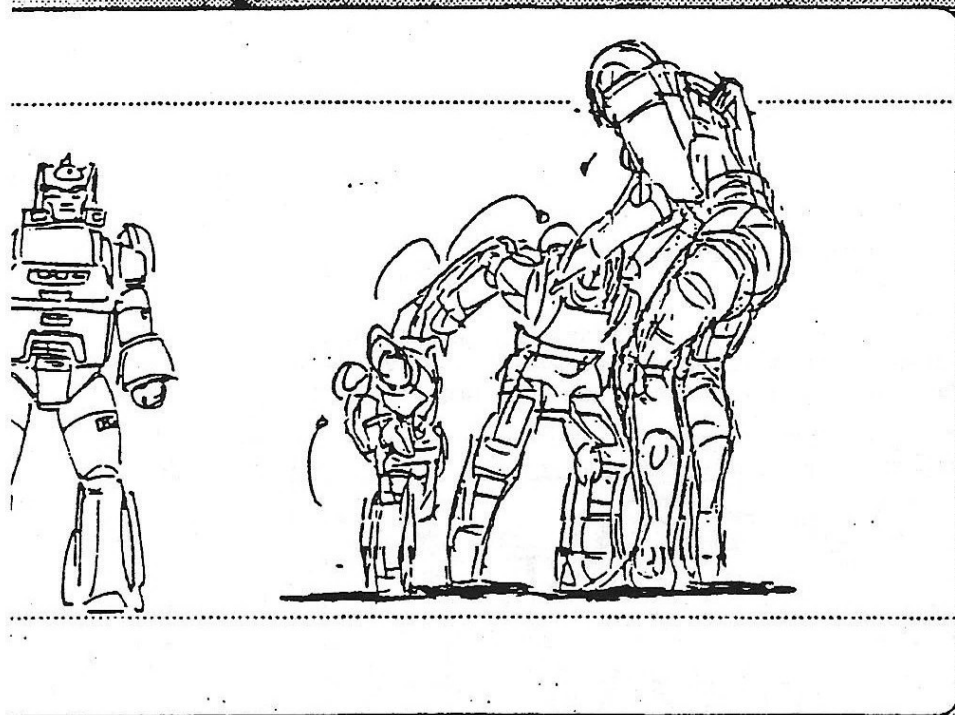
ACTION

L.S. ARCEE AND DANIEL. DANIEL SPRINGS UP, SOMERSAULTS OVER AND LANDS ON HIS FEET NEAR ARCEE.

DIAL

MUSIC/SFX

CAMERA



N ...HE THEN TAKES A FEW WOBBLY STEPS OVER TO ARCEE...

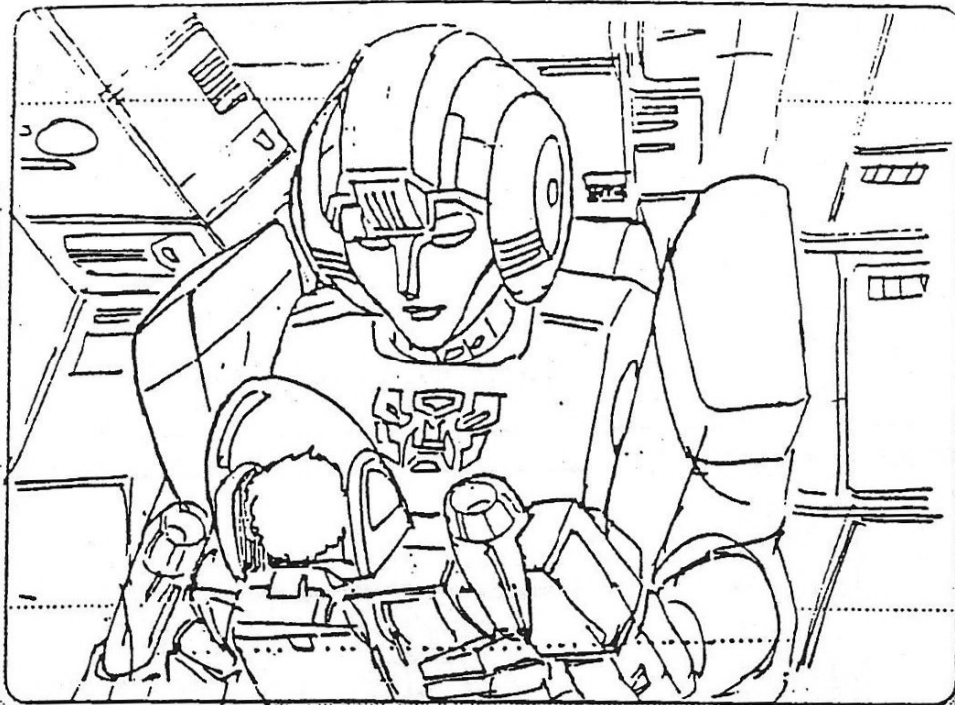
ACTION ...AND FALLS INTO HER ARMS. SHE HOLDS HIM UP.

DIAL ARCEE For the first time out,...

MUSIC/SFX

CAMERA

SC. 18-35



ACTION

M.L.S. BLULRR, SPRINGER, ARCEE AND DANIEL. ARCEE HOLDS DANIEL IN HER ARMS. BLURR AND SPRINGER STAND BEHIND THEM. ULTRA MAGNUS ENTERS THE SCENE.

DIAL

ARCEE (CONT)

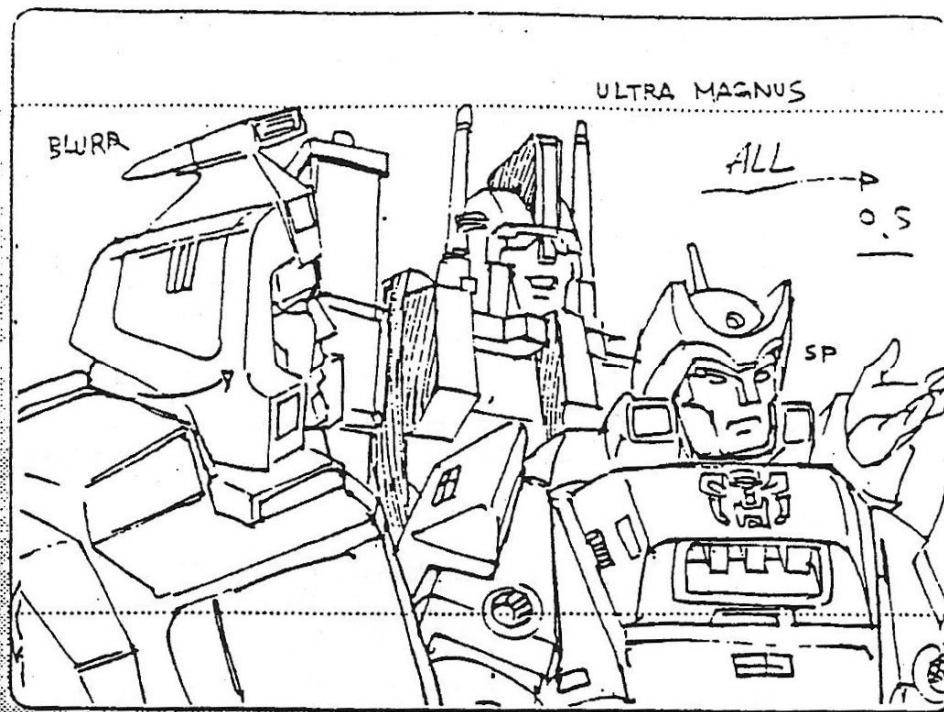
you were great!

MUSIC/SFX

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 18-36

SEQ. 32



ACTION

M.S. BLURR, ULTRA MAGNUS, SPRINGER. BLURR TURNS TO LOOK AT ULTRA MAGNUS WHO, AS HE PASSES BEHIND THEM GIVES THEM ORDERS AND WALKS O.S. BLURR AND SPRINGER FOLLOW HIM.

DIAL

ULTRA MAGNUS

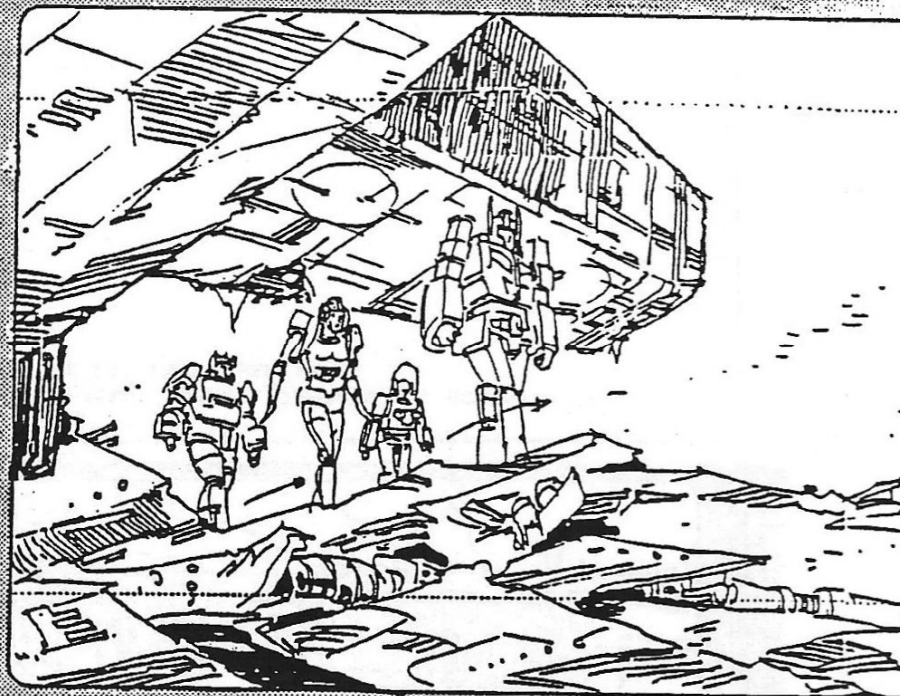
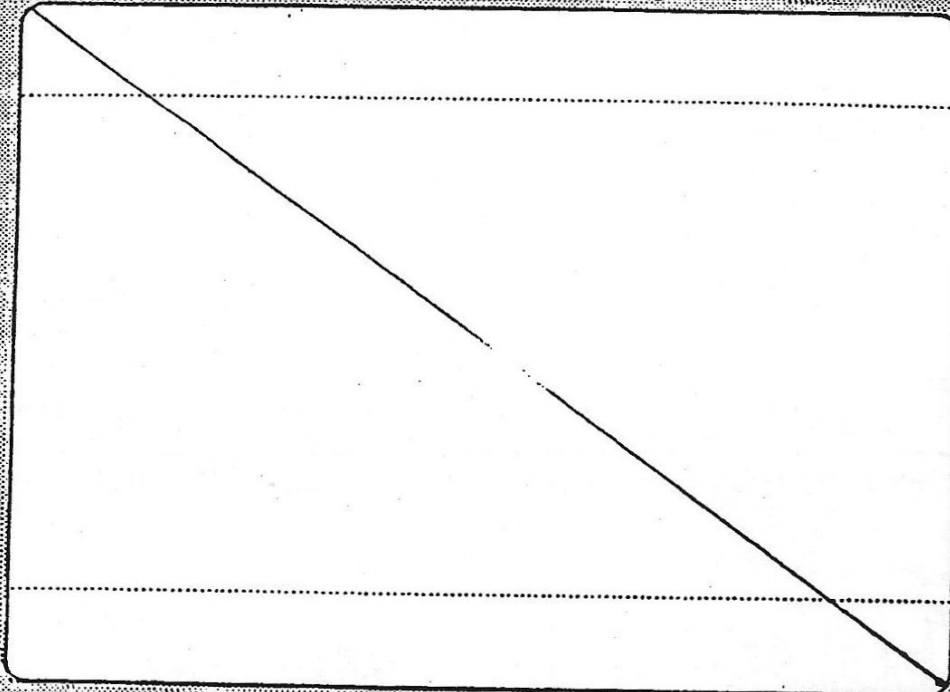
C'mon. Show time's over! We've got work to do! (HE STARTS OUT)

MUSIC/SFX

SC.

SC. 18-38

SEQ. 18 Page 33



ACTION

DIAL

MUSIC/SFX

CAMERA

ACTION

L.S. EXTERIOR THE AUTOBOT SHUTTLE. ULTRA MAGNUS, ARCEE, DAI AND SPRINGER WALK OUT OF THE SHUTTLE AND OUT ACROSS THE SURF OF JUNKION. THEY ALL COME TO A STOP.

DIAL

MUSIC/SFX

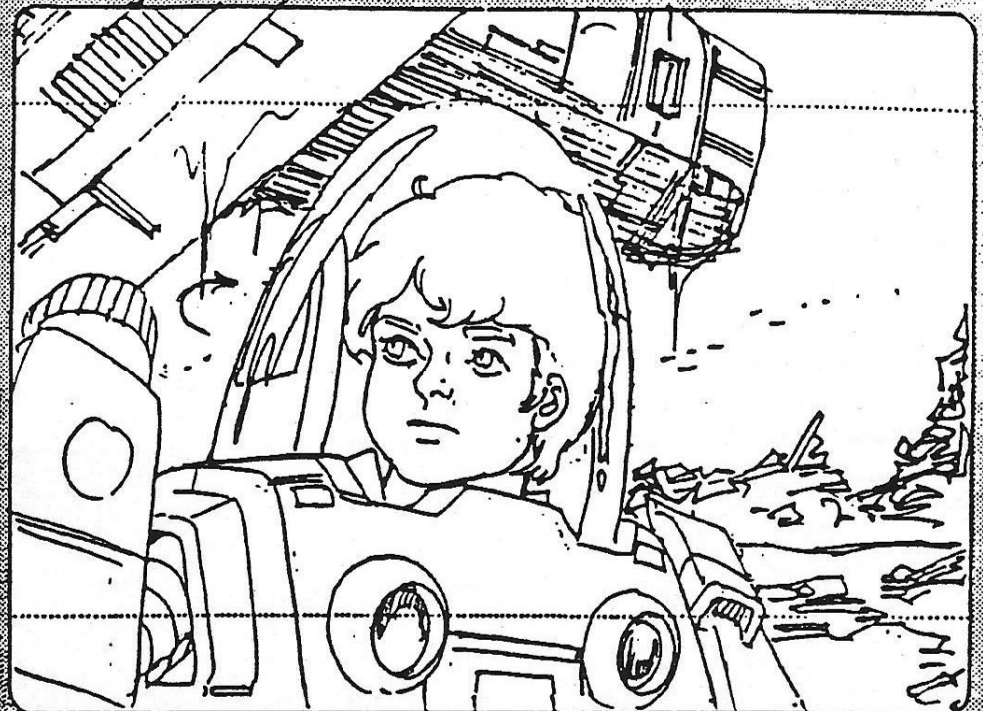
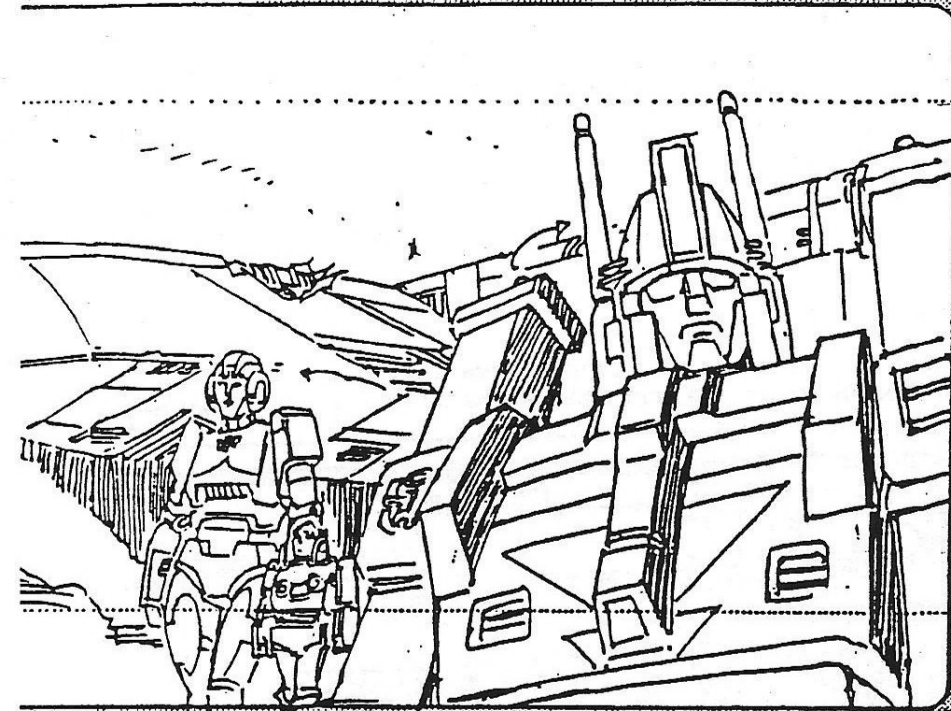
CAMERA



C. 18-39

SC. 18-39A

SEQ. 18 Page 34



3 SHOT ARCEE, DANIEL, ULTRA MAGNUS. THEY LOOK AROUND INSPECTING THIS STRANGE PLACE.

ACTION M.C.U. DANIEL. HE STOPS AND LOOKS AROUND, TURNING HIS HEAD TO THE RIGHT.

DIAL DANIEL

Whistles.

MUSIC/SFX



P.O.V. THE SURFACE OF THE JUNKION PLANET. WE PAN ACROSS VARIOUS  
PILES OF JUNK. WIND SWEPT PLANES AND MOUNTAINS OF JUNK.

DANIEL (V.O.) (WHISTLES) This must be the junk  
capital of the universe!

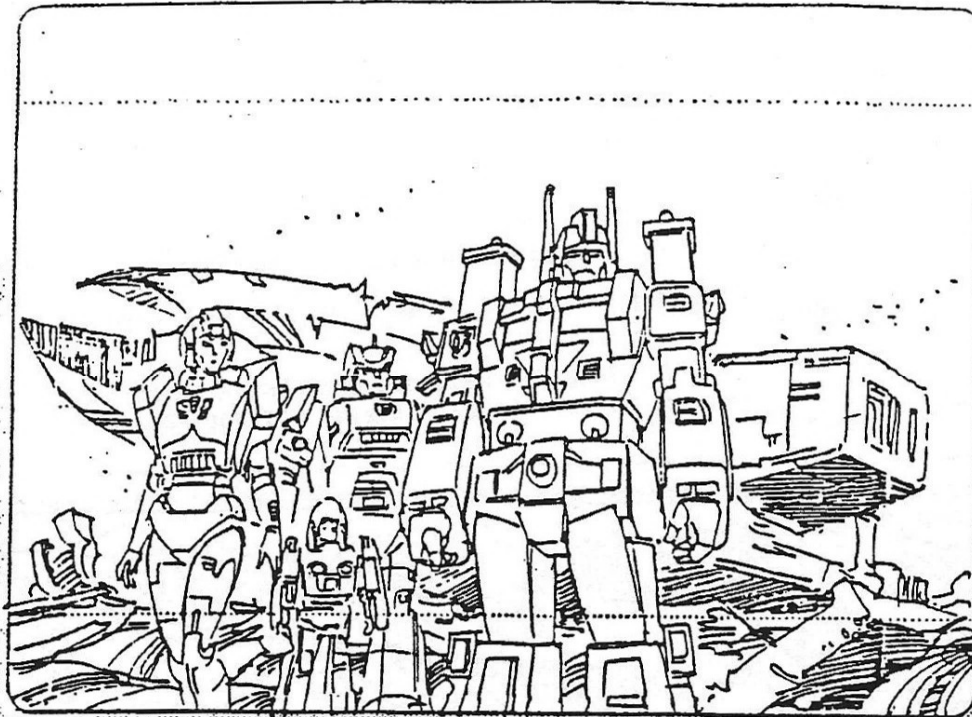
ACTION

DIAL

MUSIC/SFX

CAMERA

SC. 10-41



ACTION M.L.S. ARCEE, DANIEL, SPRINGER, ULTRA MAGNUS. THEY STAND IN FRONT OF THE SHUTTLE INSPECTING THE PLANET...

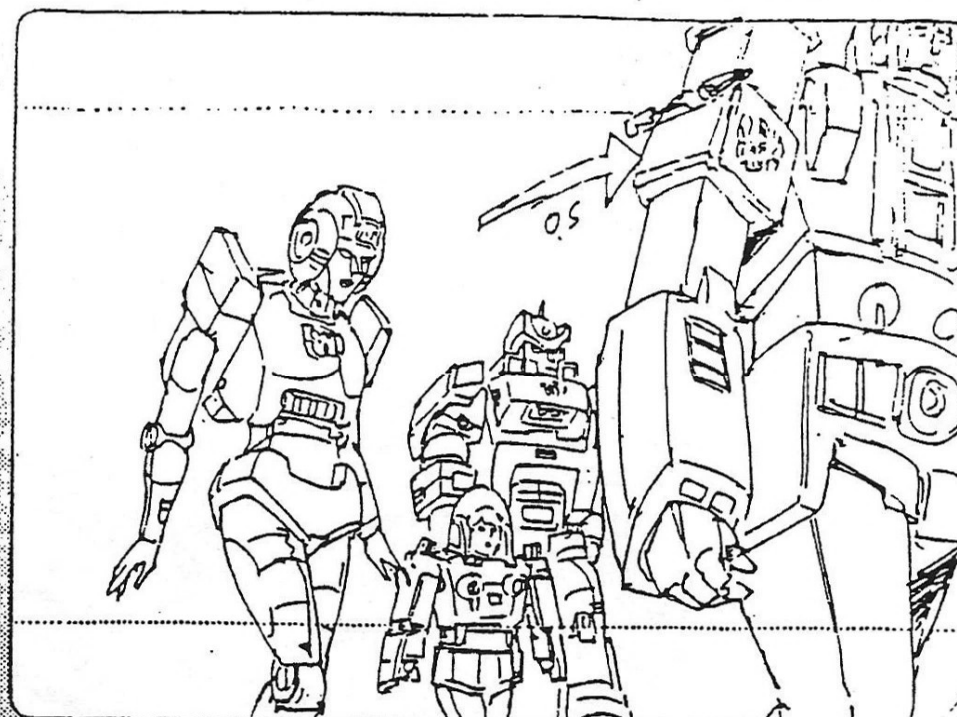
DIAL

MUSIC/SFX

**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

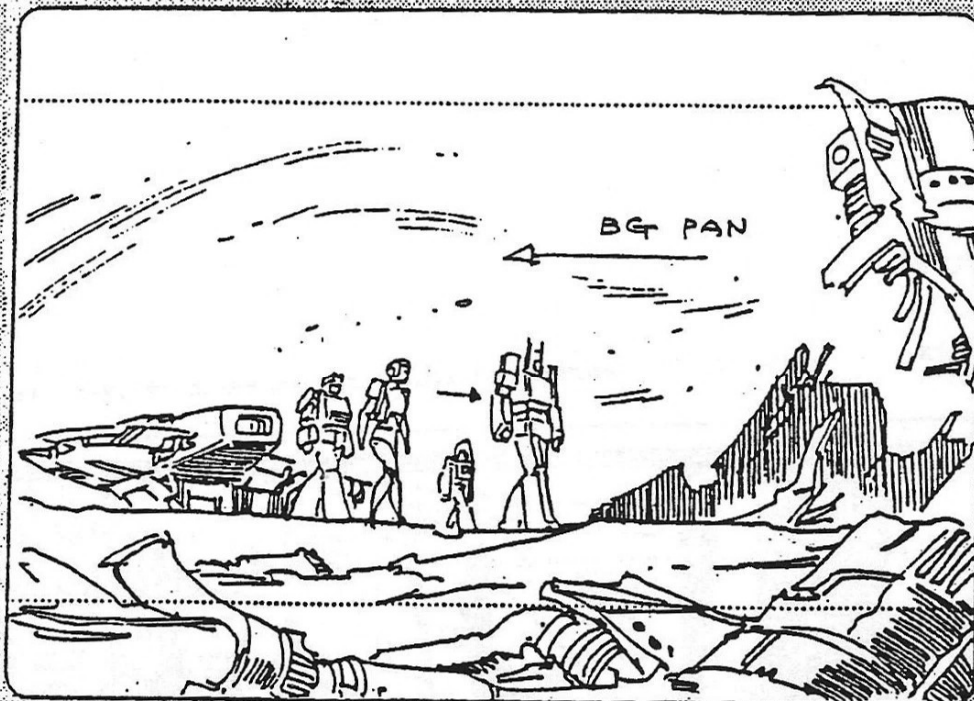
SEL. 10-42



ACTION ...THEN THEY WALK FORWARD AND O.S.

DIAL

MUSIC/SFX



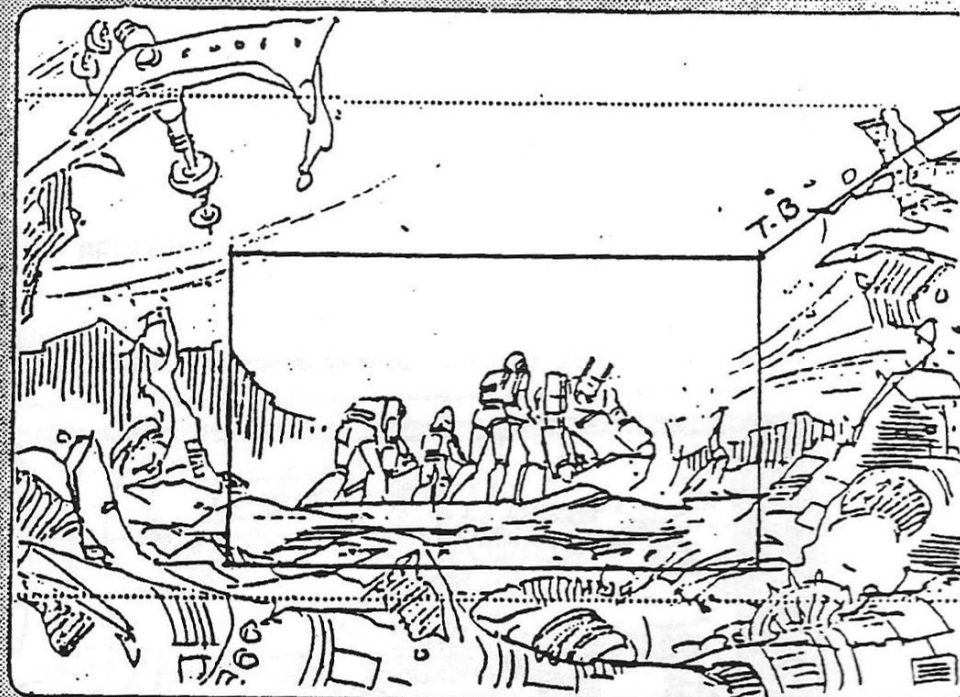
ACTION X.L.S. SPRINGER, ARCEE, DANIEL, ULTRA MAGNUS. WE PAN WITH THEM AS THEY WALK ACROSS THE PLANET'S SURFACE...

DIAL

MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!



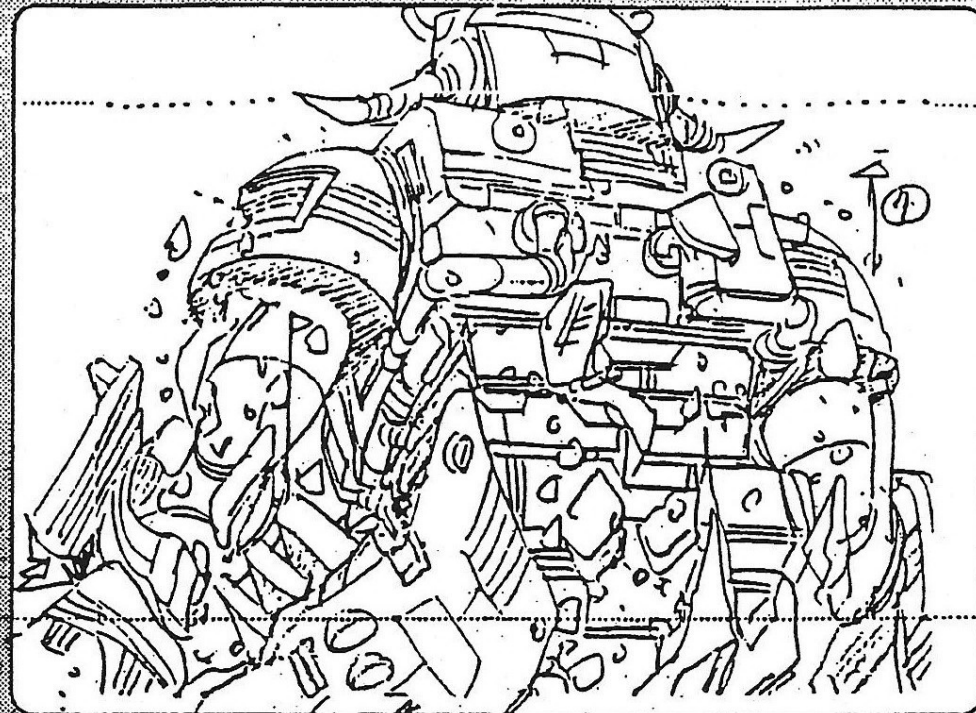
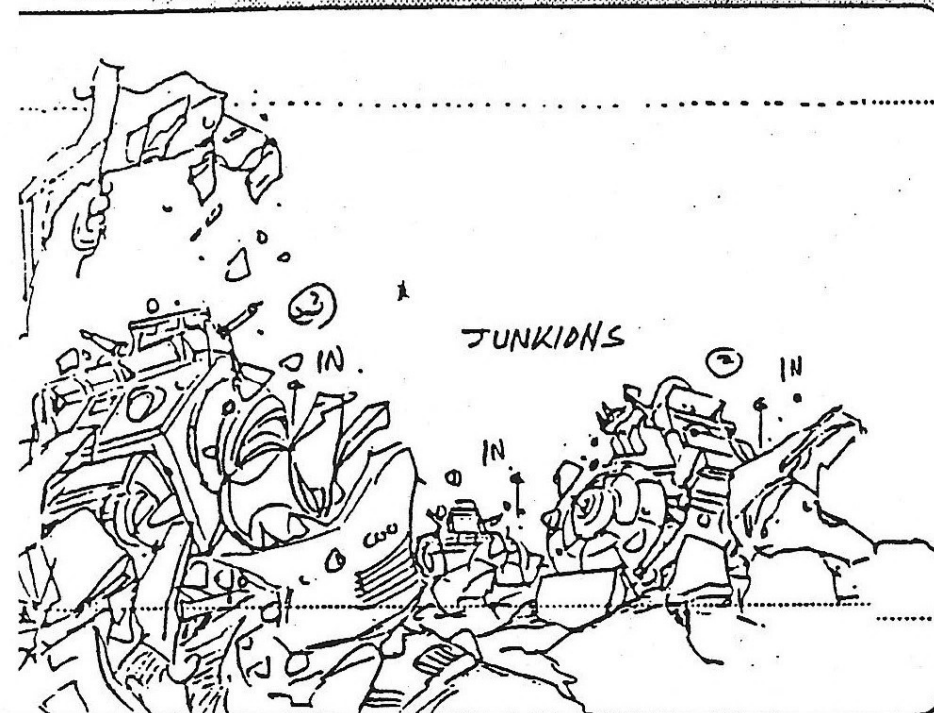
ACTION ...AND THEN START SEARCHING THROUGH THE JUNK ON THE PLANET FOR PARTS TO REPAIR THEIR SHUTTLE. WE TRUCK OUT...

DIAL

MUSIC/SFX

CAMERA





...TO A WIDER VIEW. SUDDENLY THE JUNK IN THE FOREGROUND STARTS TO MOVE. PUSHING UP INTO SCENE FROM OUT OF THE JUNK, COME THE...  
...STRANGE INHABITANTS OF THIS PLANET. THE JUNKIONS.

ACTION STRANGE INHABITANTS OF THIS PLANET, THE JUNKIONS.

DIAL

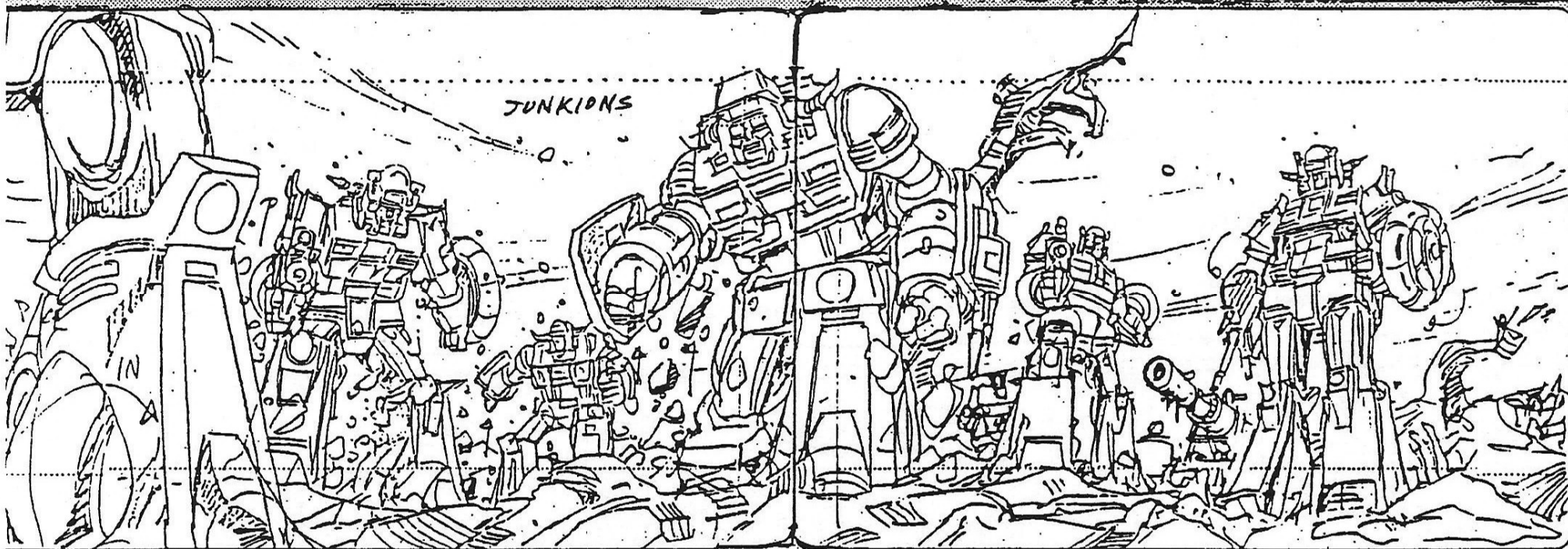
MUSIC/SFX

C. 18-43

START

PAN

STOP SEQ. 18 Page 39



N M.L.S. MORE AND MORE JUNKIONS PUSH OUT OF THE JUNK SURFACE  
OF THE PLANET. WE PAN...

SFX

ACTION

...AND COME TO STOP ON THE LEAD JUNKION WRECK GAR.

DIAL

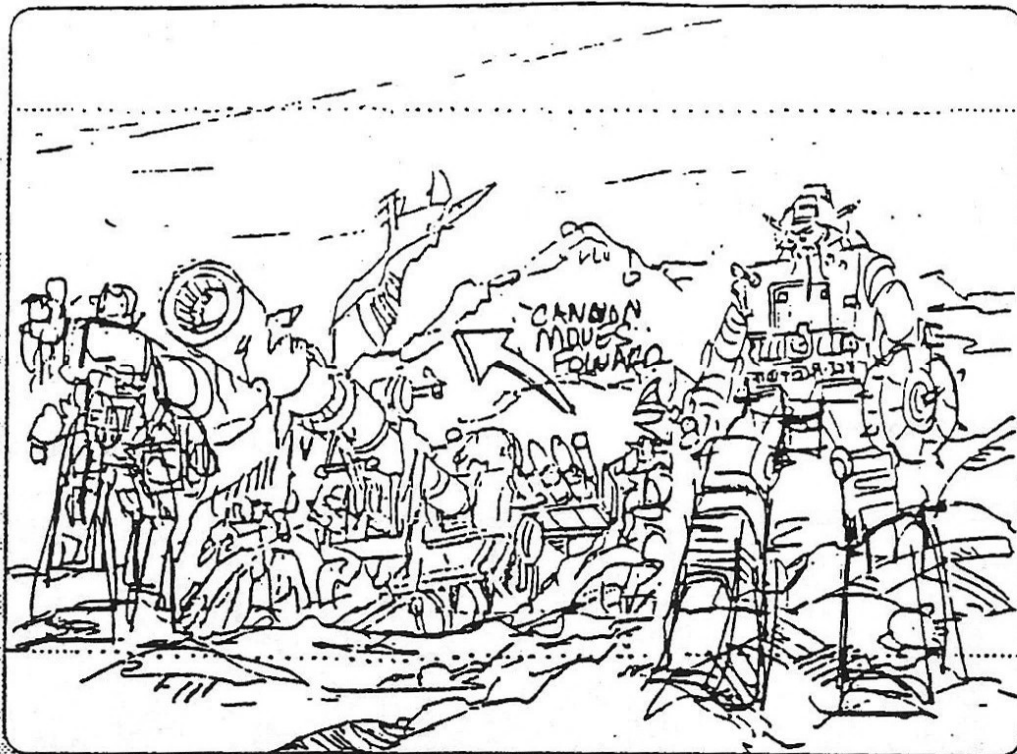
WRECK-GAR (IN GUTTURAL, RUSTY, METALLIC RUMBLE)

Stop thief! No welcome- wagon,

"hello stranger!" With that  
good coffee flavor..

MUSIC/SFX

CAMERA



ACTION M.L.S. SEVERAL JUNKIONS MOVE IN AROUND A JUNK CANNON AND MOVE IT INTO POSITION.

DIAL JUNKION 1 Yeah.

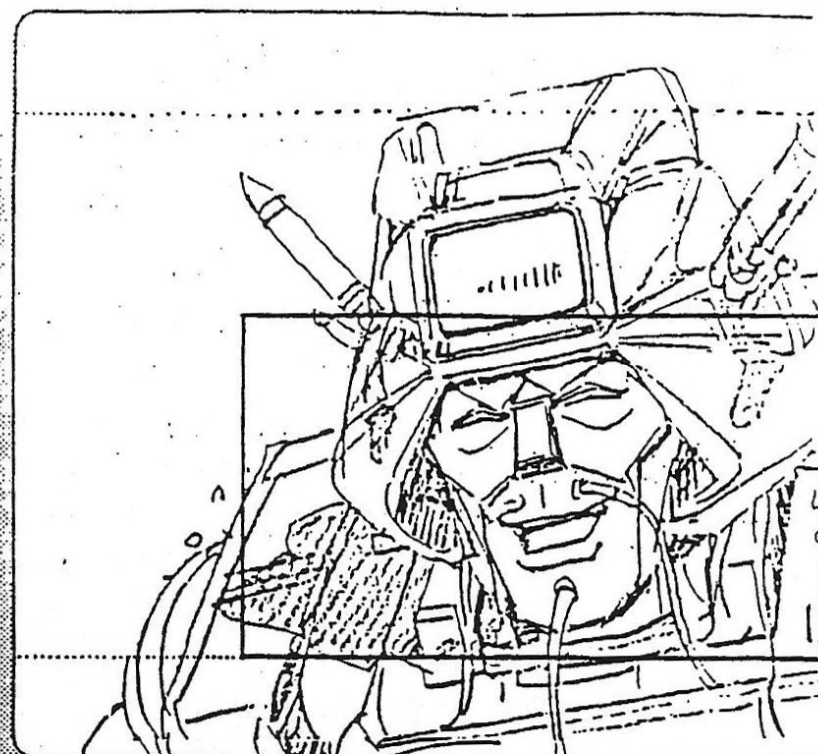
JUNKION 2 Yeah, or your money back!

MUSIC/!

WRECKGAR

Offer expires while you wait.

CAMERA



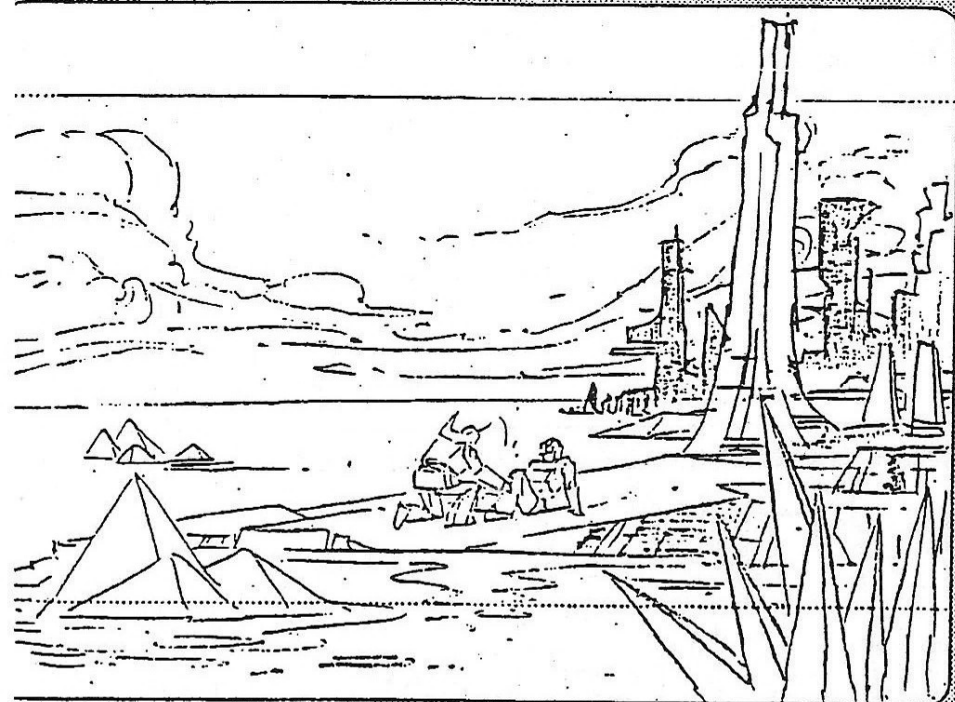
ACTION M.C.U. WRECK GAR. HE LAUGHS AS WE TRUCK IN ON A HIS FACE.

DIAL WRECK GAR Operators are standing  
(LAUGHS)

MUSIC/SFX

CAMERA

SC. 19-1



ON X.L.S. HOT ROD AND KUP. THEY ARE SITTING ON THE SHORE OF THE QUINTESSON SEA.

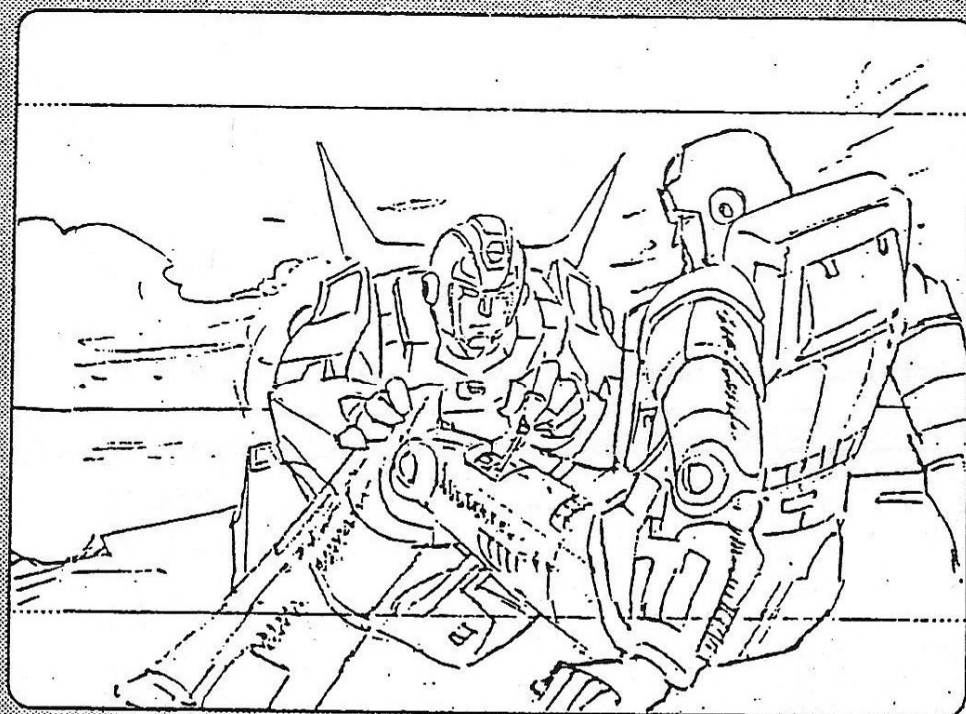
SFX



SC. 19-2

SEQ. 19

Page 1



ACTION

M.S. HOT ROD AND KUP. HOT ROD IS FINISHING REASSEMBLING KUP.

DIAL

HOT ROD

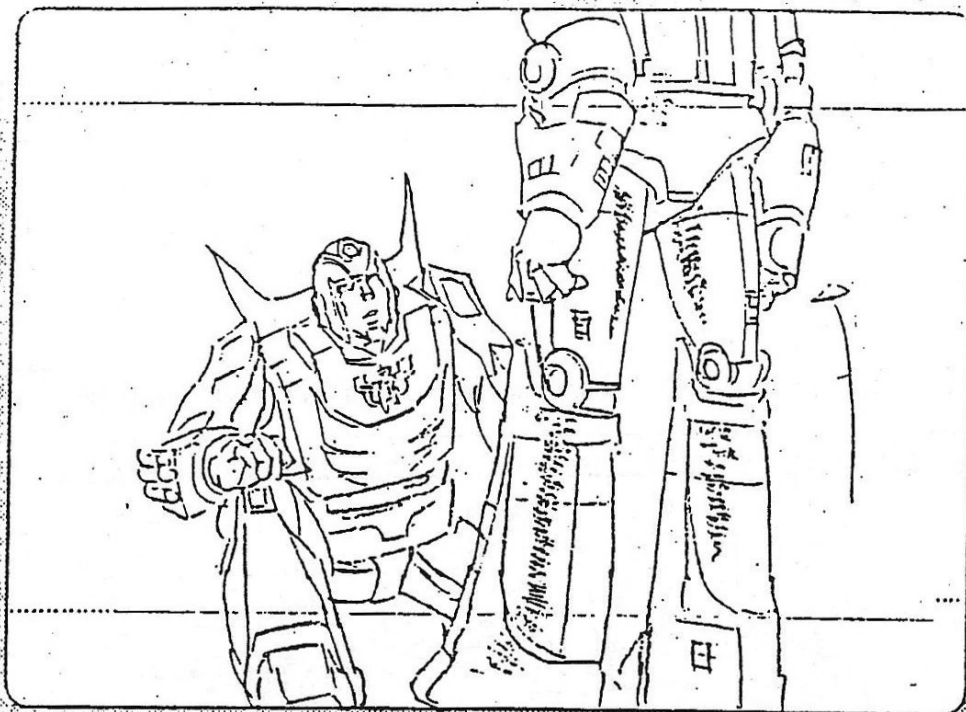
That does it.

MUSIC/SFX

CAMERA



SC. CONT/14-2



ACTION KUP STANDS UP.

DIAL HOT ROD (CONT) Well, what do you think?

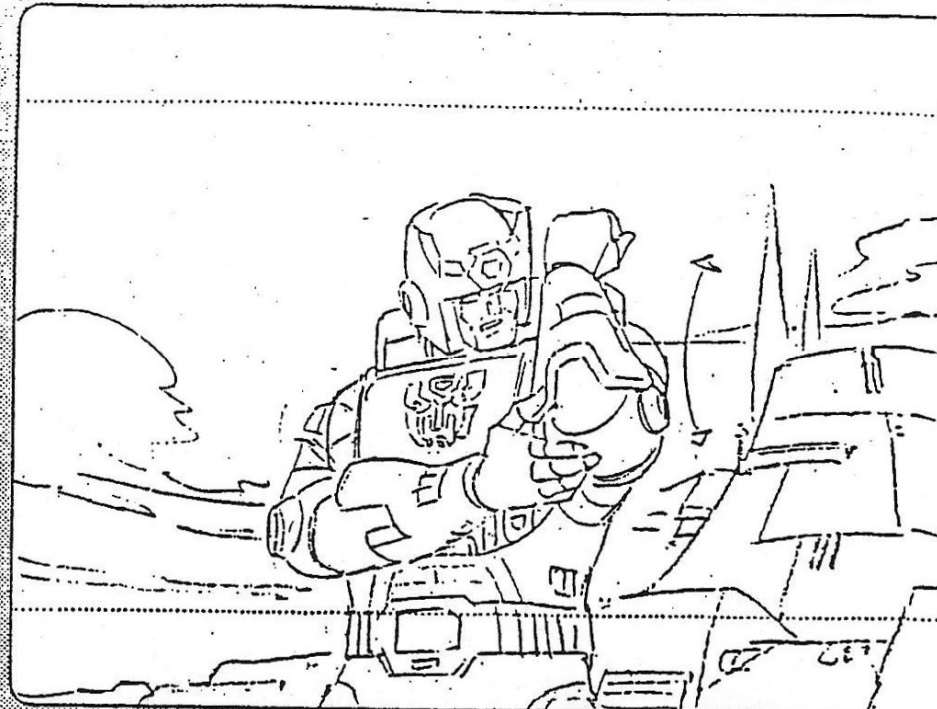
MUSIC/SFX

TFRAW

From Generation 1 to Beast Hunters and Beyond!!!!

SC. 14-3

SEQ. 19 Page 2

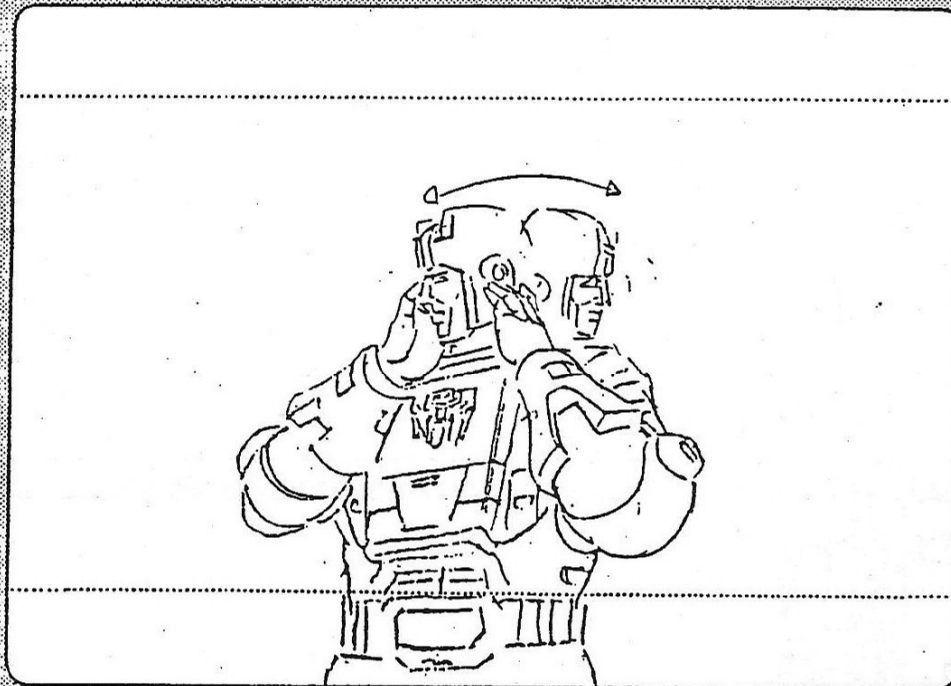


ACTION M.S. KUP. HE MOVES HIS ARMS, FEELS HIS ELBOW JOINT...

DIAL

MUSIC/SFX

SC. CONT 19-3



ACTION ...AND TWISTS HIS HEAD FROM SIDE TO SIDE, CHECKING HIMSELF OUT.

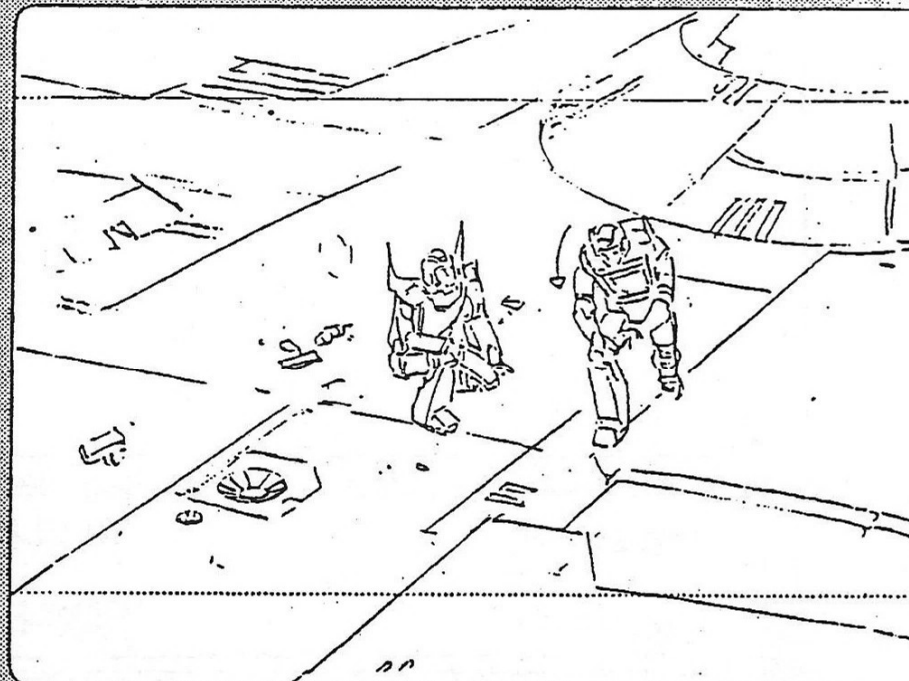
DIAL

MUSIC/SFX

CAMERA

SC. 19-4

SEQ. 19 Page 3



ACTION L.S. HOT ROD AND KUP. HOT ROD WATCHES AS KUP PUSHES FORWARD PLACING PRESSURE ON HIS KNEE TO TEST IT OUT.

DIAL

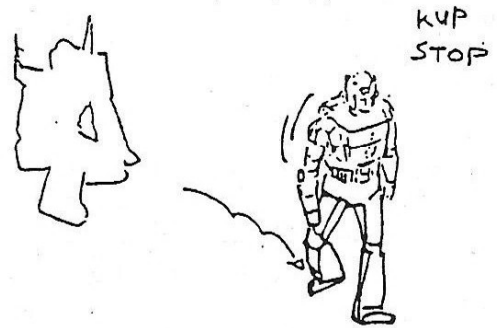
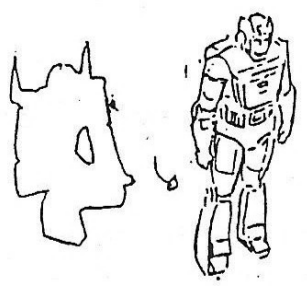
MUSIC/SFX

CAMERA

SC. CONT 19-4

SC. CONT

SEQ. 19 Page 4



ON ...KUP THEN TURNS...

ACTION ...AND TAKES A FEW, LIMPING, STEPS.

DIAL

MUSIC/SFX

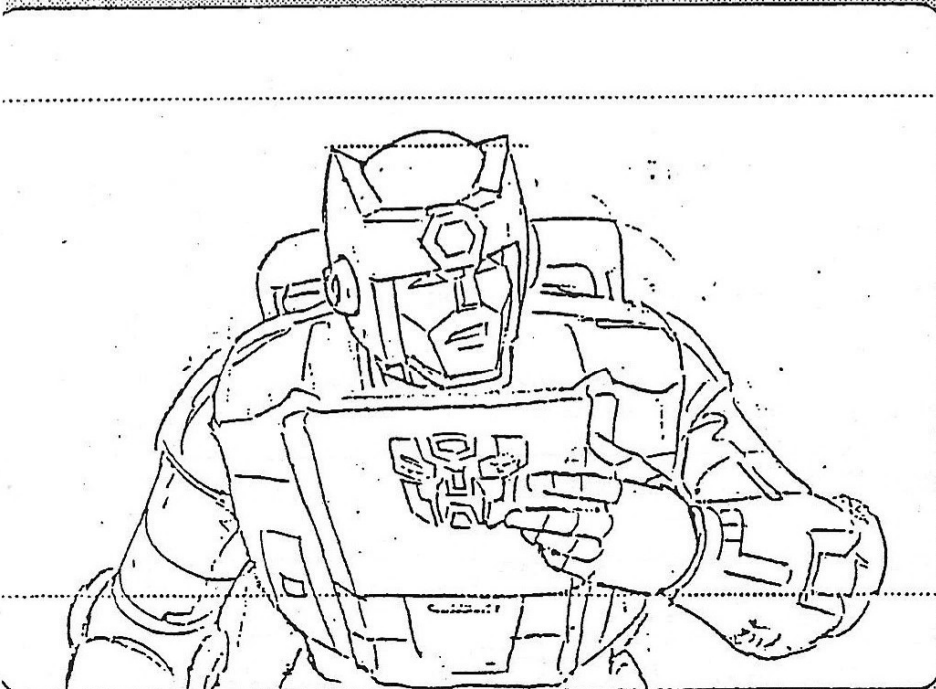
CAMERA



SC. 19-5

SC. CONT

SEQ. 19 Page 5



ION M.S. KUP. HE IS A LITTLE ANNOYED...

KUP Of all the circuit glitched diode  
blow! Dim wittery!...

IC/SFX

ACTION ...AND TURNS BACK TO HOT ROD.

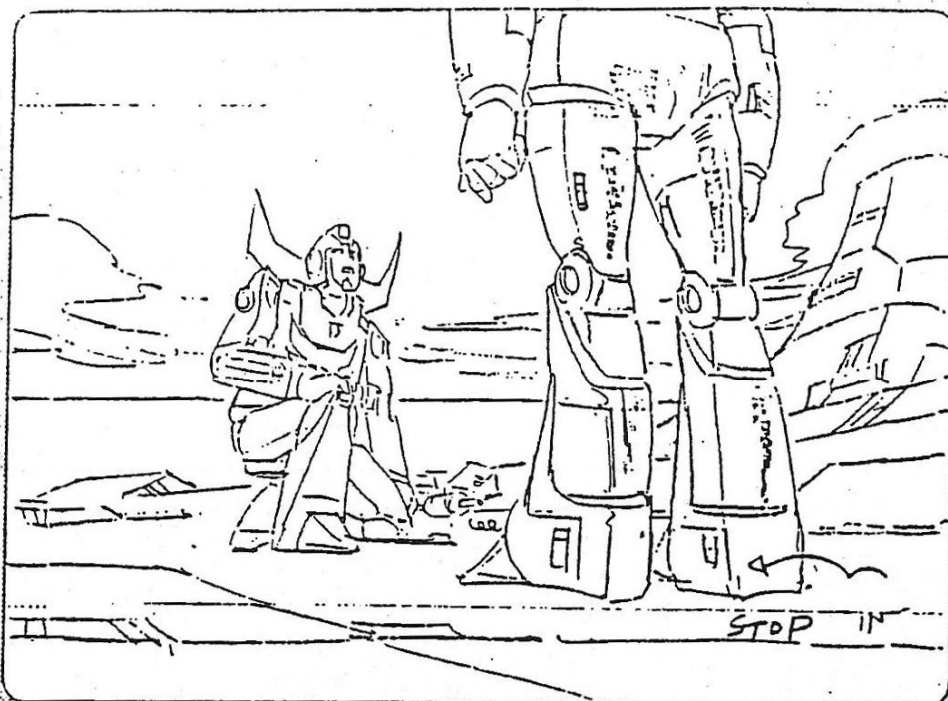
DIAL KUP (CONT)...You left a piece out.

MUSIC/SFX

CAMERA



SC. 17-6



SC. 19-7

SEQ. 19 Page 6



ACTION L.S. HOT ROD. HE IS KNEELING ON THE GROUND LOOKING UP AS KUP ENTERS THE SCENE AND STOPS.

DIAL HOT ROD No way..... You're just a little stiff.

MUSIC/SFX

IFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION M.C.U. KUP. HE TURNS HIS HEAD AND CHECKS HIMSELF OUT.

DIAL KUP  
(MOVING BACK AND FORTH, CREAKING, CLUNKING, SQUEAKING) Well, maybe. Anyway, all things considered, you did an amazing job, lad! Amazing!

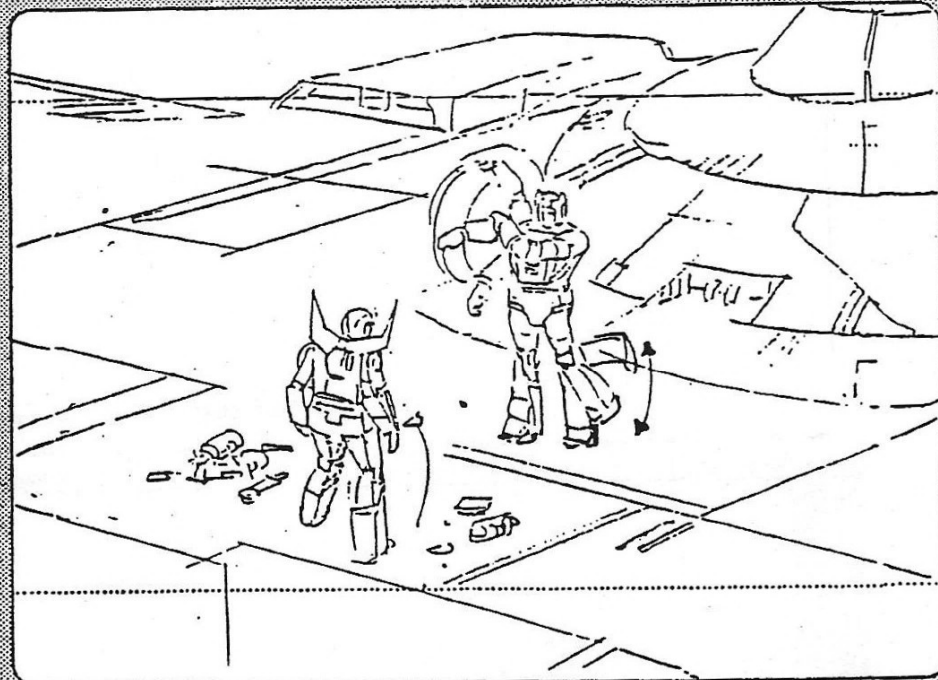
MUSIC/SFX

SC. 19-8



SC. 19-9

SEQ. 19 Page 7



ACTION M.C.U. HOT ROD. HE SMILES BACK AT KUP.

DIAL HOT ROD (BRIGHTENING) Really?

MUSIC/SFX

CAMERA

ACTION L.S. KUP AND HOT ROD. HOT ROD STANDS UP AS KUP CHECKS OUT HIS ARM BY ROTATING IT RAPIDLY AND BENDS HIS LEG UP AND DOWN.

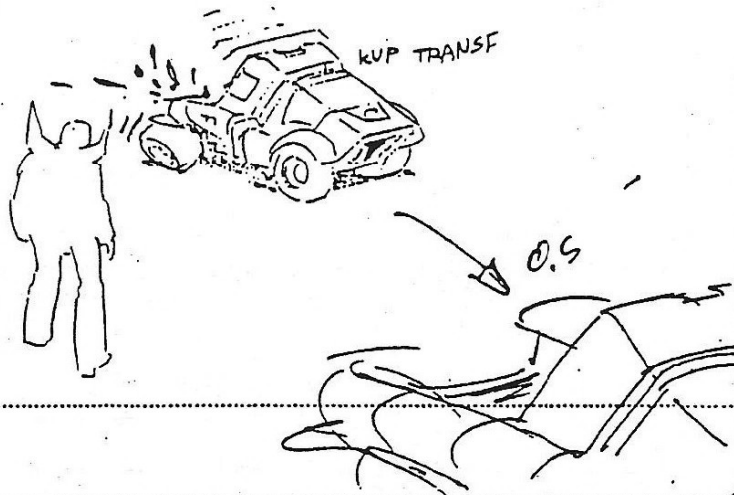
DIAL KUP (ROTATES ARM RAPIDLY) Yeah, you even got rid of a nasty burr on my rotator! Now let's find the Dinobots and get off this twisted planet!

CAMERA

SC. CONT/9-9

SC. 19-10

SEQ. 19 Page 8



IN ...KUP TRANSFORMS INTO AUTO MODE AND DRIVES O.S.

ACTION M.C.U. HOT ROD. HE WATCHES KUP DRIVE AWAY.

DIAL

MUSIC/SFX

CAMERA

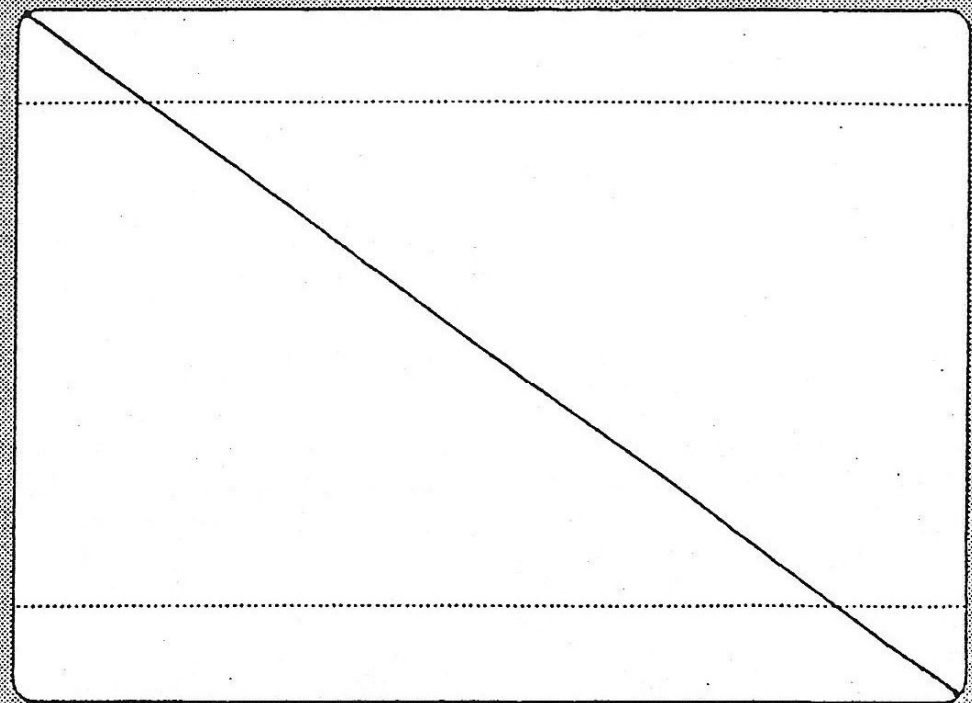
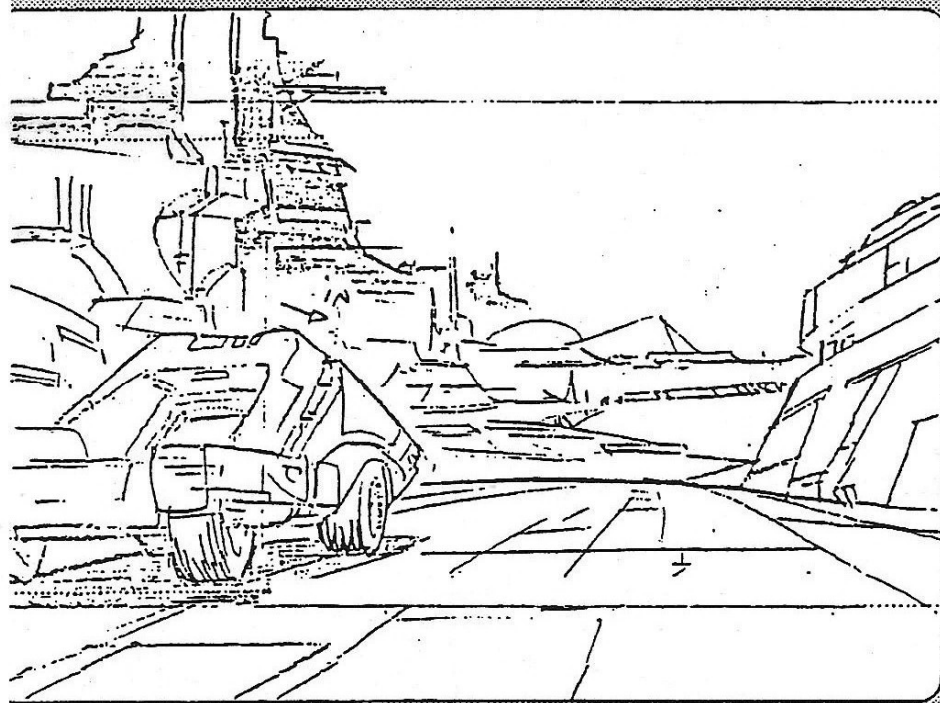
/SFX

**TFRAW**  
RA  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 19-11

SC.

SEQ. 19 Page 9



ON L.S. KUP. HE DRIVES AWAY ACROSS THE QUINTESSON LANDSCAPE.

:/SFX

ACTION

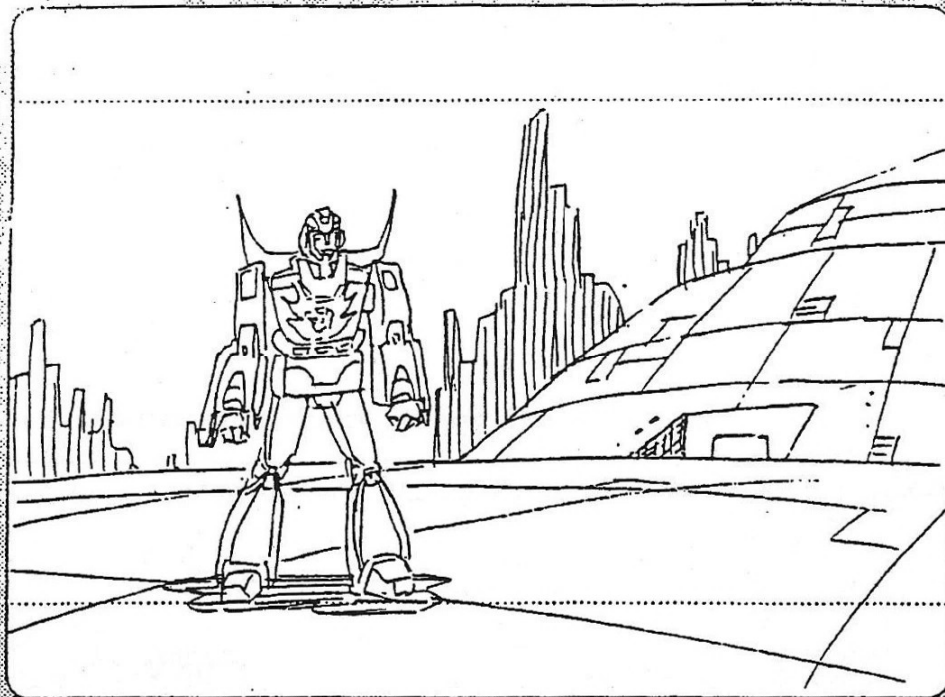
DIAL

MUSIC/SFX

CAMERA

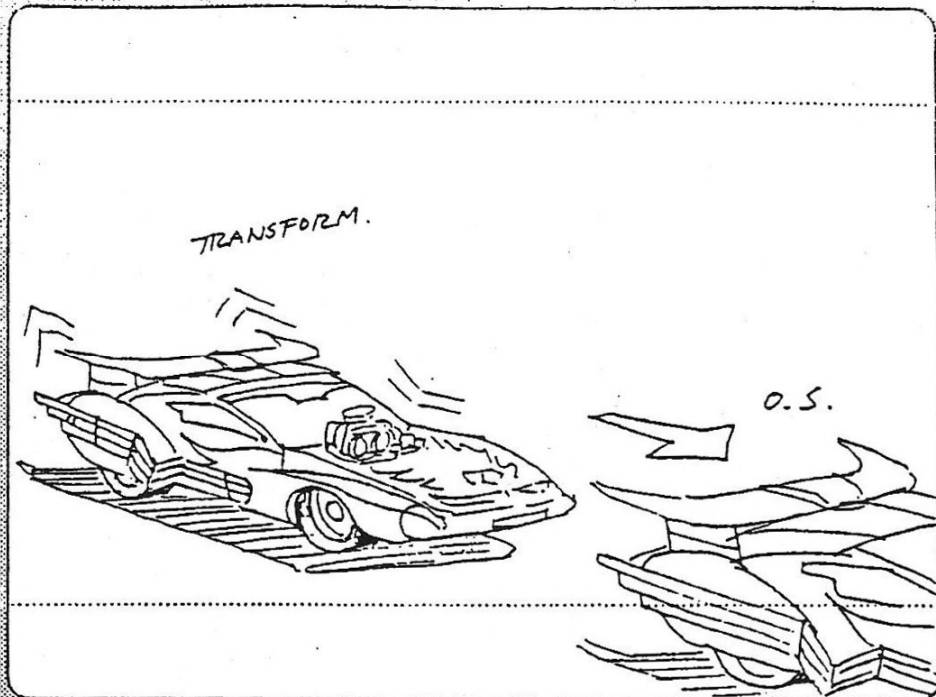


SC. 19-12



SC. CONT

Seq. 17 Page 10



ACTION L.S. HOT ROD. HE WATCHES KUP. THEN...

DIAL

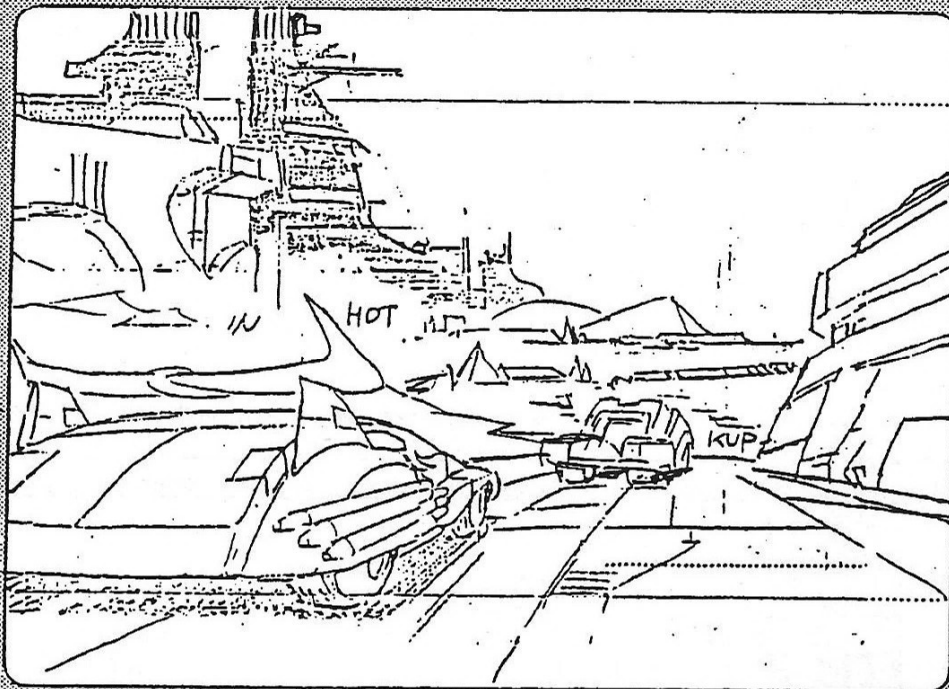
MUSIC/SFX

ACTION ...HE TRANSFORMS INTO AUTO MODE AND FOLLOWS O.S.

DIAL

MUSIC/SFX

SC. 19-13



ACTION L.S. KUP AND HOT ROD. HOT ROD ENTERS THE SCENE AND FOLLOWS KUP..

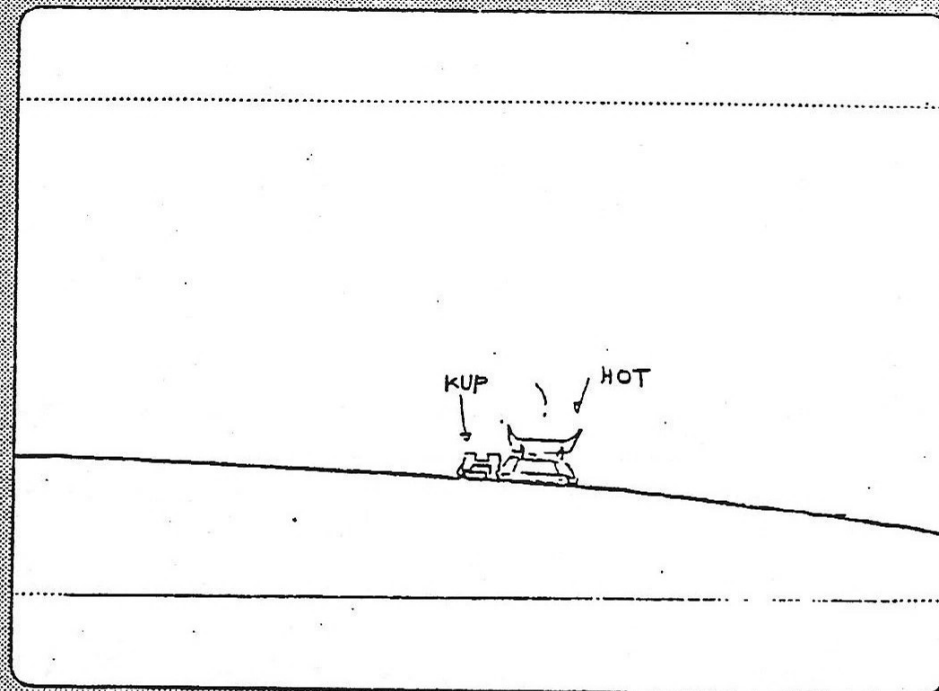
DIAL

MUSIC/SFX

CAMERA

SC. CONT

SEQ. 19 Page 11



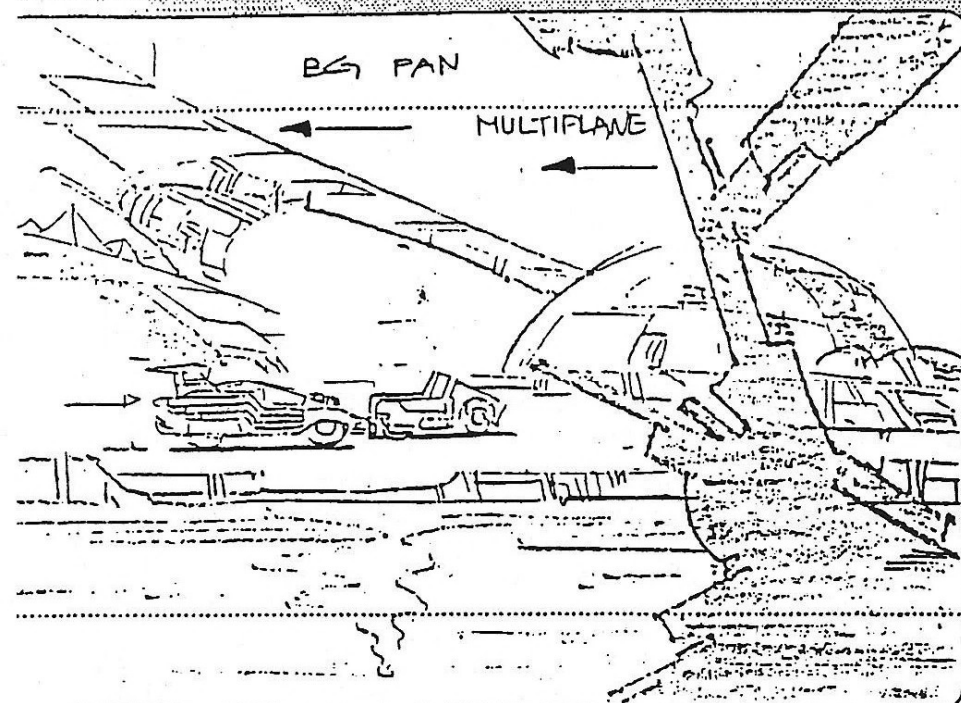
ACTION ...DOWN OVER THE EDGE OF A HILL.

DIAL

MUSIC/SFX

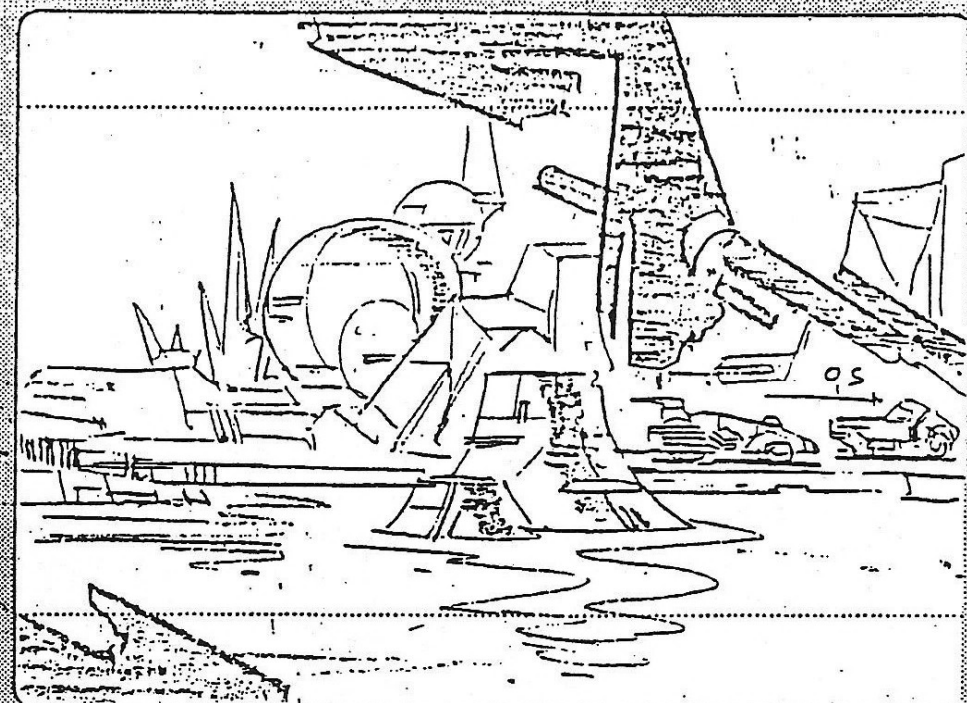
CAMERA

SC. 19-14



SC.

SEQ. 19 Page 12



ON X.L.S. HOT ROD AND KUP IN AUTO MODE. WE PAN WITH THEM AS THEY RACE ACROSS THE QUINTESSON LANDSCAPE.

ACTION

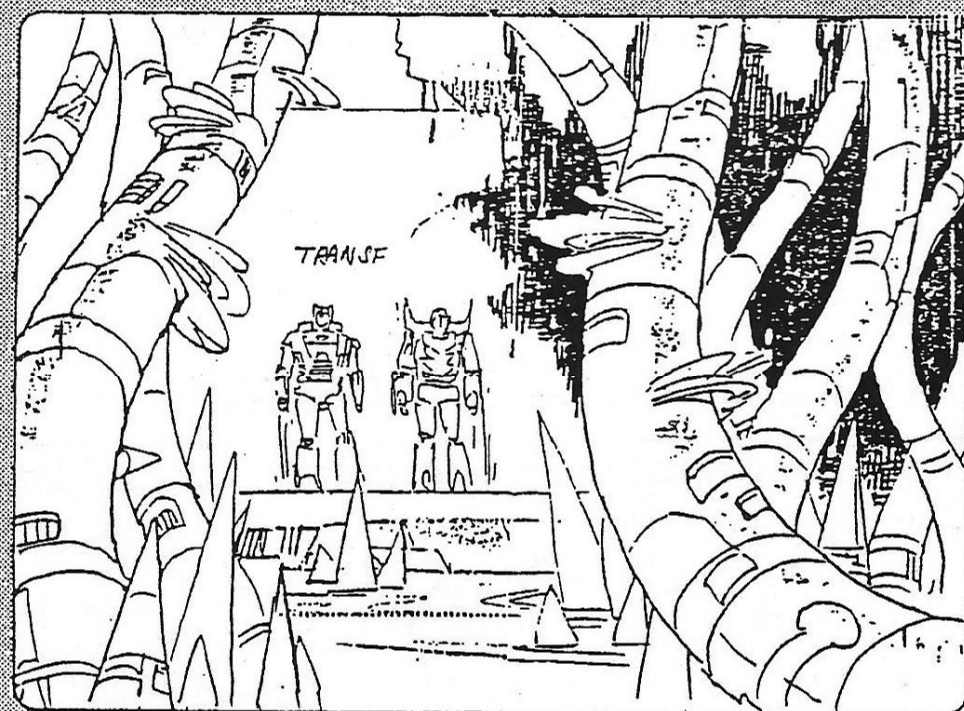
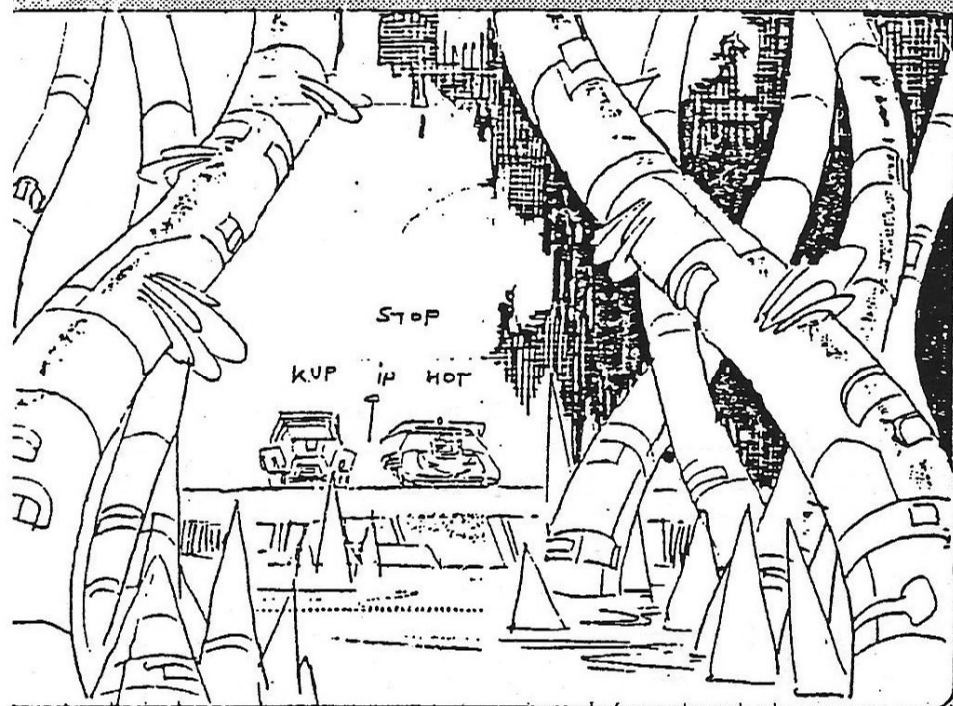
DIAL

MUSIC/SFX

SC. 19-15

SC. CONT

SEQ. 19 Page 13



ON L.S. KUP AND HOT ROD. THEY DRIVE FORWARD INTO SCENE AND COME TO A STOP AT THE EDGE OF A SWAMPY AREA INFESTED WITH TOWERING PLANTS.

ACTION ...THEY TRANSFORM INTO ROBOT MODE...

DIAL

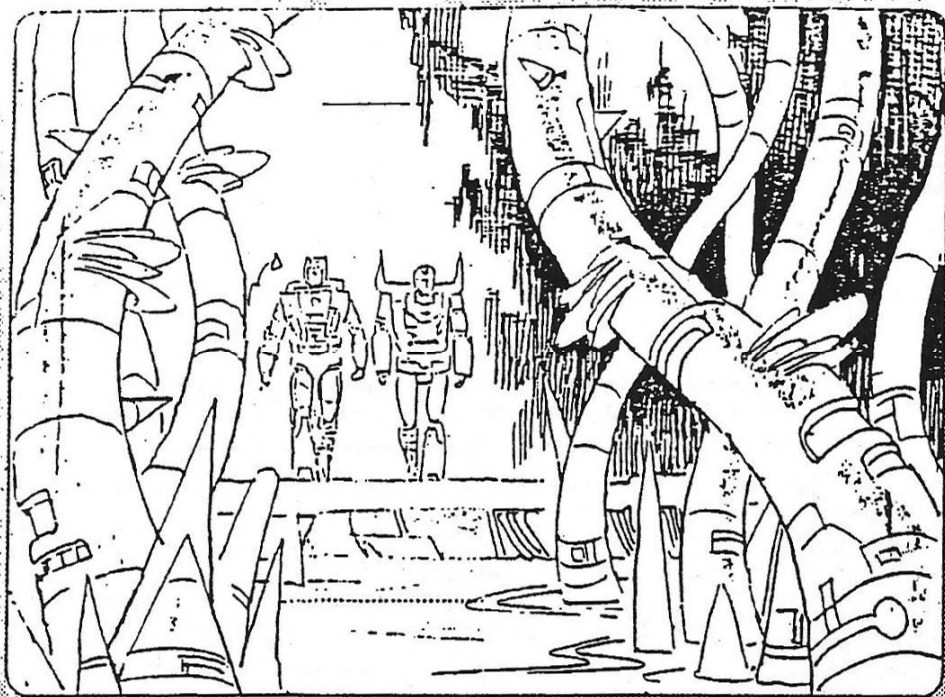
MUSIC/SFX

CAMERA

C.SFX



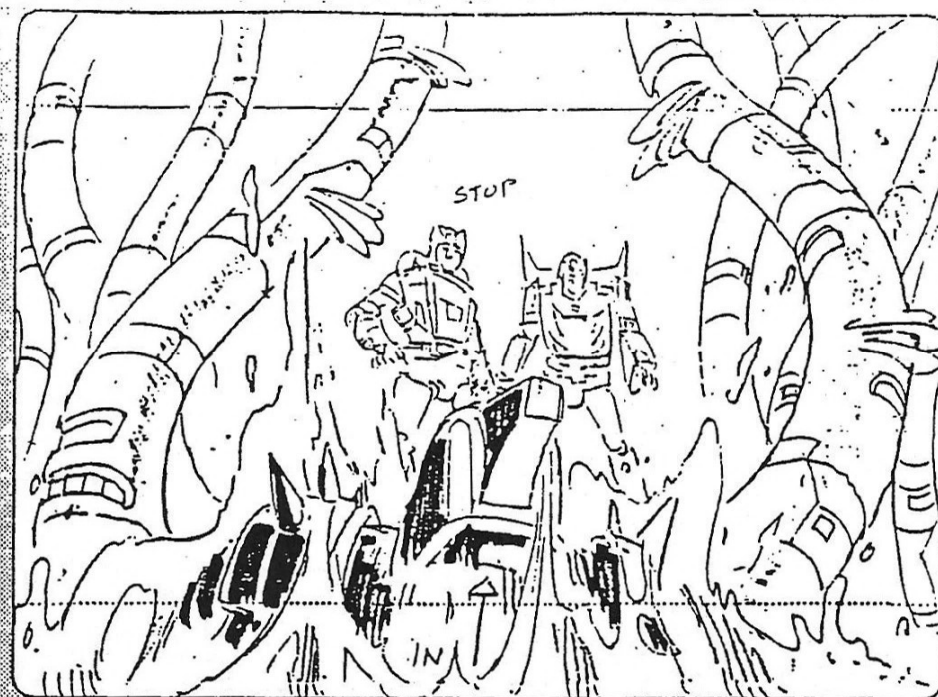
SC. CONT. 17-18



SC. CONT

SEQ. 19

Page 14



ACTION ...AND WALK TOWARD THE SWAMP.

DIAL



ACTION SUDDENLY, A STRANGE CREATURE (QUINTESSON GUARD #1) EMERGES FROM OUT OF THE SWAMP.

DIAL

MUSIC/SFX

SC. 19-16



ACTION 2 SHOT KUP AND HOT ROD. THEY ARE SHOCKED AND TAKEN BACK BY THE SUDDEN APPEARANCE OF THESE CREATURES. HOT ROD TAKES AIM AT THEM.

DIAL

MUSIC/SFX

CAMERA

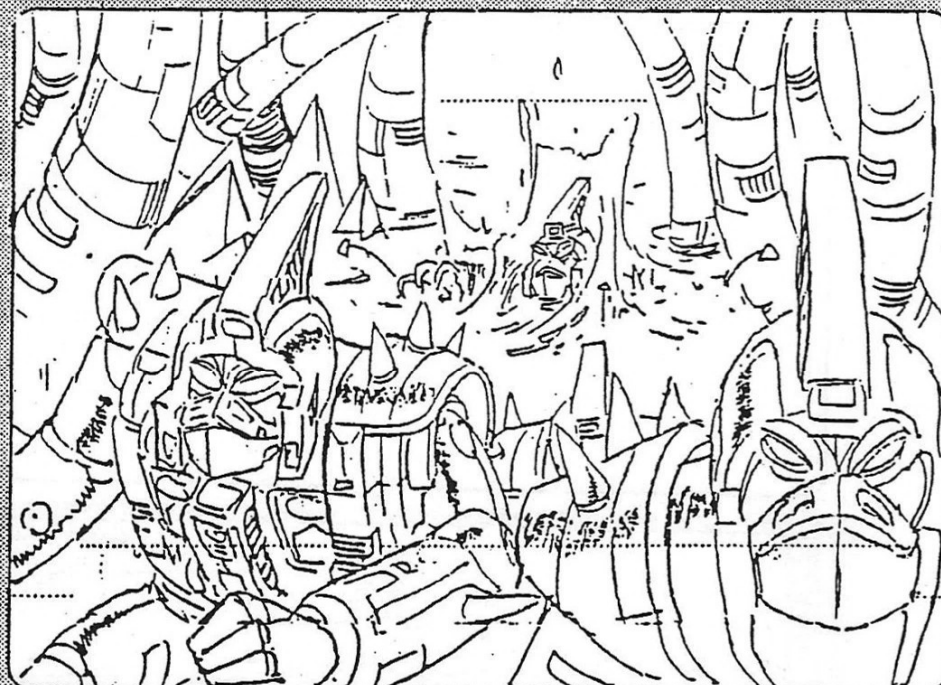
**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 19-17

SEQ. 19

Page

15



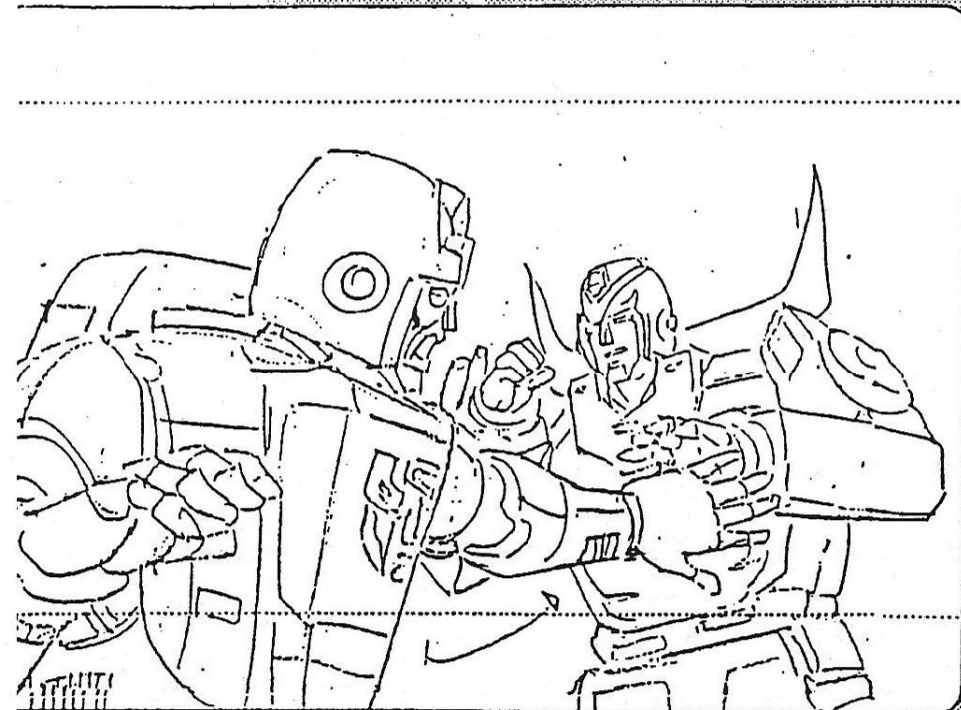
ACTION M.L.S. MANY QUINTESSON #1 GUARDS COME UP OUT OF THE SWAMP AND CLOSE IN ON KUP AND HOT ROD O.S.

DIAL

MUSIC/SFX

CAMERA

SC. 19-18



2 SHOT KUP AND HOT ROD. KUP MOTIONS TO HOT ROD TO PUT HIS WEAPONS DOWN.

KUP Don't act hostile...

SFX

**TFRAW**  
A  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 19-19

SEQ. 19 Page 16

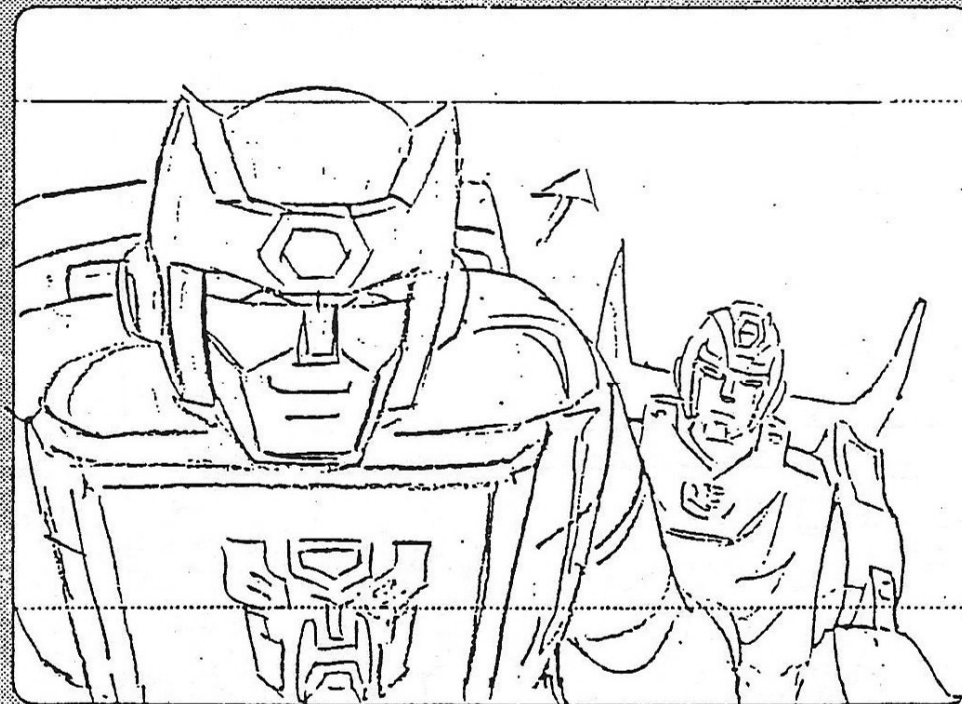
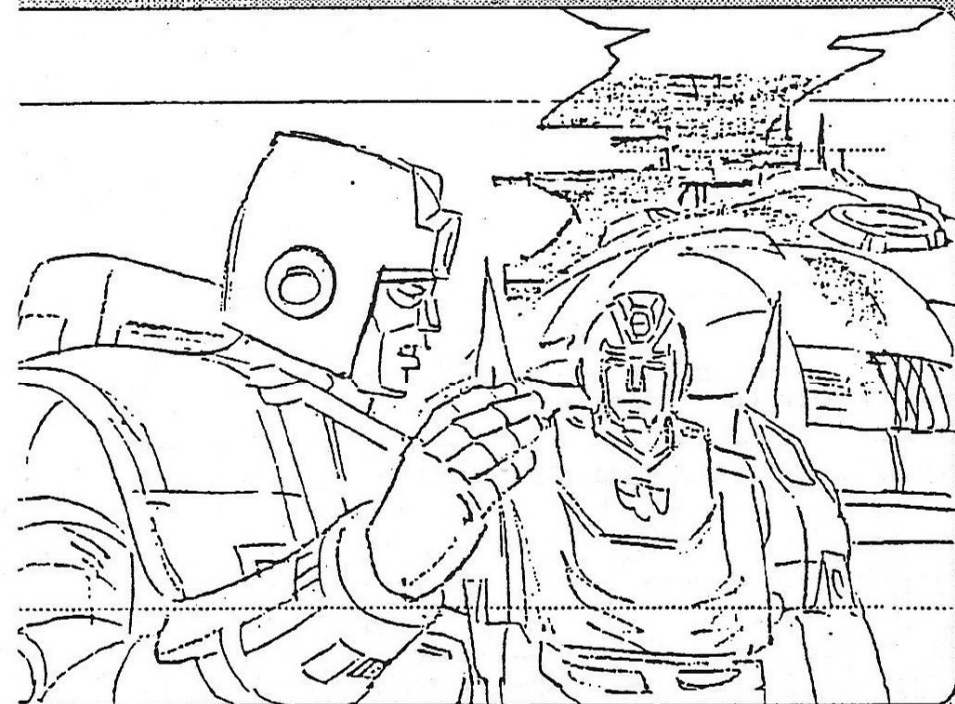


ACTION M.L.S. KUP AND HOT ROD. AS THE QUINTESSON #1 GUARDS MOVE IN FROM THE DISTANCE.

DIAL KUP (CONT)...I'll use the universal greeting.

MUSIC/SFX

CAMERA



M.2 SHOT KUP AND HOT ROD. KUP INFORMS HOT ROD ABOUT THE UNIVERSAL GREETING...

HOT ROD Universal greeting???

KUP Watch. I'll have them...

USEY

ACTION ...THEN TURNS TO THE O.S. QUINTESSON #1 GUARDS.

DIAL KUP (CONT)...eating out of my hand.

MUSIC/SFX

CAMERA

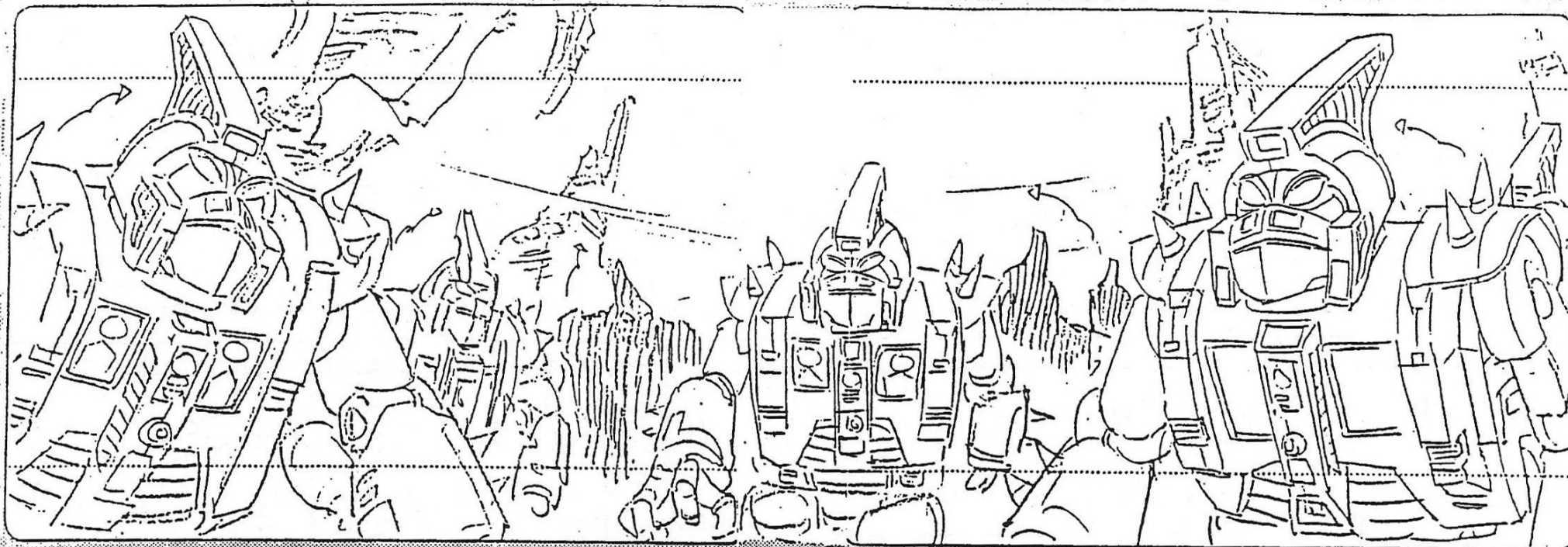


SC. 19-21

START

STEP SEQ. 19

Page 10



ACTION M.S. THE QUINTESSON #1 GUARDS. THEY MOVE IN TOWARD KUP WHO IS O.S. WE PAN ACROSS THE GROUP.

DIAL HOT ROD (V.O.) Or our faces!

MUSIC/SFX

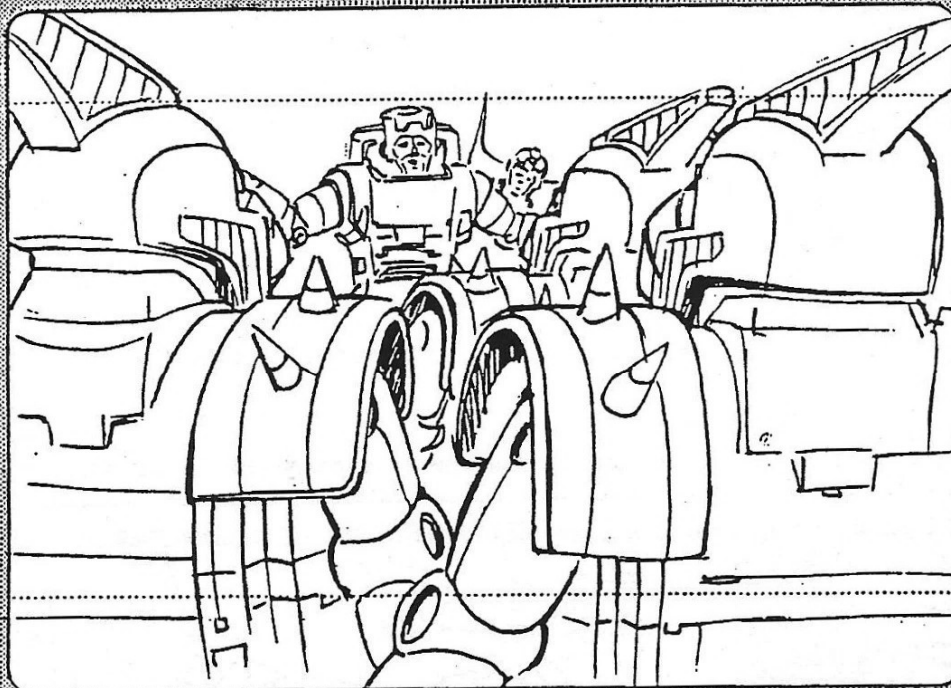
**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

DIAL

MUSIC/SFX

SC. 19-23



ACTION X.L.S. KUP, HOT ROD AND THE QUINTESSON #1 GUARDS. KUP WALKS OVER TO THE GUARDS.

DIAL KUP Bah-weep- ...

MUSIC/SFX

CAMERA

SC. 19-24

SEQ. 19 Page 19



ACTION M.2 HOT KUP AND HOT ROD.. HOT ROD WATCHES AS KUP ADDRESSES THE GUARDS.

DIAL KUP (CONT)... Graaaaagnah wheep ni ni. bong...

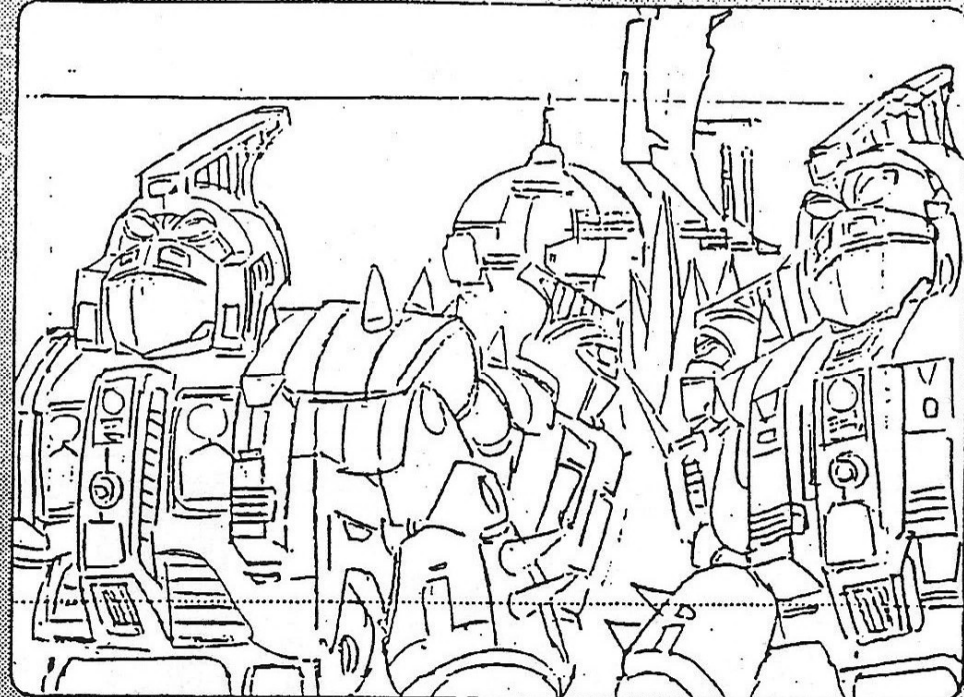
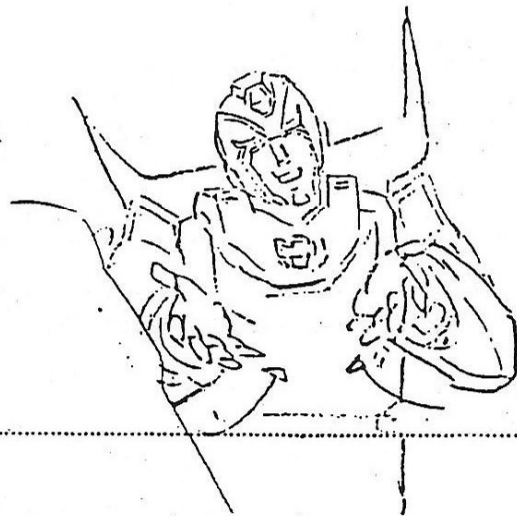
MUSIC/SFX

CAMERA

SC. CONT/9-24

SC. 19-25

SEQ. 19 Page 20



ION HOT ROD SMILES AND MOTIONS TO THE QUINTESSON GUARDS.

L HOT ROD Bah-weep-Graaagnah wheep ni ni bong....

IC/SFX

**TFRAW**  
IFRA  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION M.S. THE QUINTESSON #1 GUARDS. THEY LISTEN, WITH INTEREST TO HOT ROD AND KUP.

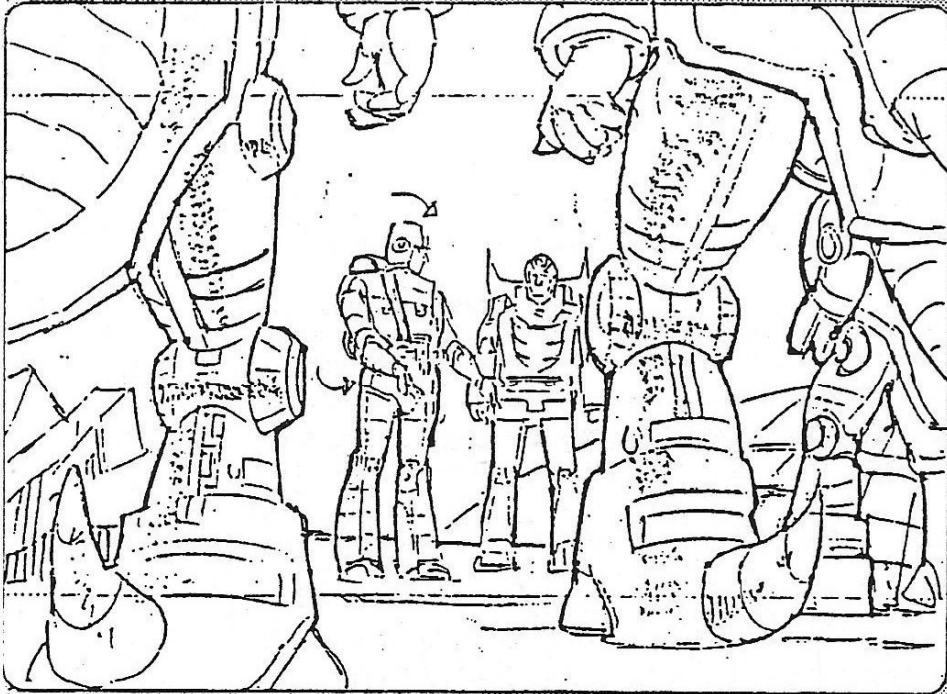
DIAL QUINTESSON GUARDS (GROWL VERSION OF THE SAME THING)

Bah-weep-Graaagnah wheep ni ni  
bong....

MUSIC/SFX

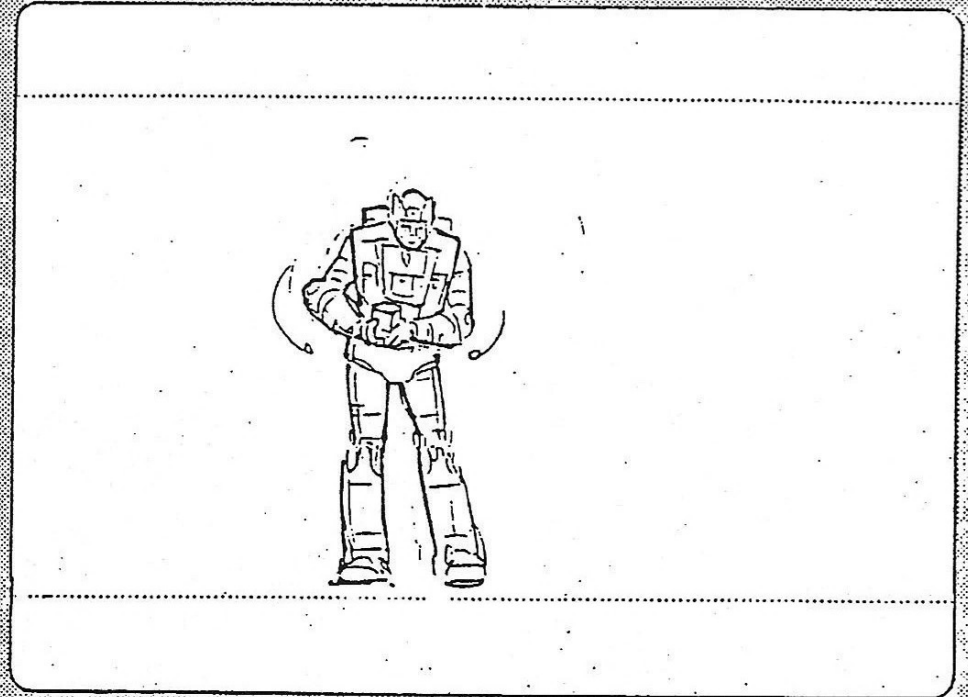
CAMERA

SC. 19-26



SC. CONT

SEQ. 19 Page 21



ICW L.S. KUP AND HOT ROD FROM BEHIND THE QUINTESSON GUARDS.  
KUP INSTRUCTS HOT ROD TO OFFER THEM SOME ENERCON CAPSULES...

L KUP See, the Universal greeting works.  
everytime (PAUSE)

IC: SFX

ACTION ...KUP THEN TAKES SOME OUT OF HIS OWN BELT.

DIAL KUP (CONT) ...Now, without making any sudden...

MUSIC/SFX

CAMERA:



SC. 19-27



SC. CONT

SEQ. 19 Page 22



ACTION M.S. KUP AND HOT ROD. KUP REACHES FORWARD AND OFFERS AN ENERGERON CAPSULE TO THE GUARDS, HOT ROD REACHES IN HIS BELT POUCH FOR HIS CAPSULES.

DIAL KUP (CONT ...moves, offer them an Energon goody,

MUSIC/SFX

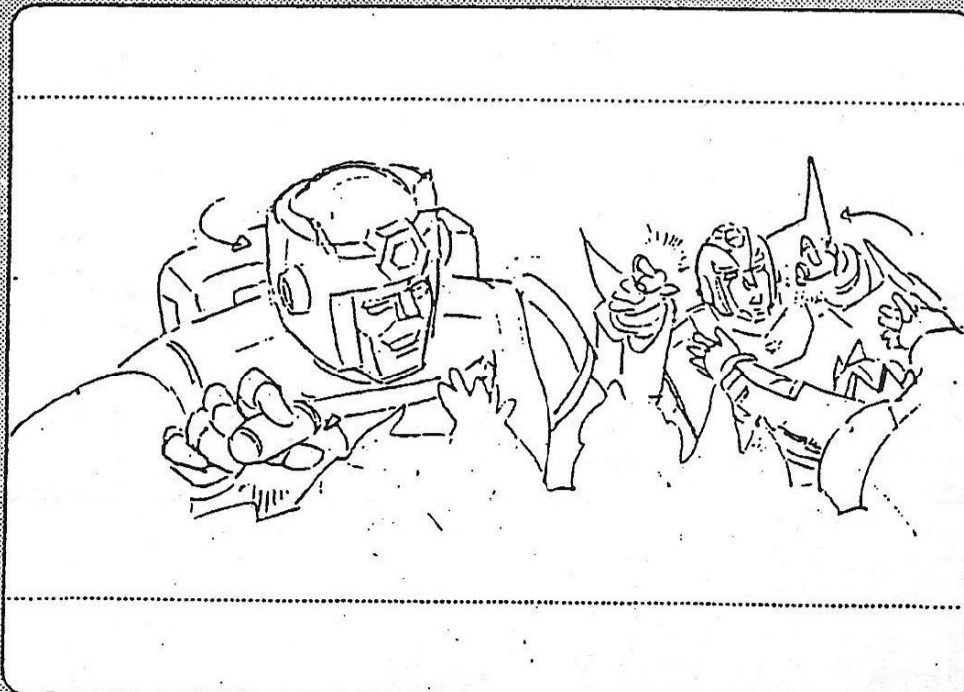
TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...THE QUINTESSON GUARDS RUSH THEM AND EAGERLY TAKE THE CAPSULES.

DIAL QUINTESSON GUARDS (EAT FOOD)

MUSIC/SFX

SC. CONT 19-27



ACTION KUP SMILES AND TURNS TO HOT ROD WHO SEEMS A LITTLE OVERWHELMED BY THE GUARDS' ENTHUSIASM.

DIAL HOT ROD This is getting expensive.

KUP Don't worry, they'll reciprocate.

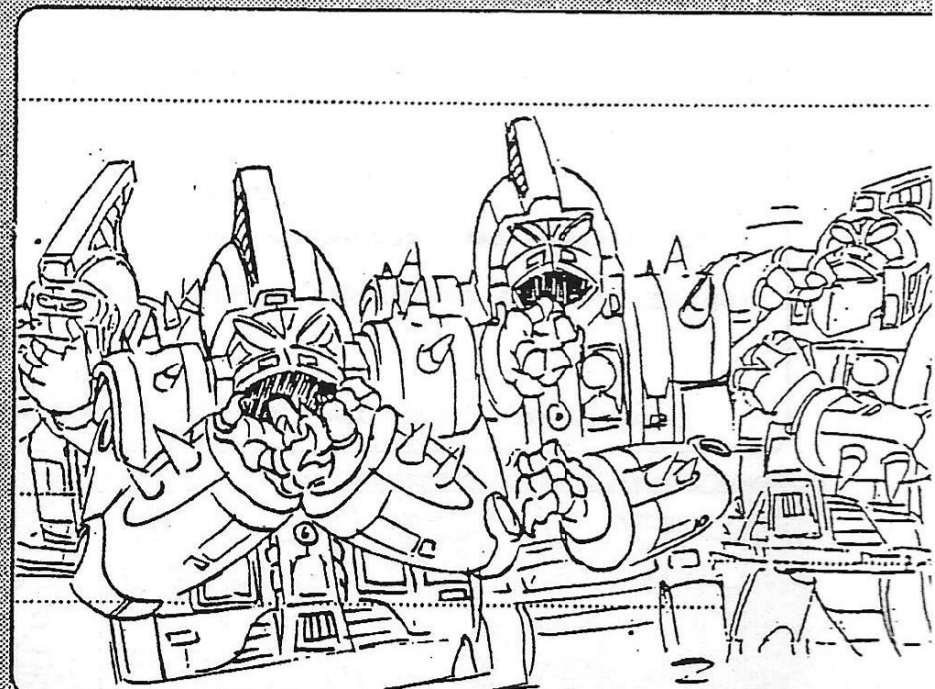
MUSIC/SFX

QUINTESSON GUARDS (EAT)

CAMERA

SC. 19-28

Page 23.



ACTION M.L.S. HOT ROD, KUP AND THE GUARDS. THE GUARDS DEVOUR THE ENERGEN CAPSULES...

DIAL

MUSIC/SFX

CAMERA

SC. 19-29



ACTION M.S. THE QUINTESSON GUARDS. THEY CHEW ON THE ENERGON CAPSULES.

DIAL QUINTESSON GUARDS (CONT) (EAT)

MUSIC/SFX

IFRAW  
For Generation 1 to Beast Hunters and Beyond!!!!

SC. 19-30

SEQ. 19 Page 24



ACTION M.C.U. HOT ROD. HE TURNS TO KUP, HE IS SOMEWHAT SUSPICIOUS OF THESE GUARDS.

DIAL HOT ROD I thought they were supposed to reciprocate.

MUSIC/SFX

CAMERA

SC. 19-30A



SC. 19-30B

SEQ. 19

Page 24A



TION M.S. THE QUINTESSON #1 GUARDS. THEY ALL SMILE.

AL

MUSIC SFX

ACTION M.S. HOT ROD. HE SHOWS THE GUARDS THAT HE IS OUT OF ENERCON CAPSULES.

DIAL HOT ROD No more.

MUSIC/SFX

CAMERA



SC. 17-31



ACTION M.S. KUP AND HOT ROD. KUP TELLS THE GUARDS THAT THEY ARE ALL OUT OF CAPSULES.

DIAL

MUSIC/SFX

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 17-32

SEQ. 19 Page 22



ACTION M.S. KUP AND HOT ROD. KUP TELLS THE GUARDS THAT THEY ARE ALL OUT OF CAPSULES.

DIAL

MUSIC/SFX

SC. CONT 19-32



ACTION KUP SHAKES THE EMPTY BOX UPSIDE DOWN...

DIAL

MUSIC/SFX

CAMERA

SC. CONT

SEQ. 19 Page 25A



ACTION ...THEN HE FLINGS IT OVER HIS SHOULDER.

DIAL KUP Empty!

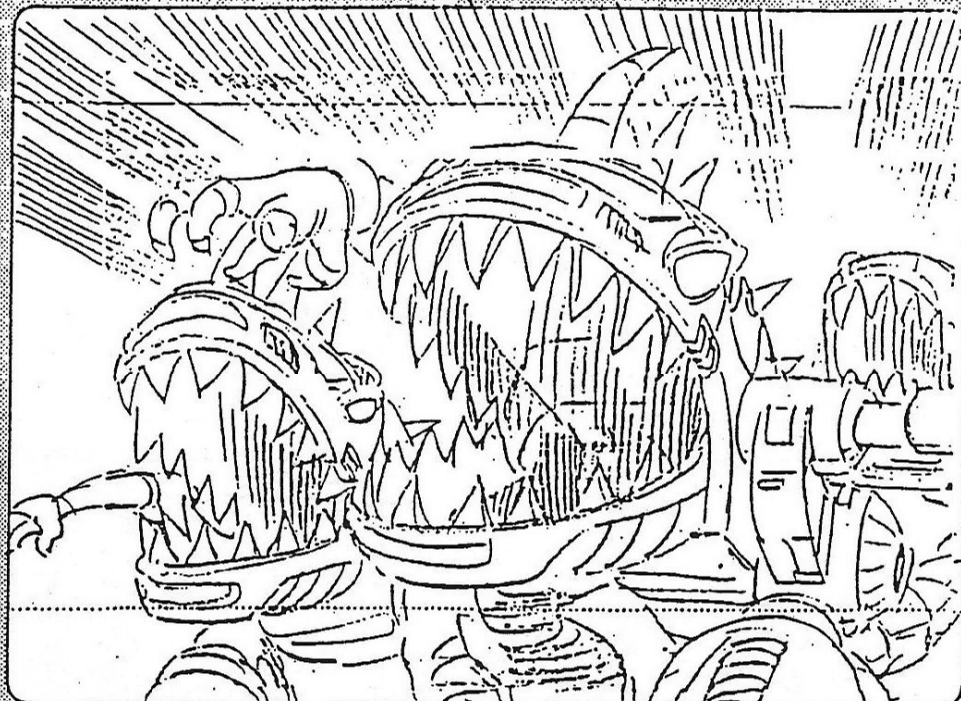
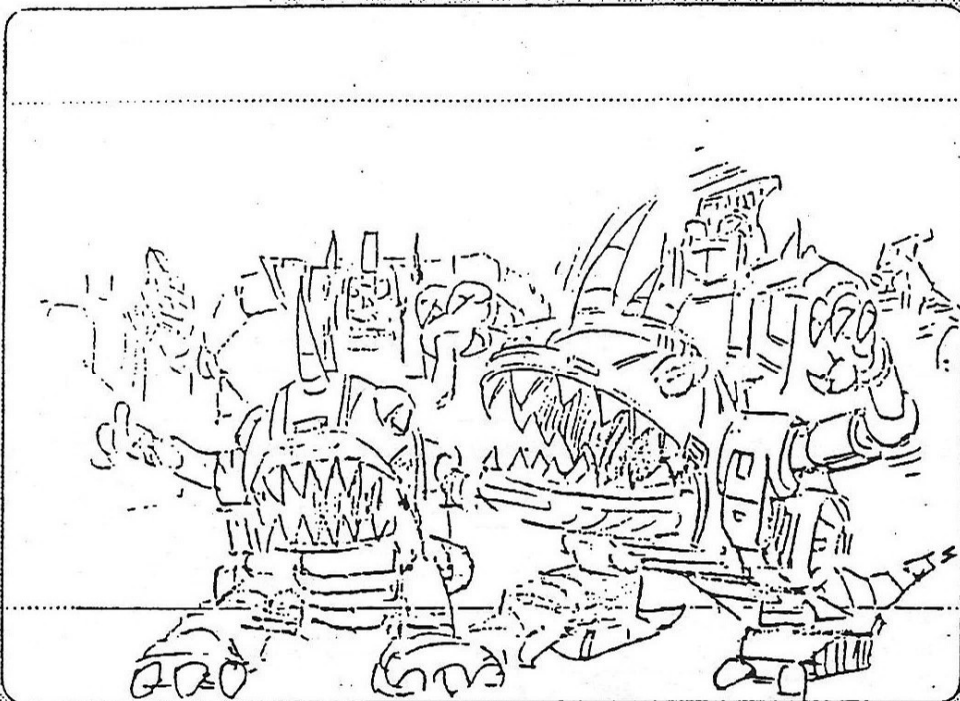
MUSIC/SFX

CAMERA

SC. 19-33

SC. CONT

SEQ. 19 Page 26



TION M.L.S. THE QUINTESSON #1 GUARDS. THEY SUDDENLY TRANSFORM INTO THEIR VICIOUS MONSTER MODE...

L QUINTESSON GUARDS (TRANSFORM AND ATTACK)

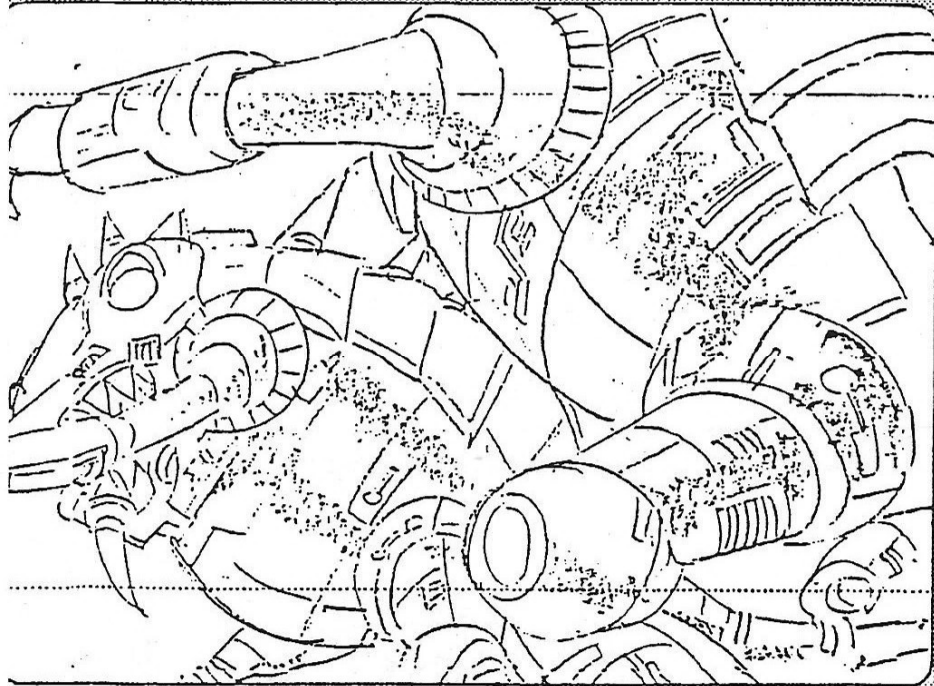
ACTION ...AND LUNGE AT THE O.S. AUTOBOTS.

DIAL

MUSIC/SFX

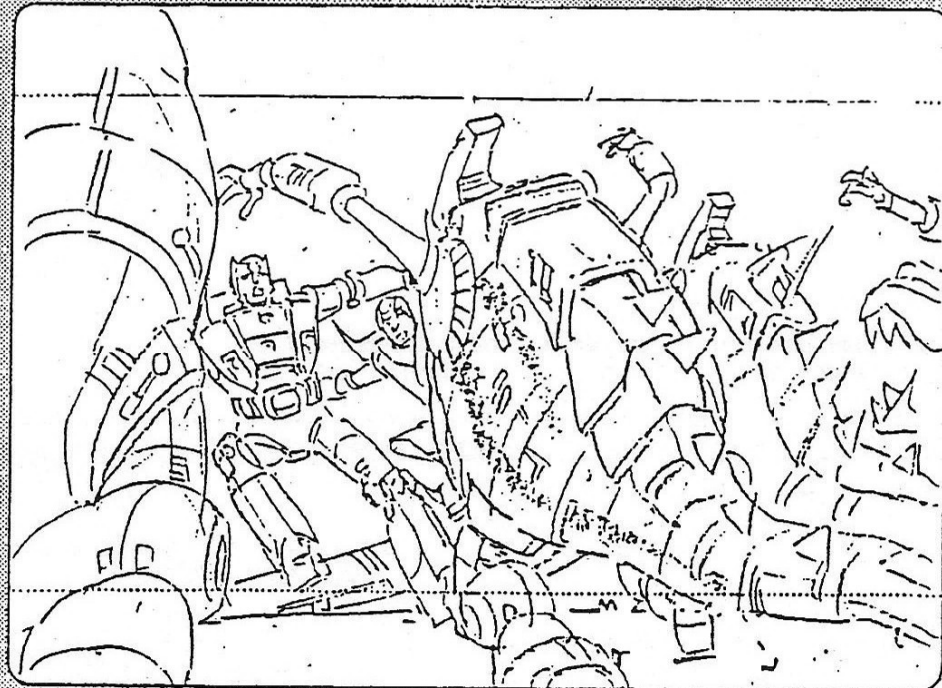
SC. CONT 19-33

[ FOLLOW PAN ]



SC. CONT

SEQ. 19 Page 27



CU M.S. THE QUINTESSON GUARDS #1 IN MONSTER MODE. WE PAN WITH THEM AS THEY...

C'SFX

ACTION ...SWARM OVER HOT ROD AND KUP...

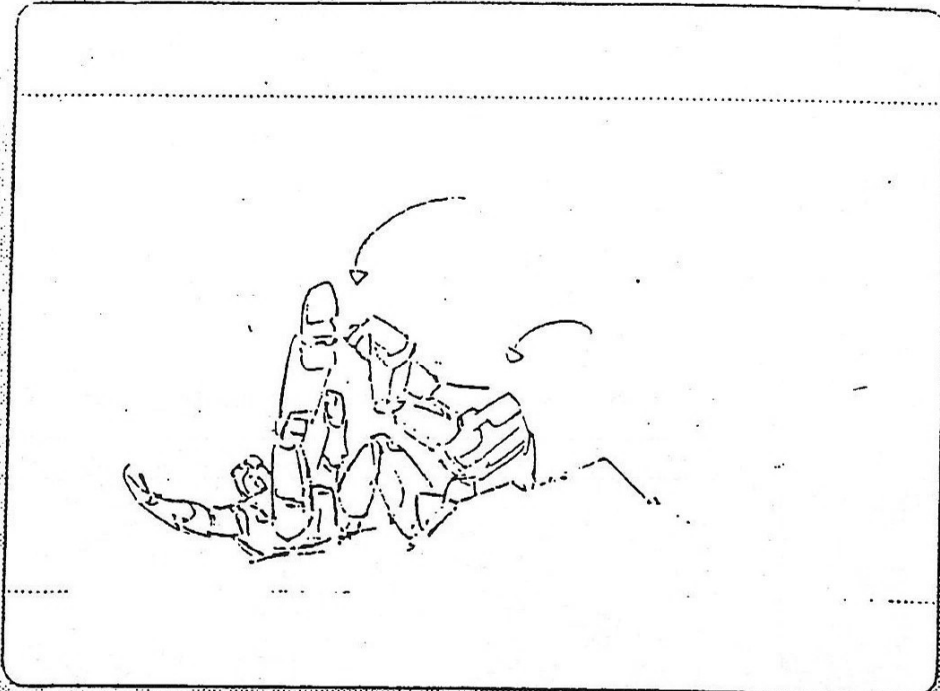
DIAL

MUSIC/SFX

CAMERA

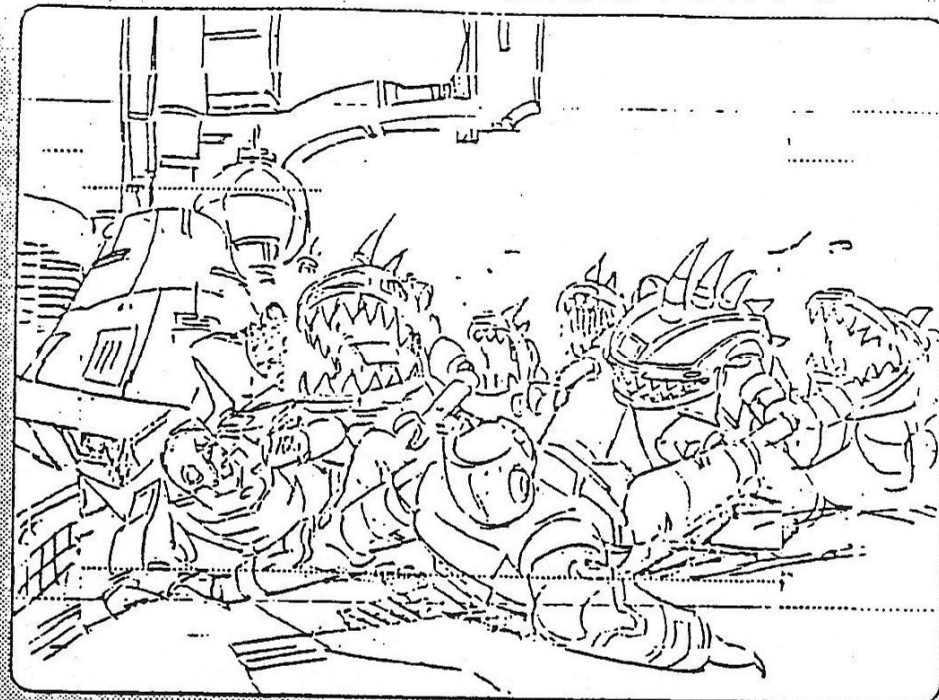


SC. CONT 11-33



SC. 19-34

SEQ. 19 Page 28



ACTION ...WHO ARE KNOCKED OVER.

DIAL

MUSIC/SFX

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION L.S. THE QUINTESSON GUARDS #1, HOT ROD AND KUP, THE GUARDS  
IN MONSTER MODE POUNCE ON TOP OF HOT ROD AND KUP.

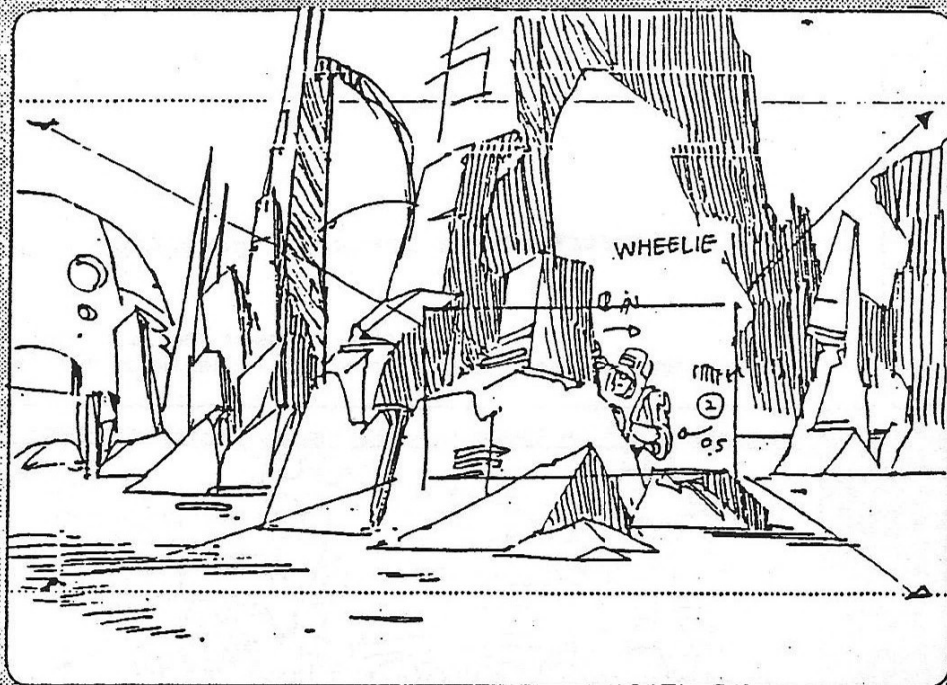
DIAL

MUSIC/SFX

CAMERA

SC. 19-35

TRUCK-OUT



ACTION C.U. WHEELIE. HE PEEKS OUT FROM BEHIND A ROCKY OUTCROPPING. THEN MOVES BACK O.S. WE TRUCK OUT TO SEE...

DIAL

MUSIC/SFX

CAMERA

**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

SEQ. 19 Page 29



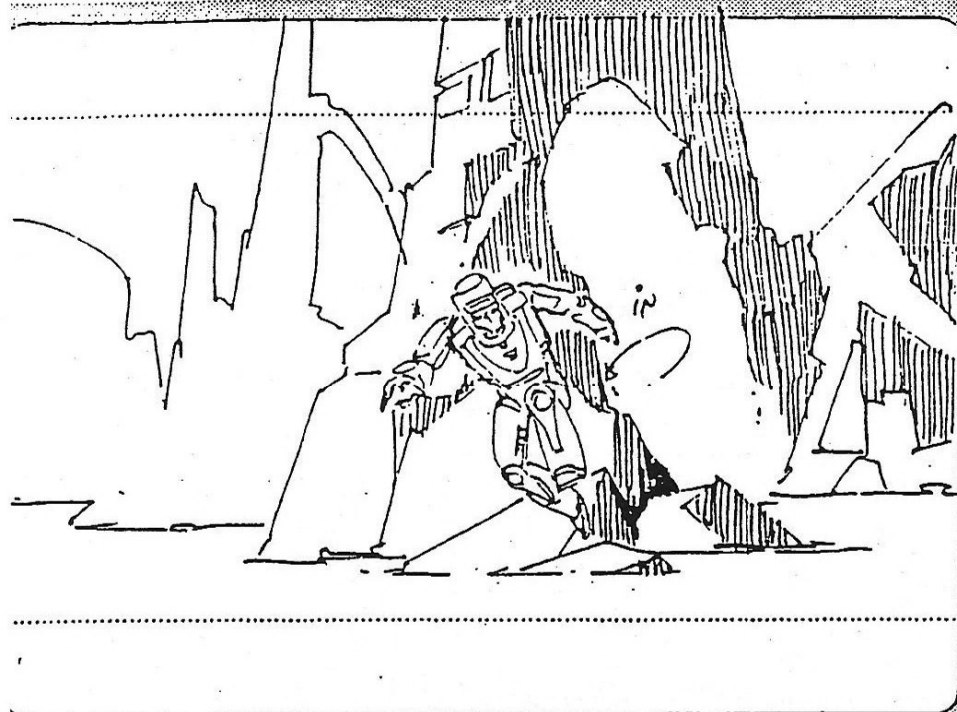
ACTION ...THE QUINTESSON #1 GUARDS LEAD THE BOUND, HOT ROD AND KUP THROUGH THE SCENE FASTENED AROUND KUP'S AND HOT ROD'S ARMS AND WAIST ARE GLOWING ELECTRIFIED RESTRAINING RINGS.

DIAL

MUSIC/SFX

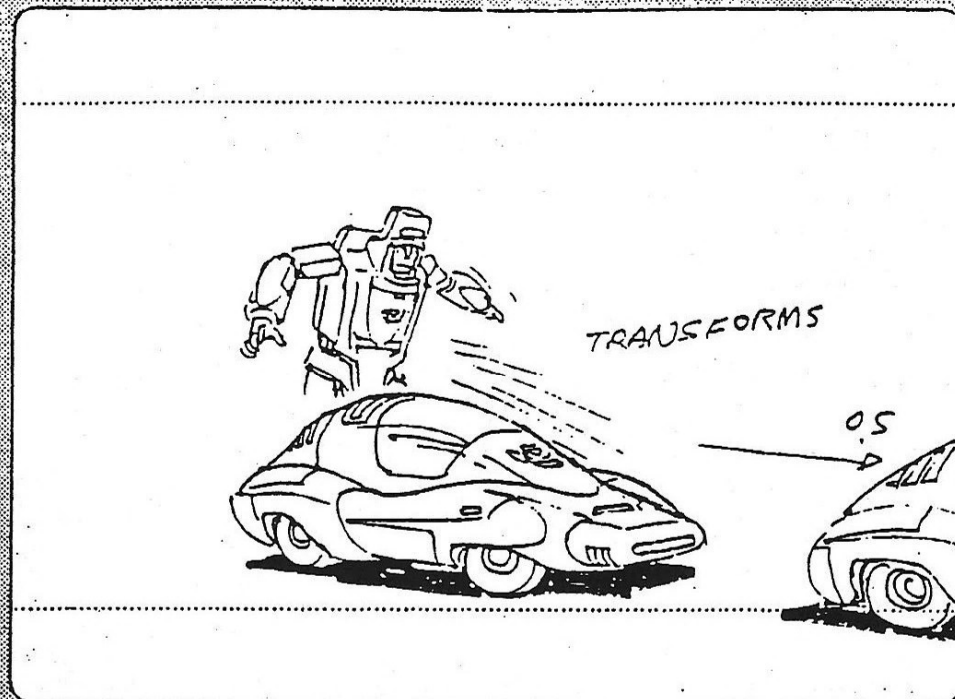
CAMERA

SC. CONT 19-35



SC. CONT

SEQ. 19 Page 30



ION ...WHEELIE THEN JUMPS OUT FROM BEHIND THE ROCK...

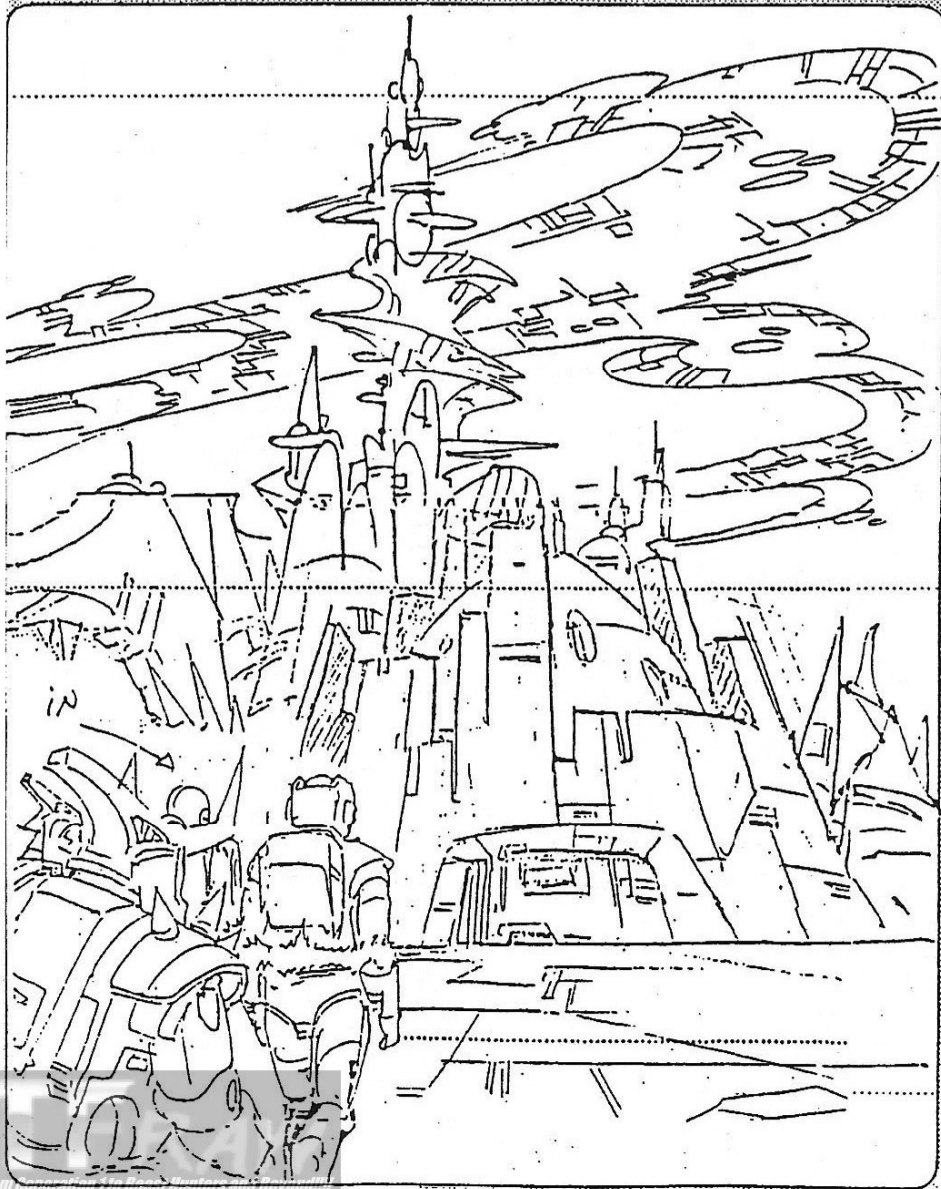
ACTION ...TRANSFORMS INTO AUTO MODE, AND DRIVES OUT AFTER THE OTHERS.

DIAL

MUSIC/SFX

CAMERA

SC. 19-36



START

PAN →

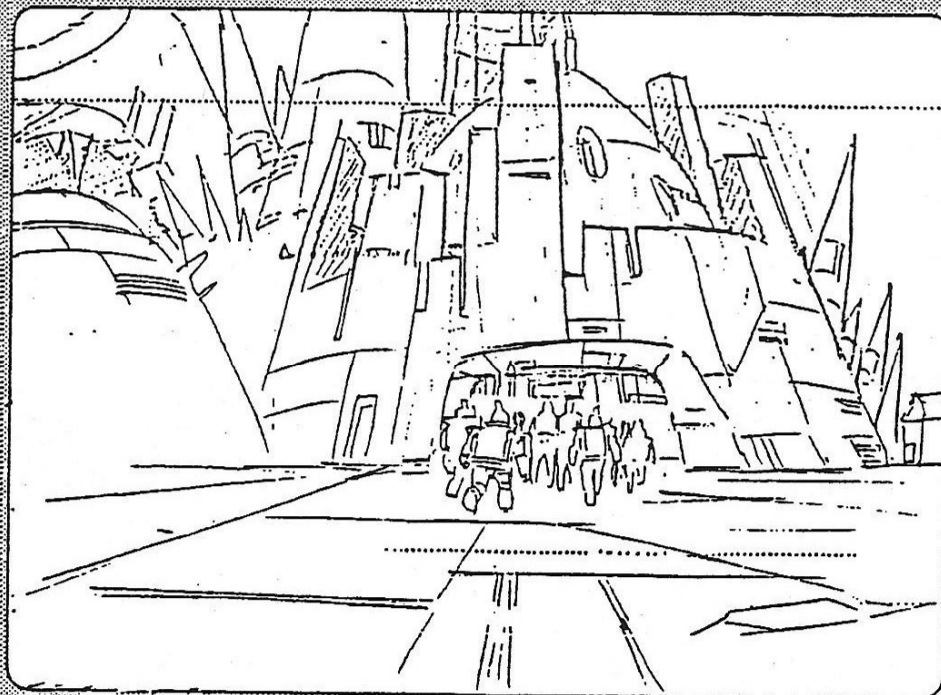
STOP

SC. CONT

SEQ. 19

Page

31



ACTION L.S. THE QUINTESSON CASTEL. AS HOT ROD AND KUP ARE FORCED  
ALONG BY THE QUINTESSON #1 GUARDS.

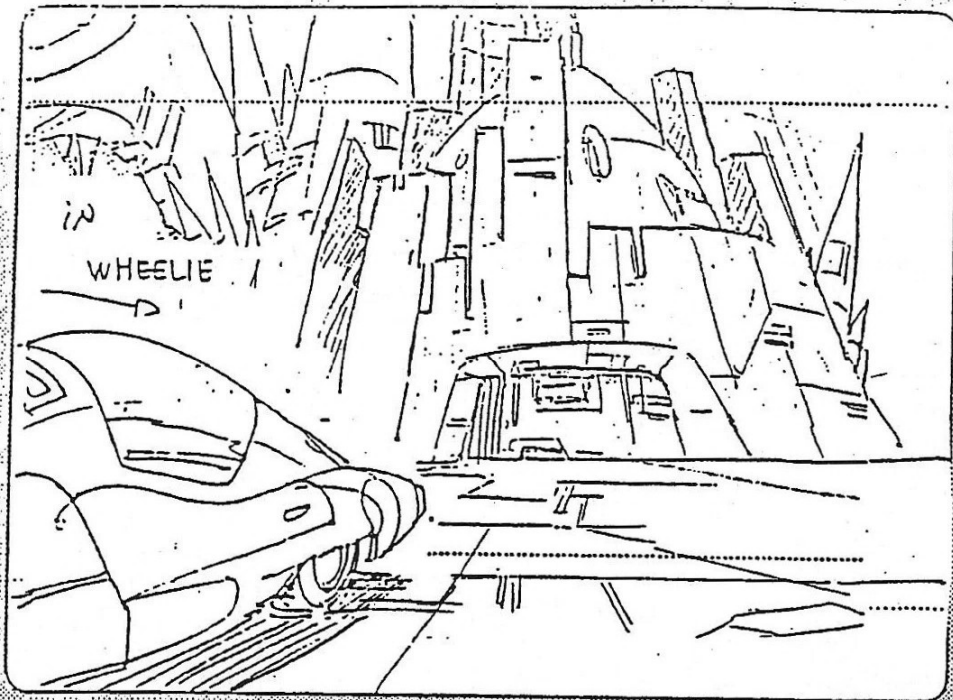
DIAL

MUSIC/SFX

CAMERA

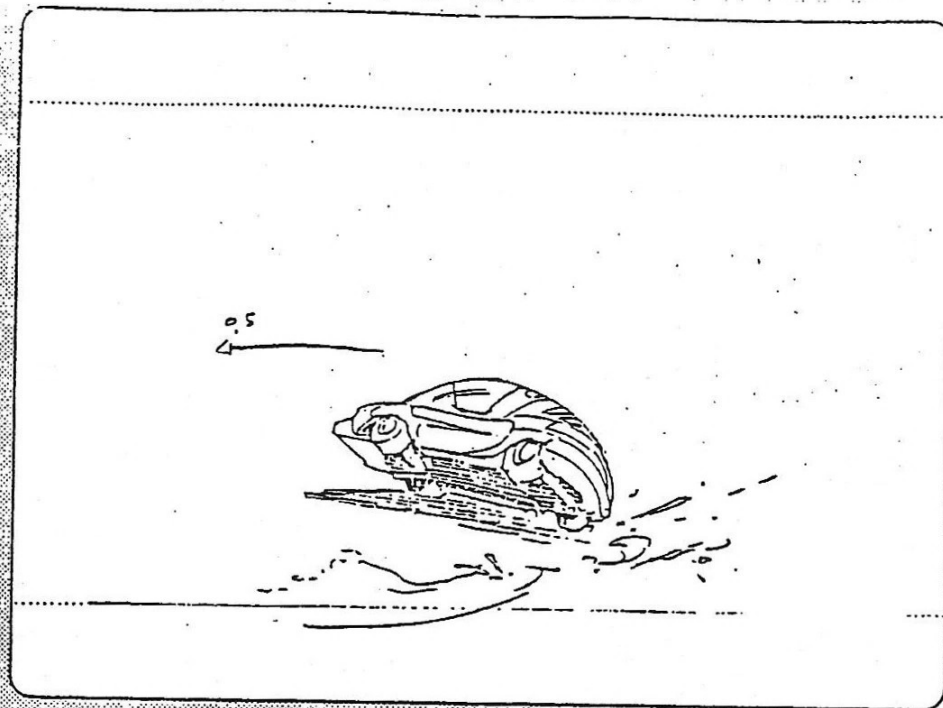


SC. CONTINUED



SC. CONT.

SEQ. 19 Page 32



ACTION ...WHEELIE ROLLS INTO SCENE, PAUSE...

DIAL

MUSIC/SFX

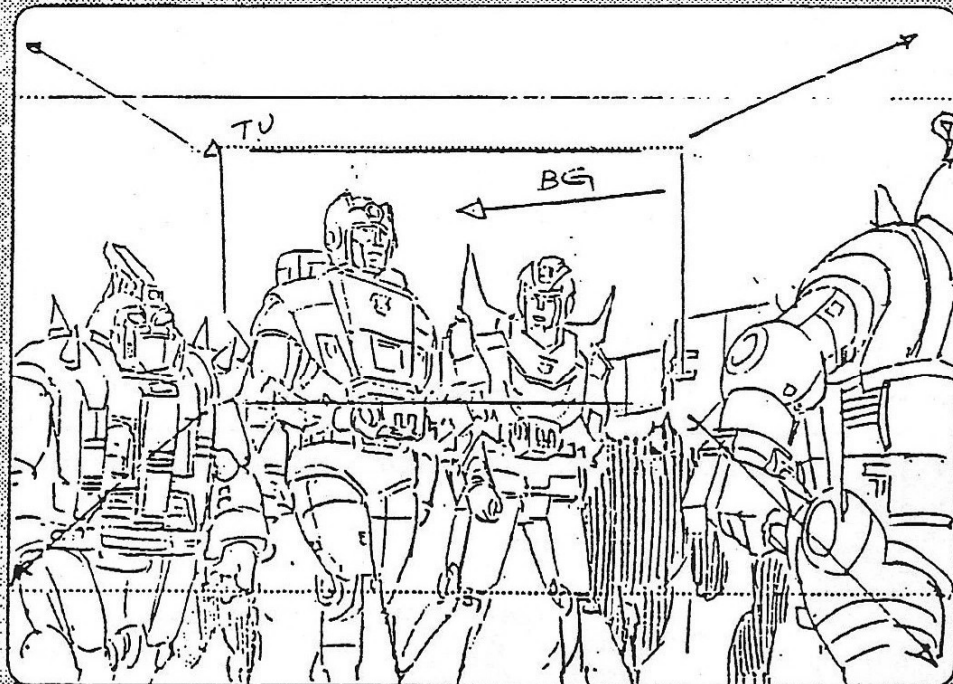
ACTION ...THEN TURNS AND SPEEDS OFF O.S.

DIAL

MUSIC/SFX

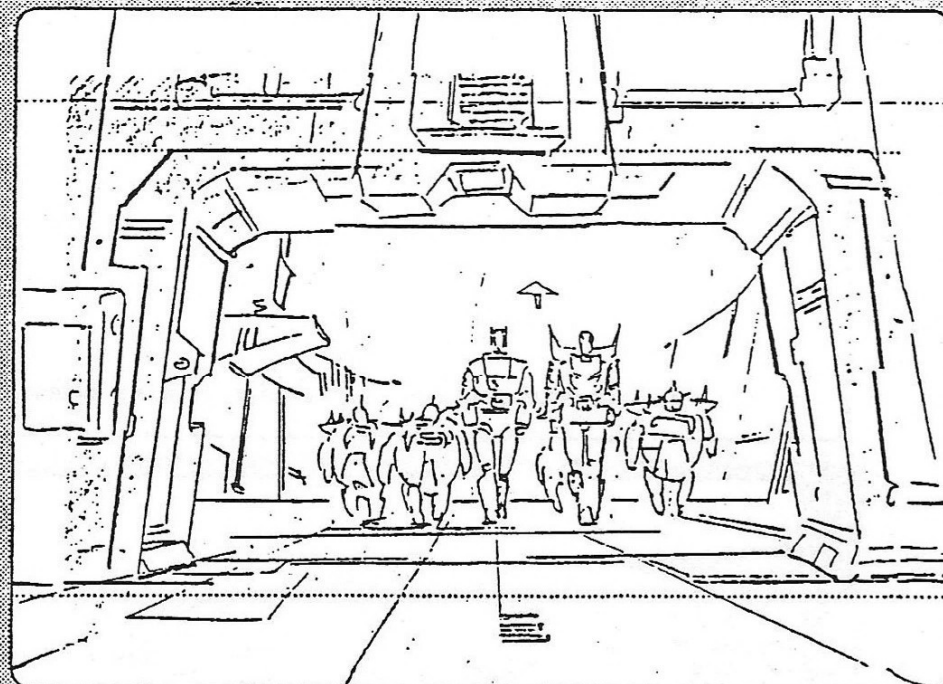
SC. 19-37

TRUCK-OUT



SC. 19-38

SEQ. 19 Page 33



ACTION N.S. KUP AND HOT ROD. WE TRUCK OUT TO SEE THAT THEY ARE BEING LEAD BY THE QUINTESSON #1 GUARDS THROUGH THE CASTLE.

DIAL KUP Reminds me of the Niter Slave Mines on Golgonath Seven...

MUSIC/SFX

CAMERA

ACTION L.S. HOT ROD, KUP, AND THE QUINTESSON #1 GUARDS. THEY WALK TOWARDS US THROUGH THE HALLS OF THE QUINTESSON CASTLE.

DIAL HOT ROD (SURLY) Every place reminds you of some place else...

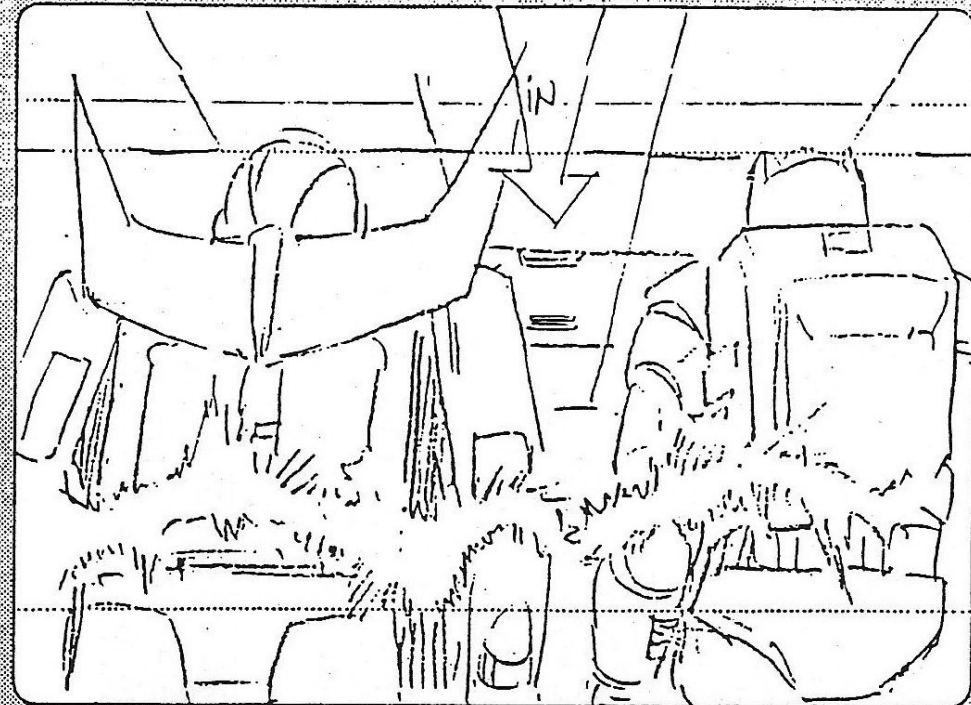
MUSIC/SFX

CAMERA

CONT 19-38

SC. 19-39

SEQ. 19 Page 34



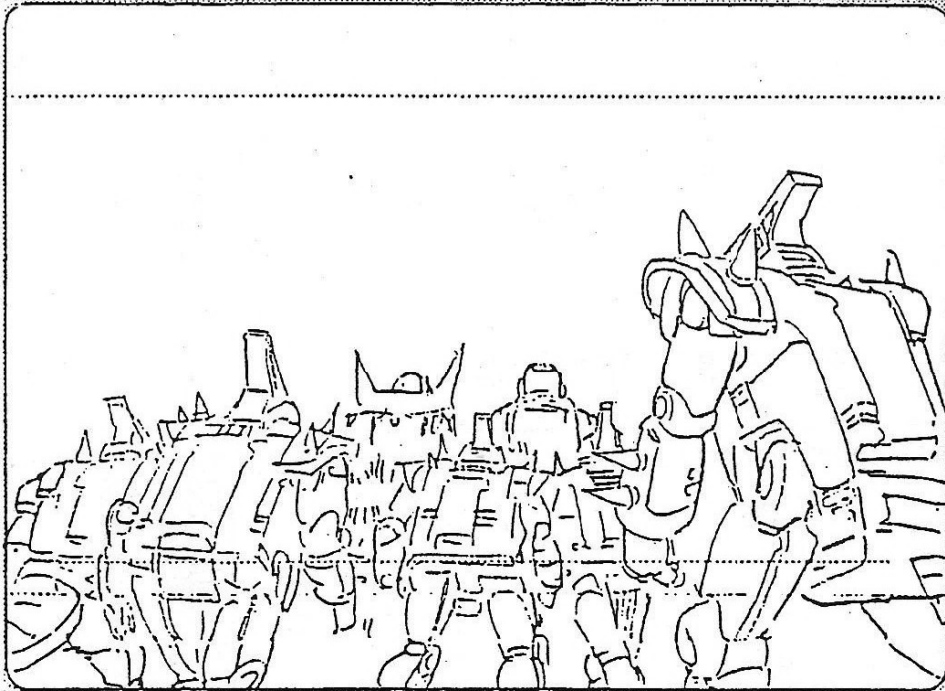
KUP            Experience, lad. You should learn to appreciate it.

ACTION       M.S. HOT ROD AND KUP AS THEY MOVE AWAY FROM US.

DIAL           HOT ROD                            A lot of good it's done us so far!

MUSIC/SFX

SC. CONT 19-39



SC. 19-40

SEQ. 19 Page 35



FROM ...SURROUNDED BY THE QUINTESSON GUARDS.

ACTION M.S. KUP AND HOT ROD. WE FOLLOW THEM AS THEY LOOK AROUND, CHECKING OUT THE CASTLE.

DIAL

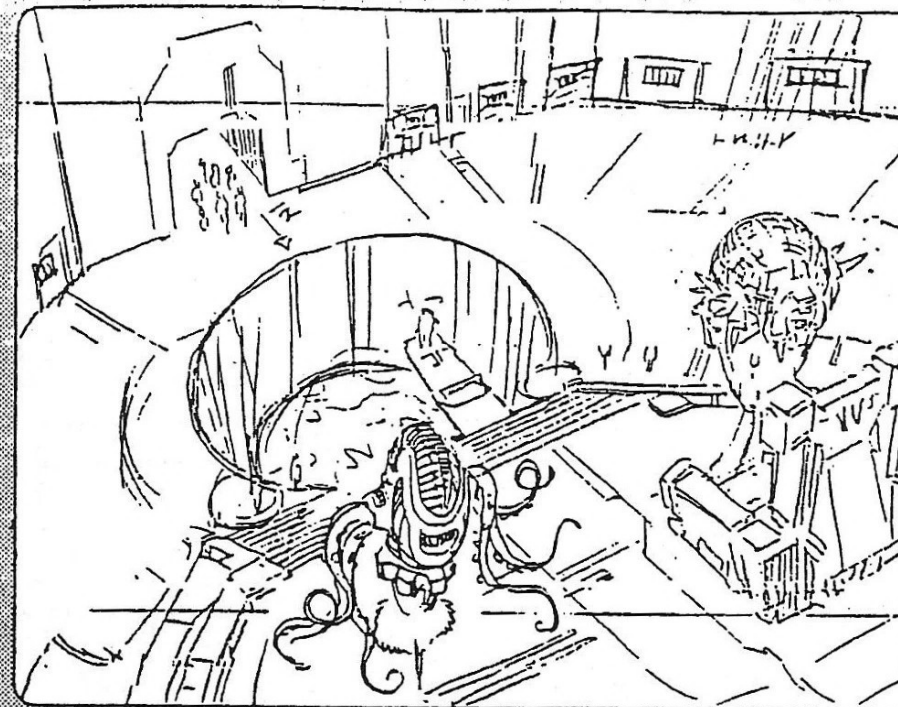
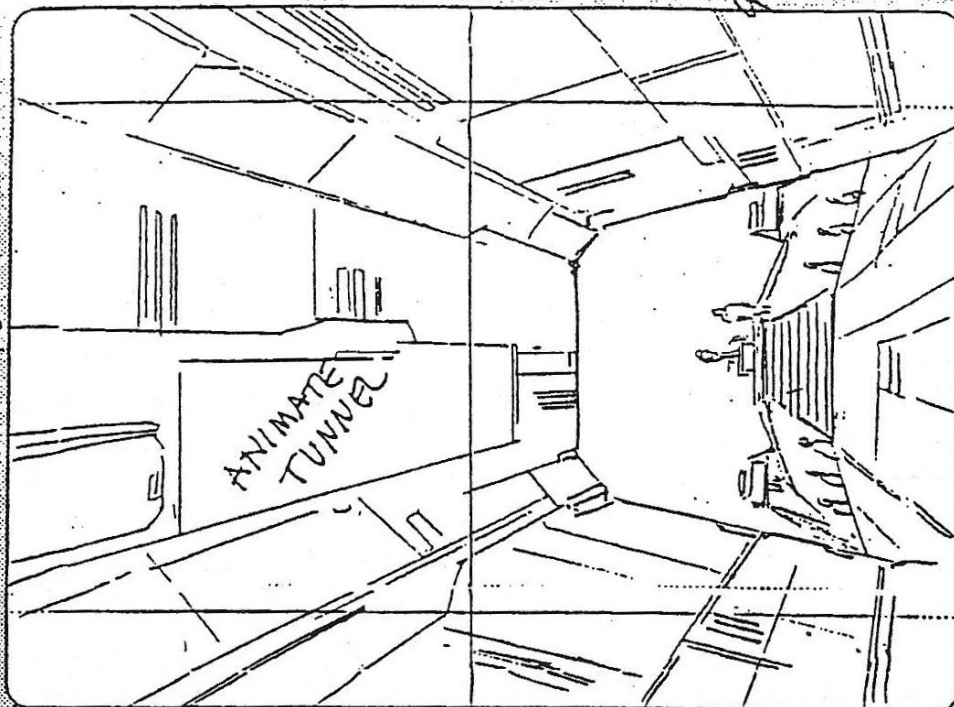
MUSIC/SFX

CAMERA



SC. 17-72

SEQ. 19 Page 30



ACTION

P.O.V. A HALLWAY IN THE QUINTESSON CASTLE. WE PAN DOWN TO SEE THAT THE HALLWAY OPENS OUT INTO AN OPEN AIR COURT YARD.

DIAL

MUSIC/SFX

CAMERA

ACTION

X.L.S. THE QUINTESSON COURT YARD. HOT ROD, KUP AND THE QUINTESSON GUARDS ENTER. WE CAN SEE ARBLUS STANDING ON A PLANK. HE IS BEING TRIED BY THE LEAD QUINTESSON AND THE QUINTESSON JUDGE.

DIAL

MUSIC/SFX

CAMERA

SC. 19-43



ACTION M.S. HOT ROD. HE LOOKS UP IN DISBELIEF AT THE SPECTACLE BEFORE HIM.

DIAL KUP Hey. What's going on over there.

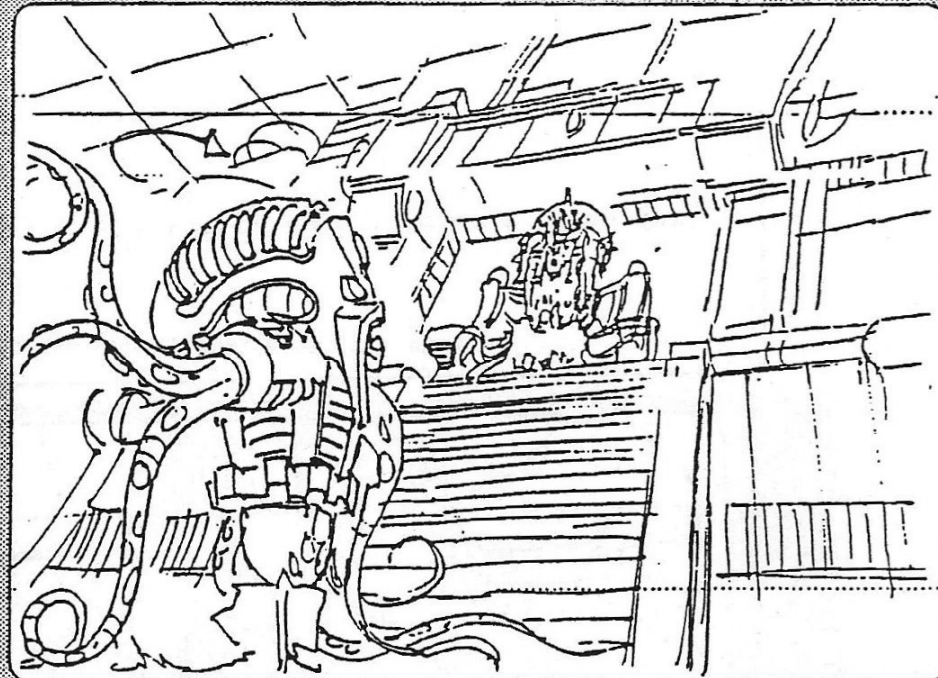
MUSIC/SFX

CAMERA

SC. 19-44

SEQ. 19

Page 37



ACTION M.S. LEAD QUINTESSON. HE TURNS TO FACE THE QUINTESSON JUDGE.

DIAL QUINTESSON LEADER Has the Imperial Magistrate reached a verdict.

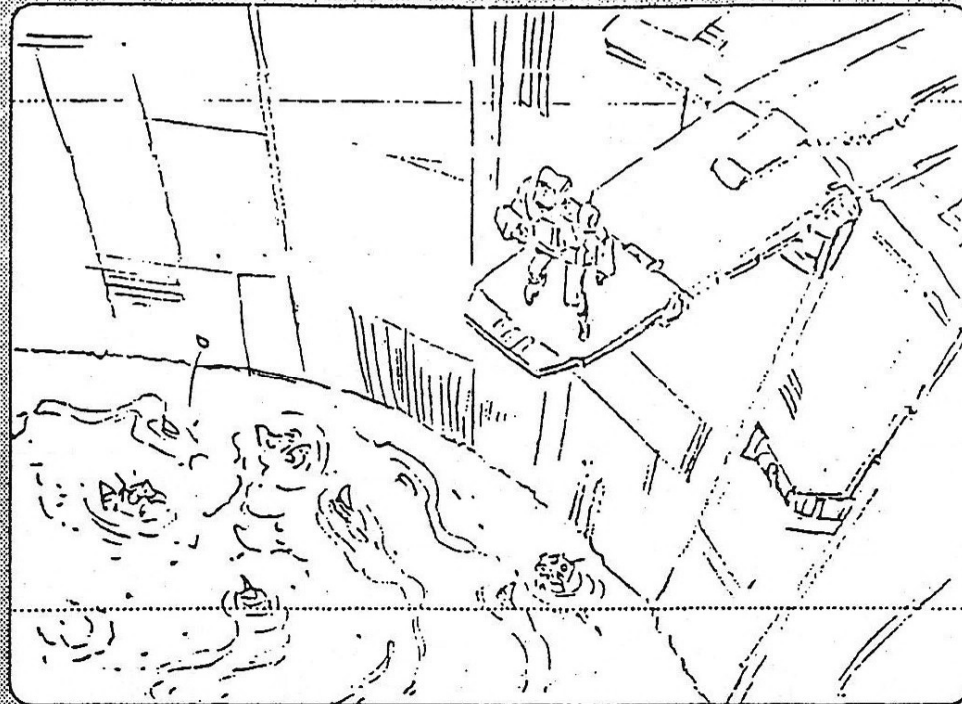
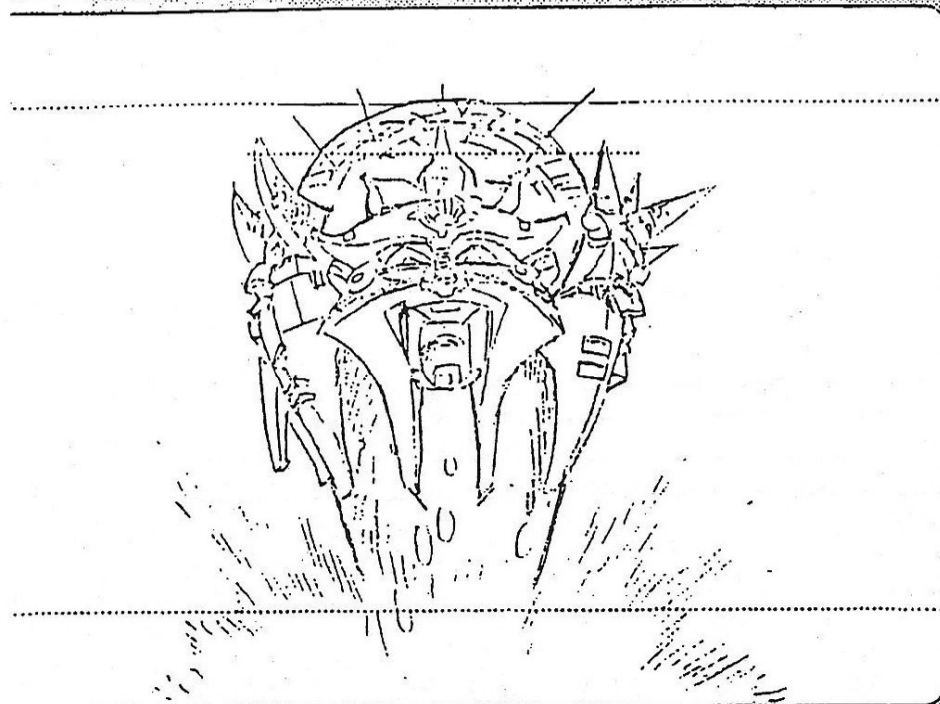
MUSIC/SFX

CAMERA

C.19-45

SC.19-46

SEQ.19 Page 38



M.L.S. THE QUINTESSON JUDGE.

QUINTESSON JUDGE

I have.

ACTION L.S. ARBLUS. HE STANDS ON THE PLANK ABOVE THE SHARKTICONS PIT.

DIAL QUINTESSON LEADER Guilty or innocent?

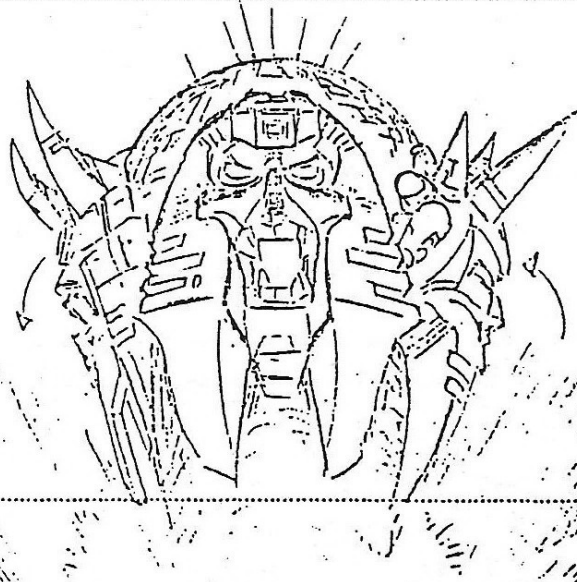
MUSIC/SFX

CAMERA

SC. 19-47

SC.

SEQ. 19 Page 39



N M.L.S. THE QUINTESSON JUDGE. HIS FACE SPINS AND CLICKS INTO POSITION OF THE DEATH FACE.

QUINTESSON JUDGE Innocent!

SFX

ACTION

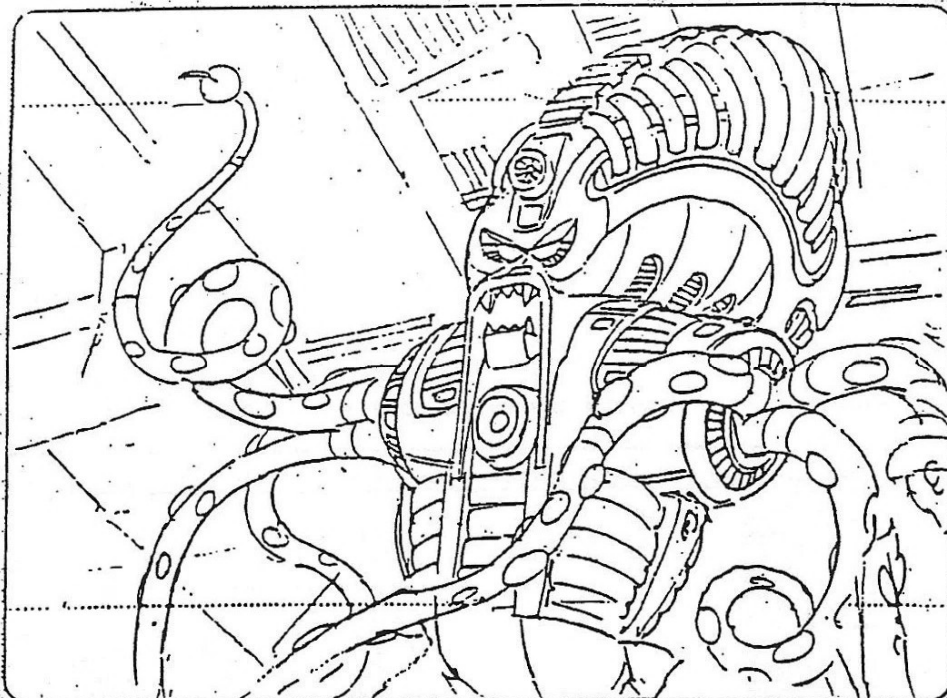
DIAL

MUSIC SFX

CAMERA



SC. 19-47



SC. 19-48

SEG. 19

Page

37A



ACTION

M.S. THE LEAD QUINTESSON. HE GIVES THE SIGNAL TO CARRY OUT THE JUDGE'S VERDICT.

DIAL

LEAD QUINTESSON Feed him to the Sharkticons.

MUSIC/SFX

**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!  
CAMERA

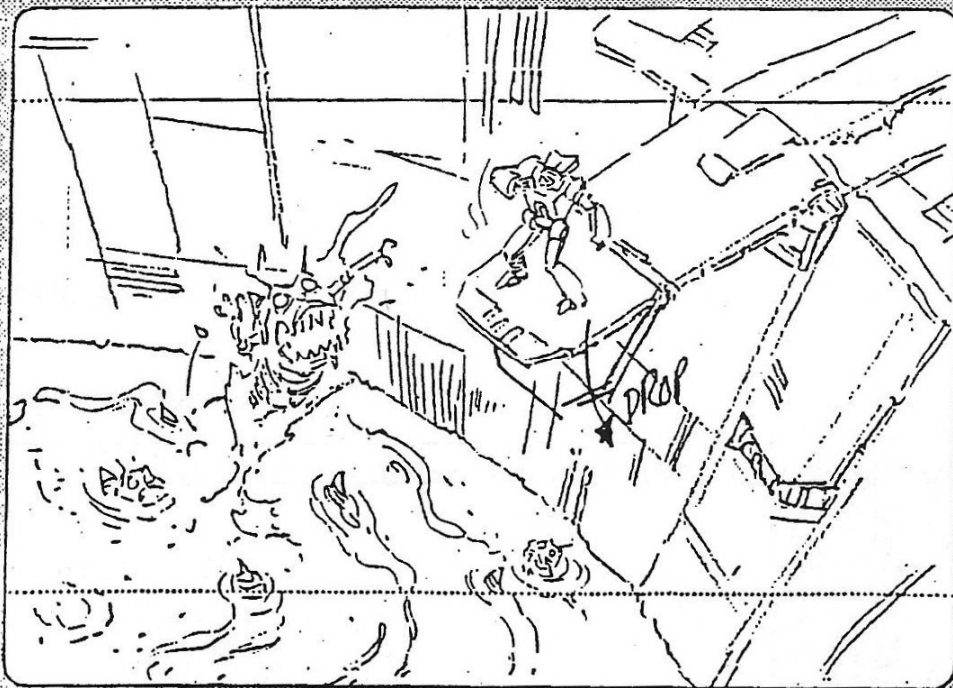
ACTION M.S. THE QUINTESSON GATEKEEPER PULLS DOWN ON THE HANDLE OF THE RELEASE SWITCH.

DIAL

MUSIC/SFX

CAMERA

SC. 19-50



ACTION L.S. ARBLUS AND SHARKTICONS. SOME SHARKTICONS JUMP UP AS THE PLANK DROPS OUT FROM UNDER ARBLUS' FEET.

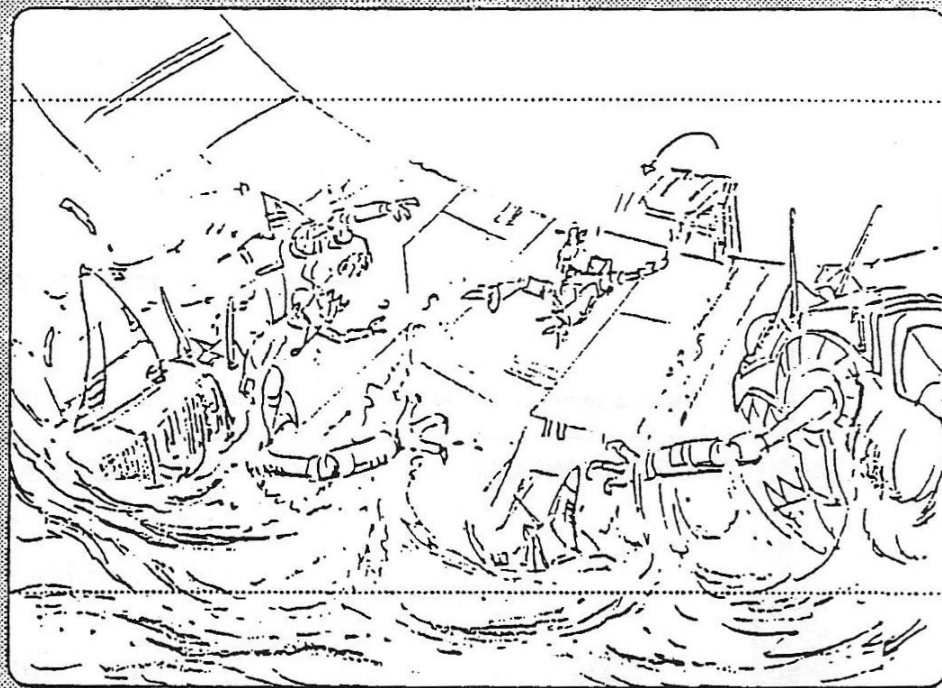
DIAL SHARKTICONS (GROWS)

MUSIC/SFX

CAMERA

SC. 19-51

SEQ. 19 Page 40



ACTION UPSHOT ARBLUS AND SHARKTICONS. ARBLUS FALLS THROUGH SPACE TO THE WAITING SHARKTICONS WHO CHURN THE WATER BELOW.

DIAL

MUSIC/SFX

CAMERA

CAMERA

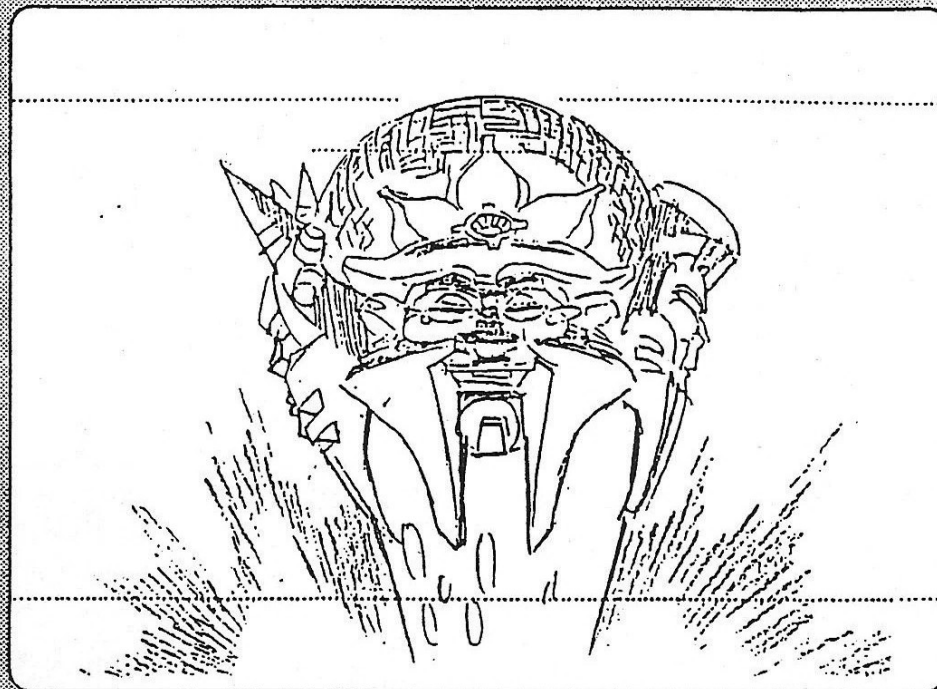
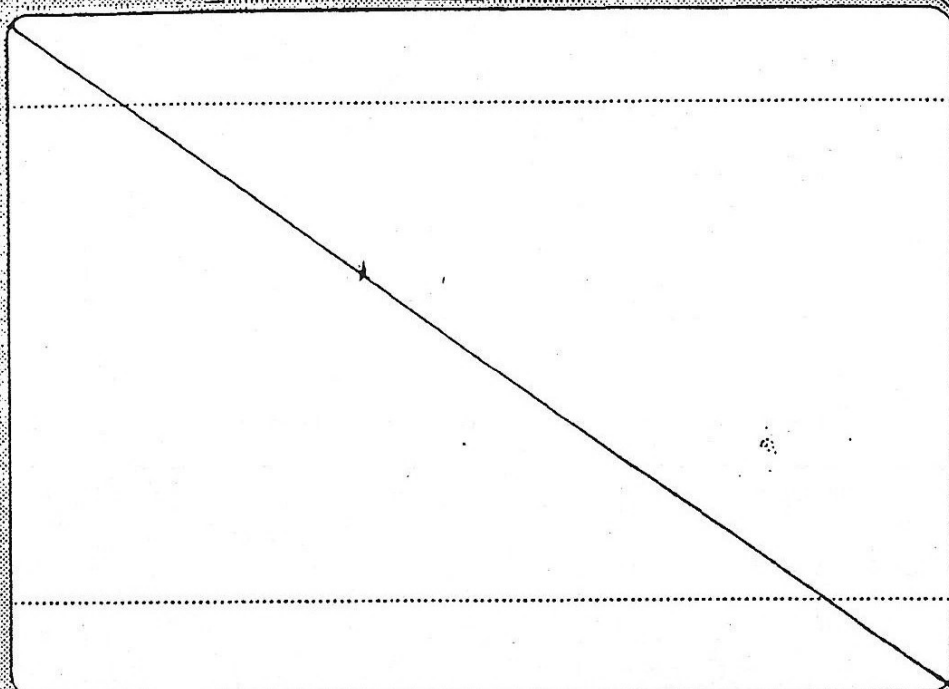
FFRAW

From Generation 1 to Beast Hunters and Beyond!!!!

SC.

SC. 19-52

SEQ. 19 Page 41



ACTION

ACTION M.S. THE QUINTESSON JUDGE.

DIAL

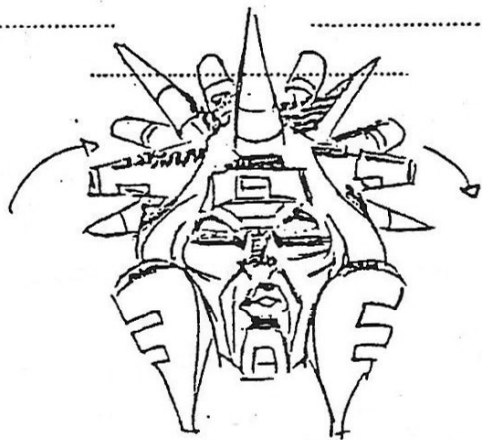
DIAL QUINTESSON JUDGE (LAUGHS)

MUSIC/SFX  
**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

MUSIC/SFX

CAMERA

SC. CONT 19-52



SC. CONT

SEQ. 19 Page 42



ACTION HIS FACE SPINS AROUND...

DIAL QUINTESSON JUDGE (CONT) (LAUGH)

MUSIC/SFX

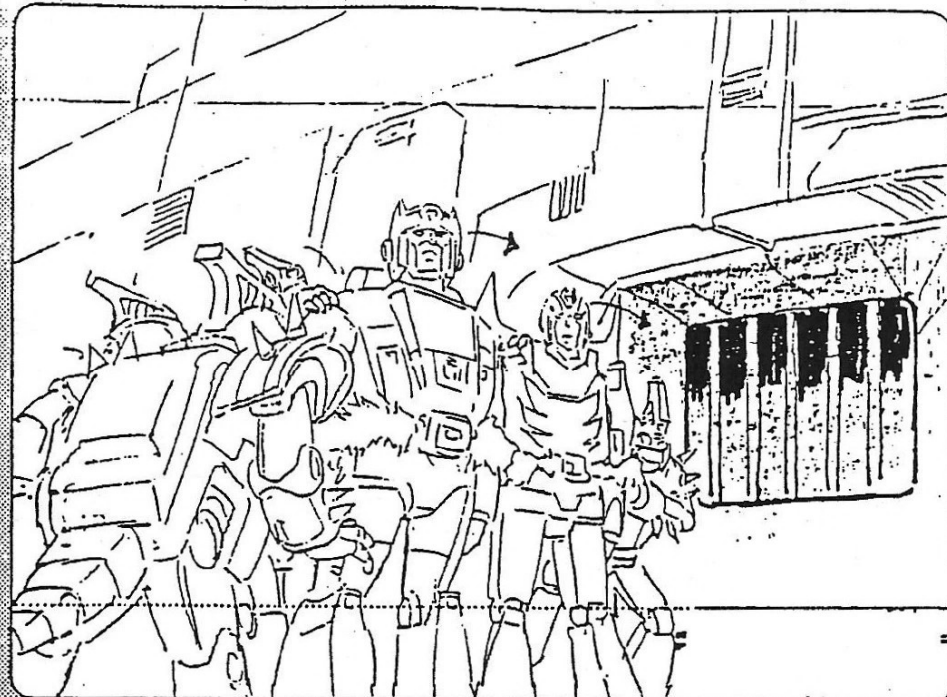
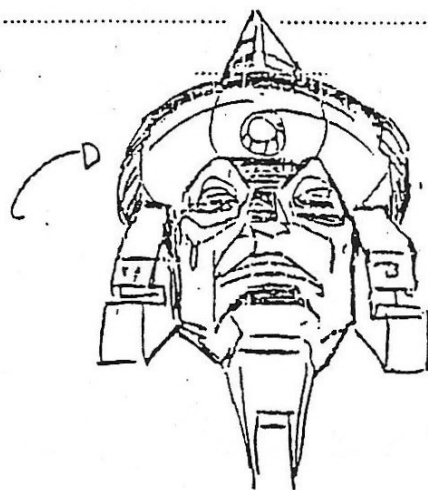
ACTION ...TO REVEAL HIS VARIOUS...

DIAL QUINTESSON JUDGE (CONT) (LAUGH)

MUSIC/SFX

CAMERA





ACTION ...EXPRESSIONS.

DIAL QUINTESSON JUDGE (CONT) (LAUGH)

MUSIC/SFX

TFRAW

From Generation 1 to Beast Hunters and Beyond!!!!

ACTION M.L.S. HOT ROD, KUP AND THE QUINTESSON #1 GUARDS...

KUP AND HOT ROD TURN TO LOOK INSIDE THE BARRED WINDOW.

DIAL HOT ROD (LOOKING AROUND) We got to get a new travel agent...

MUSIC/SFX

SC. CONT 19-53



ACTION THE GUARDS LEAD THE AUTOBOTS OUT OF THE COURT YARD.

DIAL QUINTESSON GUARDS Wheep ni ni bong!

MUSIC/SFX

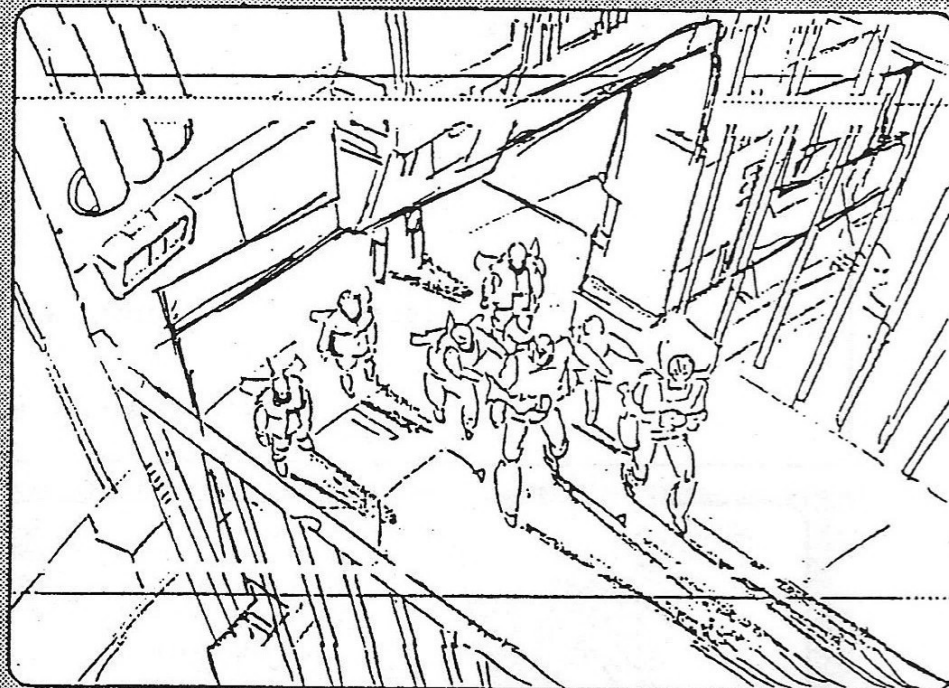
CAMERA

SC. 19-54

SEQ. 19

Page

44



ACTION L. DOWN SHOT. HOT ROD, KUP AND THE QUINTESSON #1 GUARDS.  
HOT ROD AND KUP ARE PUT INTO ONE OF THE HOLDING PENS.  
(CELLS)

DIAL QUINTESSON GUARDS (CONT) Ni ni bong bong!

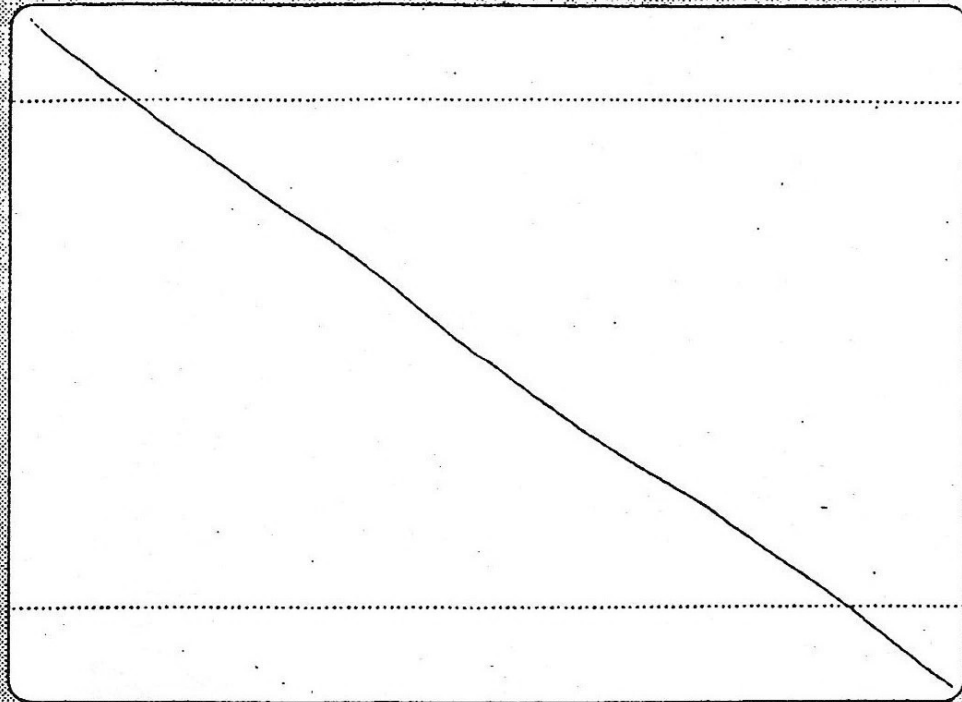
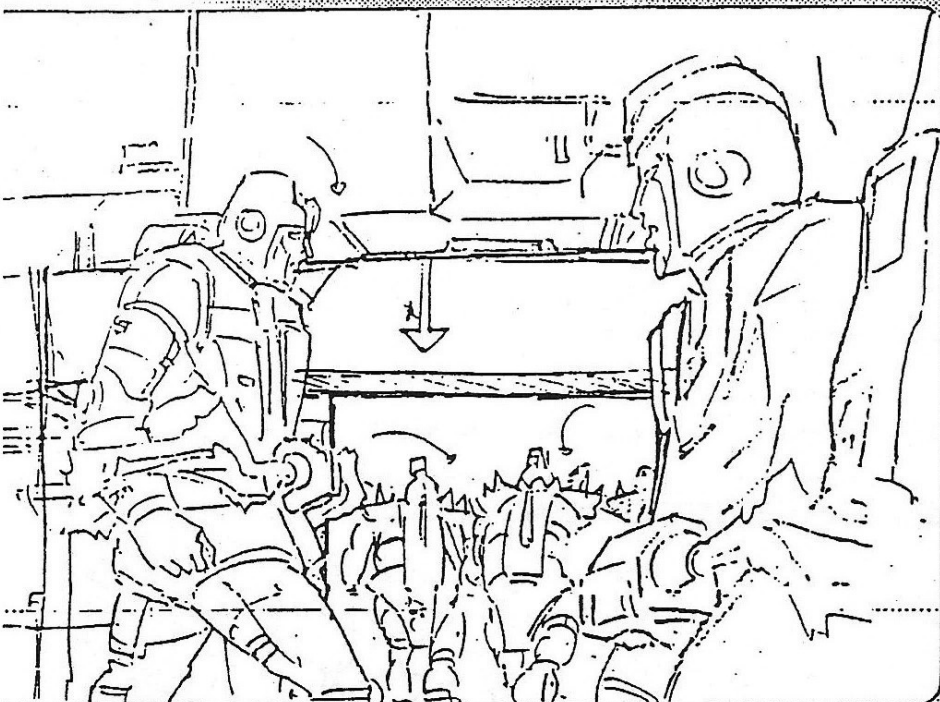
MUSIC/SFX

CAMERA

SC. 19-55

SC.

SEQ. 19 Page 45



IN M.L.S. KUP, HOT ROD AND THE QUINTESSON #1 GUARDS. THE GUARDS TURN AND WALK OUT OF THE CELL...

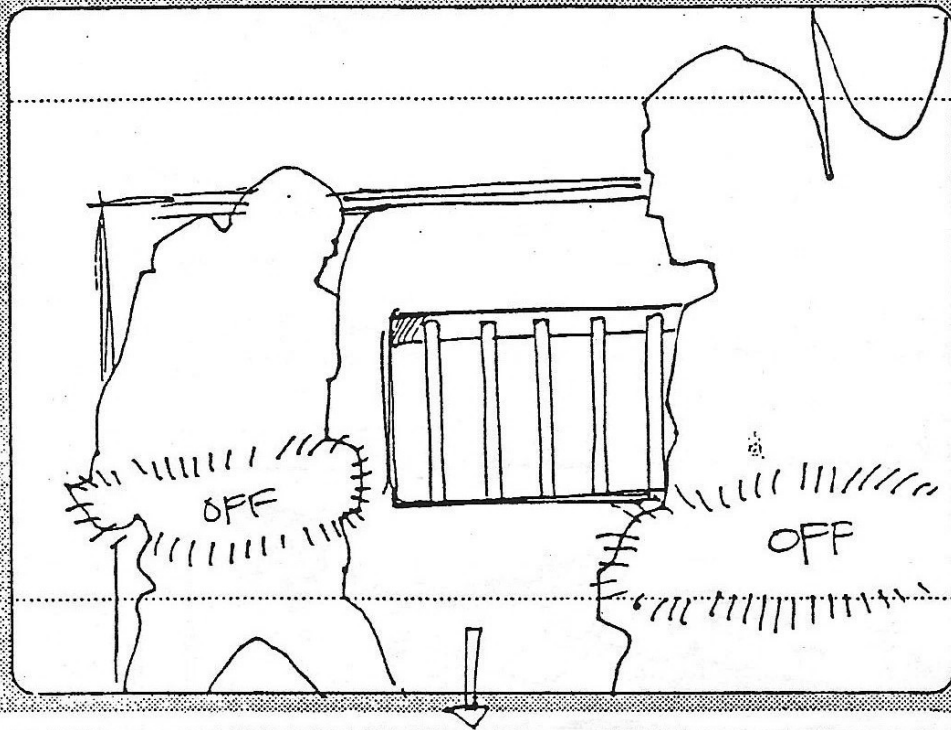
ACTION

DIAL

MUSIC/SFX

CAMERA

SC. CONT 19-55



ACTION ...THE RESTRAINING BOLTS ON HOT ROD AND KUP TURN OFF  
AS THE BARS TO THE CELL ARE LOWERED INTO PLACE.

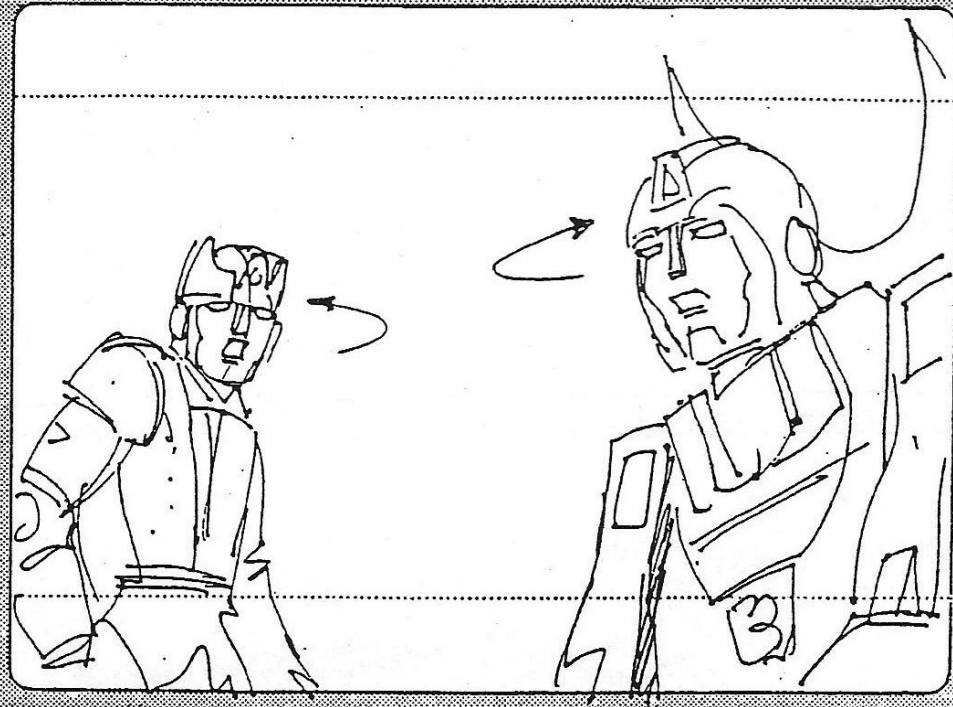
DIAL

MUSIC/SFX

CAMERA

SC. CONT

SEQ. 19 Page 46



ACTION

DIAL HOT ROD What is this place?

MUSIC/SFX

CAMERA

CAMERA

From Generation 1 to Beast Hunters and Beyond!!!



50.1

7-6-7

4

STOP

Page 707



ACTION

L.S. INSIDE THE CELL. WE CAN SEE THE REMAINS OF VARIOUS PRISONERS OF THE QUINTESSENS.

DIAL

KRANIX

The world of the savage Sharkticons...

MUSIC/SFX

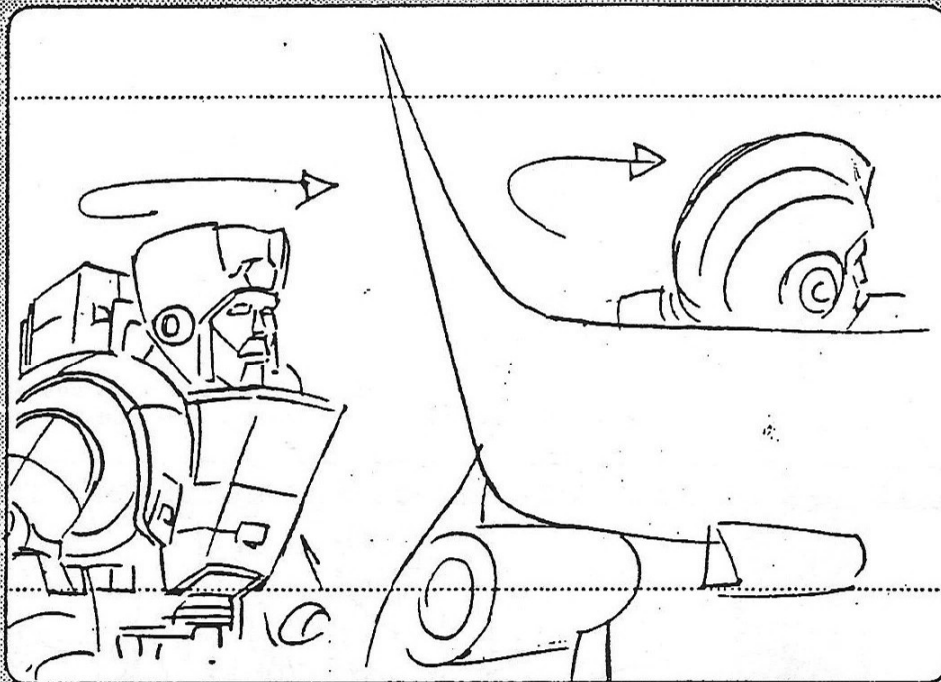
ACTION

DIAL

MUSIC/SFX

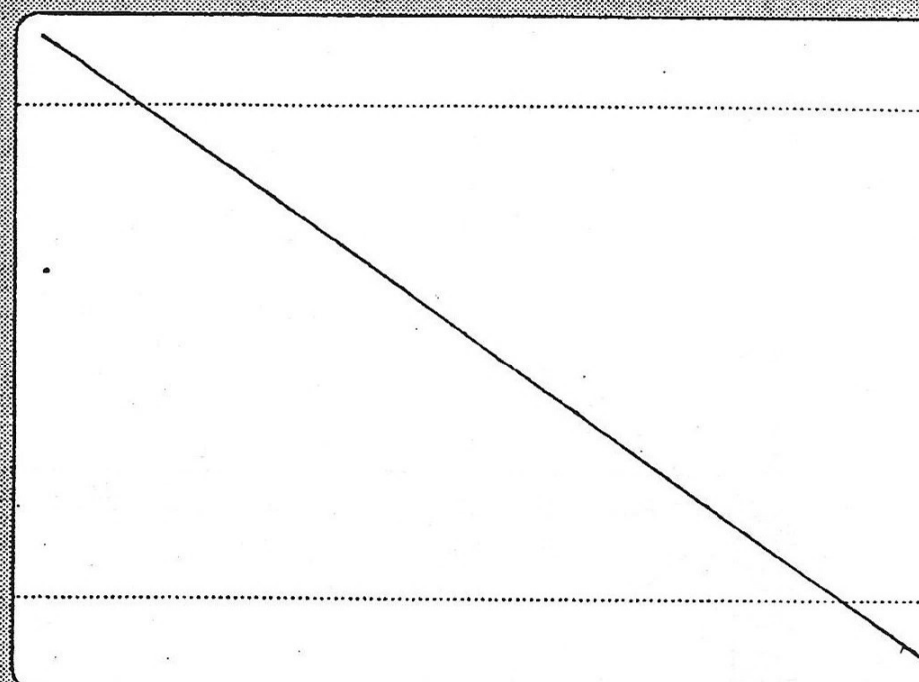
TF RAW  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 19-56A



SC.

Page 46B



ACTION M.S. HOT ROD AND KUP. THEY TURN TO SEE WHO IS TALKING.

DIAL KRANIX (CONT) and their cruel masters  
the Quintessons.

MUSIC/SFX

CAMERA

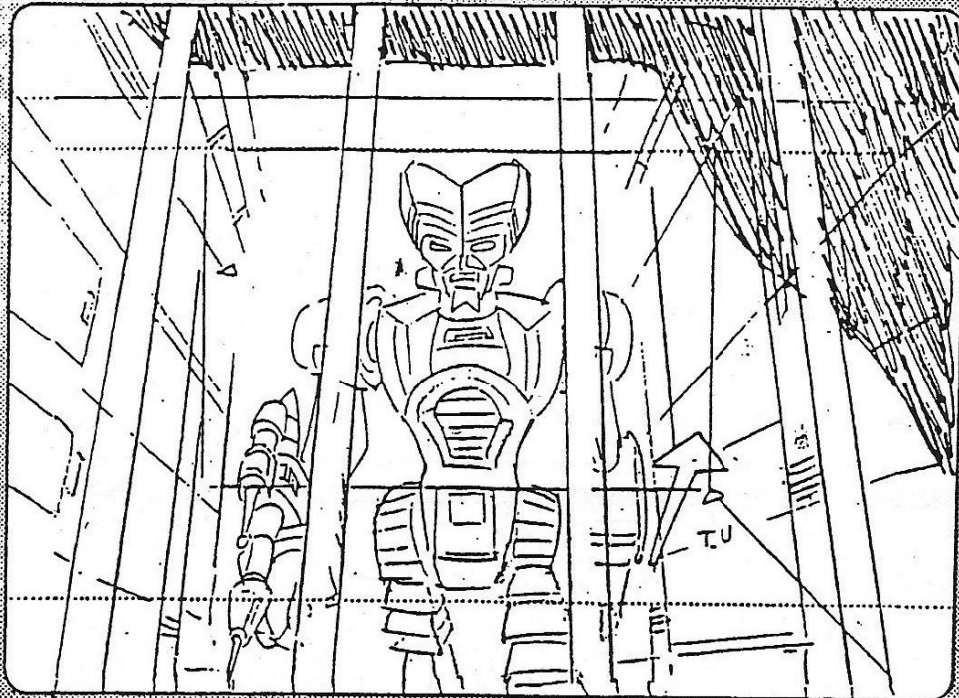
ACTION

DIAL

MUSIC/SFX

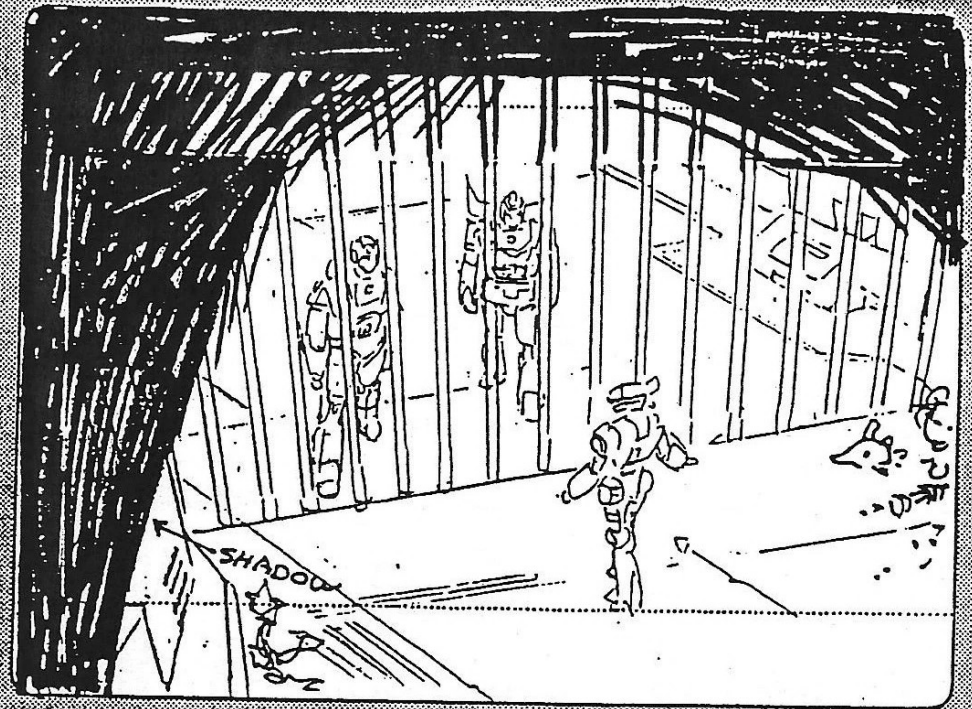
CAMERA

SC. 19-56



SC. 19-57

SEQ. 19 Page 46.C



TION L.S. KRANIX. HE WALKS UP TOWARDS CAMERA AND THE O.S. AUTOBOTS.

AL KRANIX (CONT)

They hunt down those like me who try to escape the wrath of Unicron.

*I am Kranix*

ACTION L. DOWN SHOT. KUP, HOT ROD AND KRANIX. KRANIX WALKS UP TO THE AUTOBOTS' CELL.

DIAL KRANIX (CONT)

Guilty or innocent, the sentence is always the same -

MUSIC/SFX

*my planet was destroyed by Unicron*

SIC/SFX

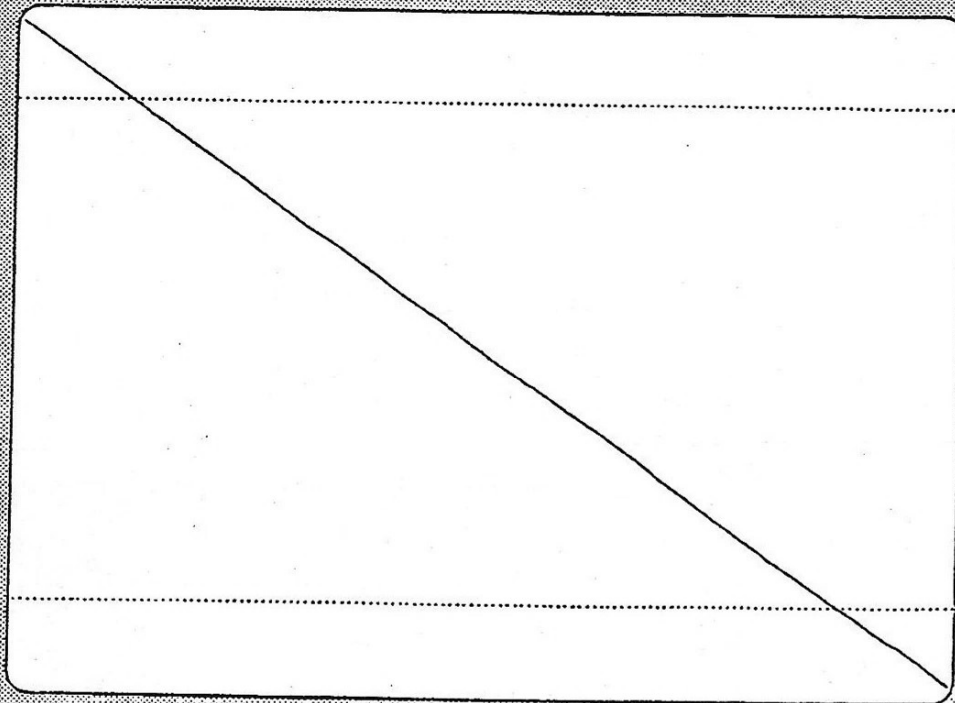
**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 19-57A

SC.

SEQ. 19

Page 461D



TION

KL KLANIX (CONT)

~~Speech~~

Uncan!

SIC/SFX

ACTION

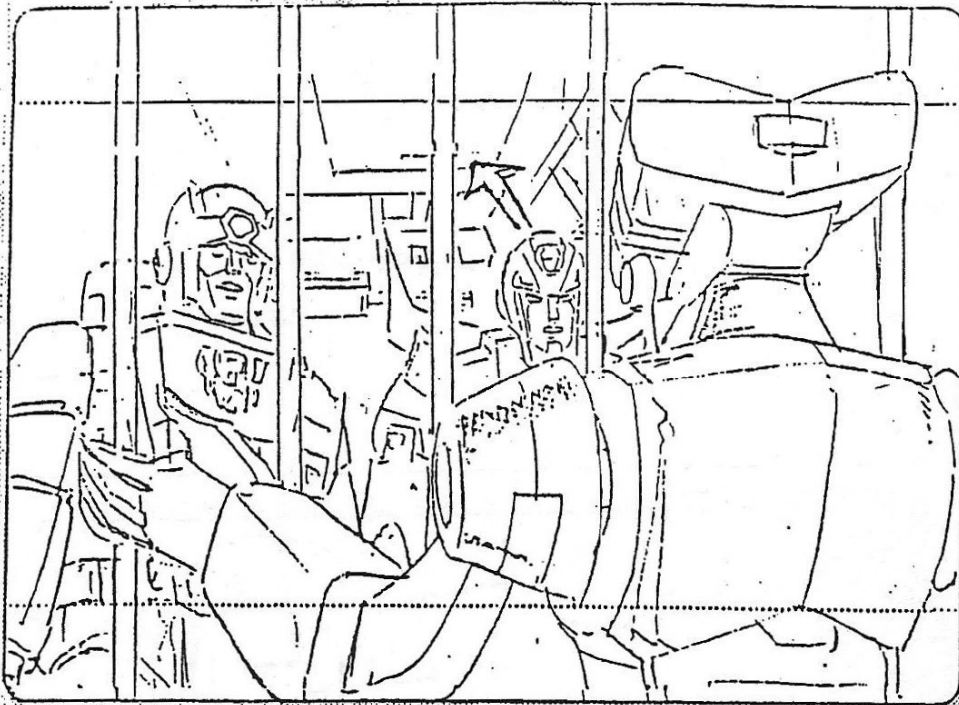
DIAL

MUSIC/SFX

CAMERA



SC. 17-50



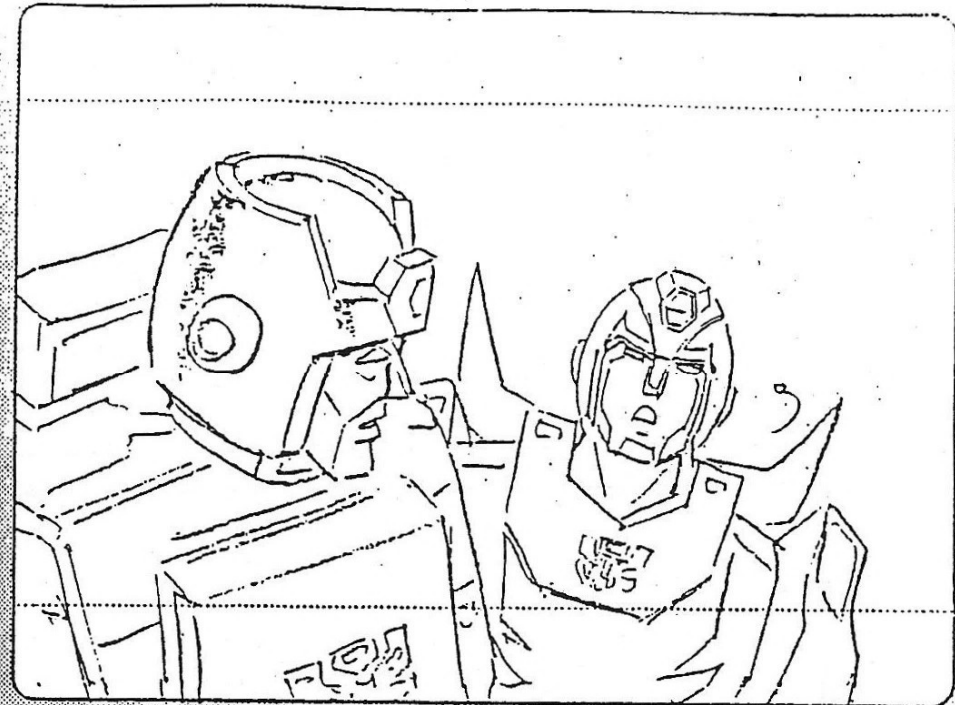
ACTION M.L.S. KUP, HOT ROAD AND KRANIX. KRANIX STOPS BY THE BARS IN FRONT OF HOT ROD AND KUP.

DIAL HOT ROD Unicorn?!

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 18-51

SEQ. 19

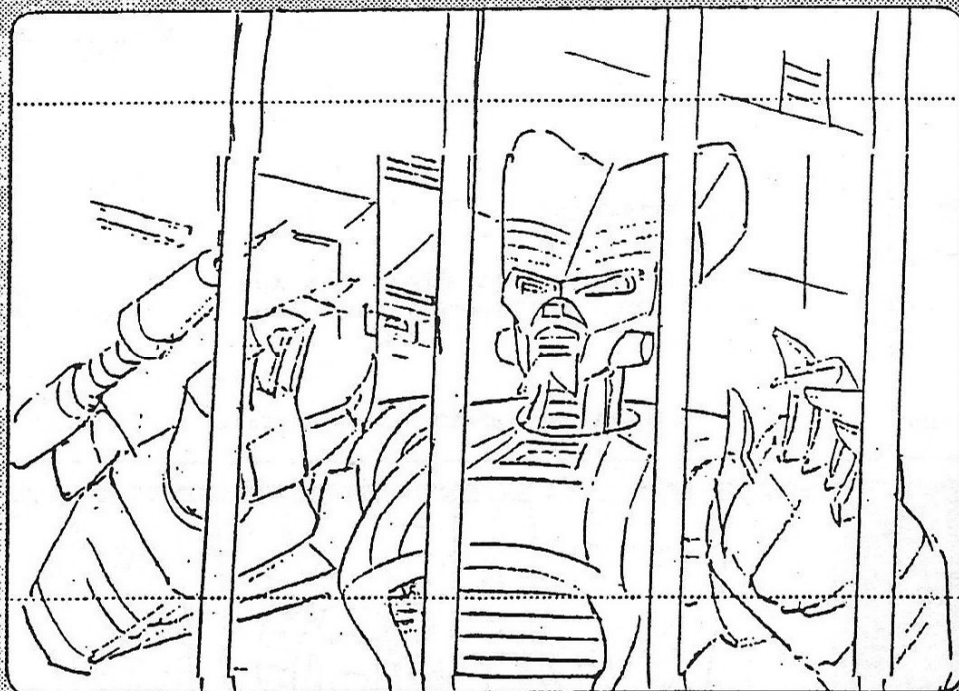


ACTION M. 2 SHOT. KUP AND HOT ROD. THEY TURN AND LOOK AT ONE ANOTHER.

DIAL HOT ROD (CONT) Who's Unicorn?

MUSIC/SFX

SC. 19-60



SC. 19-61

SEQ. 19

Page

48



ACTION M.S. KRANIX. HE CONTINUES TO TALK TO THE O.S. AUTOBOTS.

DIAL KRANIX A planet that devours everything ...

MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION L. DOWN SHOT. KUP, HOT ROD AND KRANIX. ALL FACING EACH OTHER.

DIAL KRANIX (CONT). in its path.

MUSIC/SFX

CAMERA

SC. 19-62



SC. 19-63

SEQ. 19

Page

49



ON M.S. KUP AND HOT ROD. THEY LISTEN TO KRANIX.

KUP Unicorn! So that's the monster's name.

IC/SFX



ACTION

M.S. KUP, HOT ROD, AND KRANIX. THEY TURN TO LOOK AS THEY HEAR SOMEONE APPROACHING O.S.

DIAL

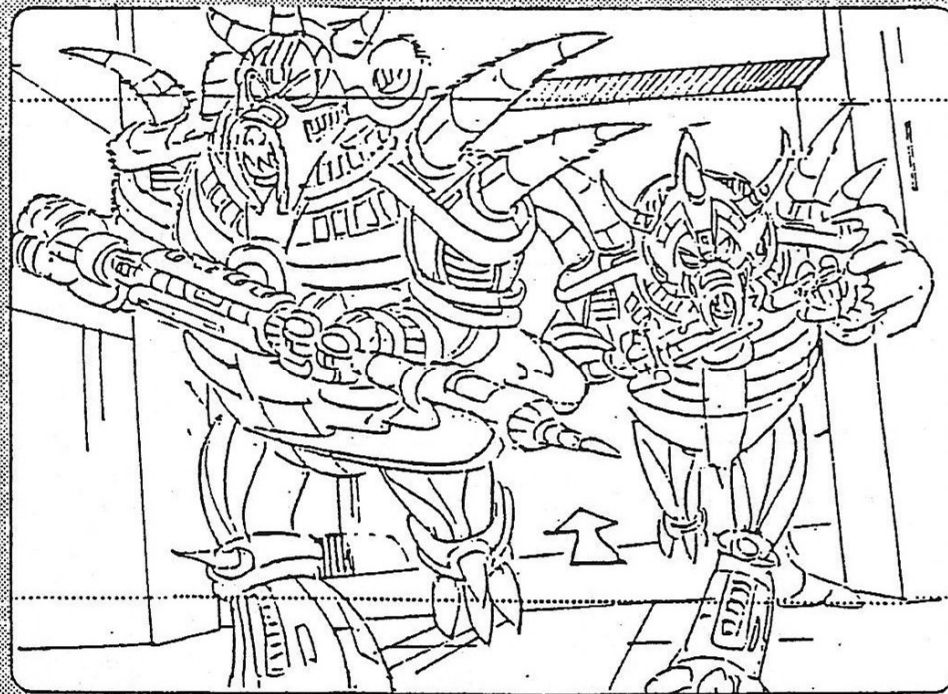
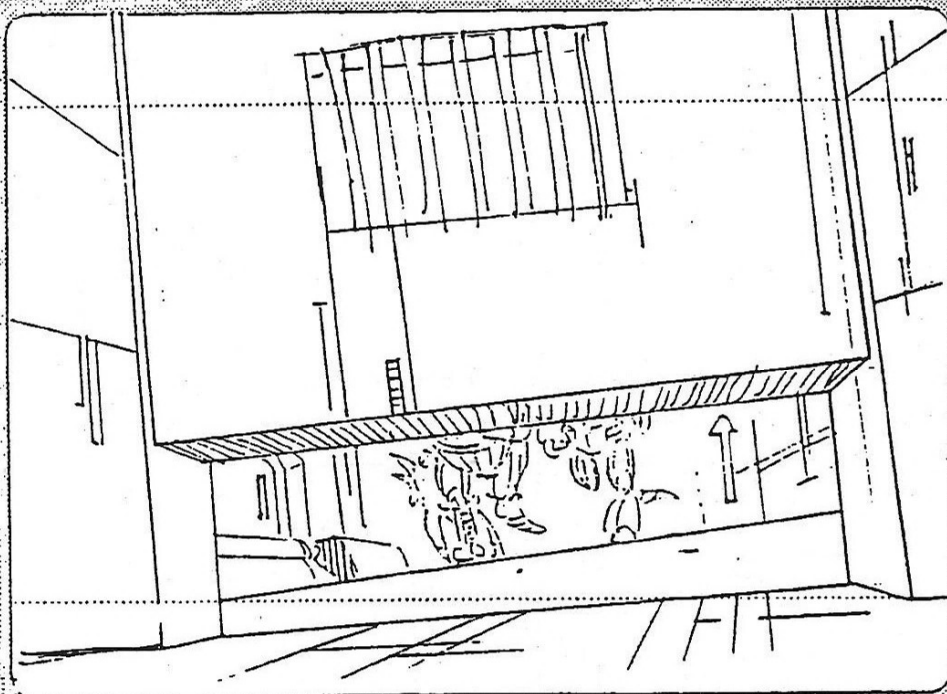
MUSIC/SFX

CAMERA

SC. 19-64

SC. CONT

SEQ. 19 Page 50



ACTION L.S. QUINTESSON #2 GUARDS. AS THE DOOR TO THE CELL OPENS WE CAN SEE THE GUARDS RUNNING TOWARD THE CELL...

AL QUINTESSON LEADER

That one!

MUSIC/SFX

ACTION ...THEY RUN UNDER THE OPEN DOOR, INTO THE CELL.

DIAL

MUSIC/SFX

CAMERA



SC. 19-03



SC. CONT

SC. 19

Page 51



ACTION M.L.S. THE QUINTESSON #2 GUARDS, HOT ROD, KUP AND KRANIX.  
THE GUARDS COME UP BEHIND KRANIX...

DIAL KRANIX No, please!..

ACTION ...AND LEAD HIM AWAY.

DIAL KRANIX (CONT) ...I'm the last survivor ...

MUSIC/SFX

MUSIC/SFX

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 19-66



ACTION M.S. THE QUINTESSON #2 GUARDS AND KRANIX, THE GUARDS  
LEAD HIM AWAY. KRANIX PROTESTS.

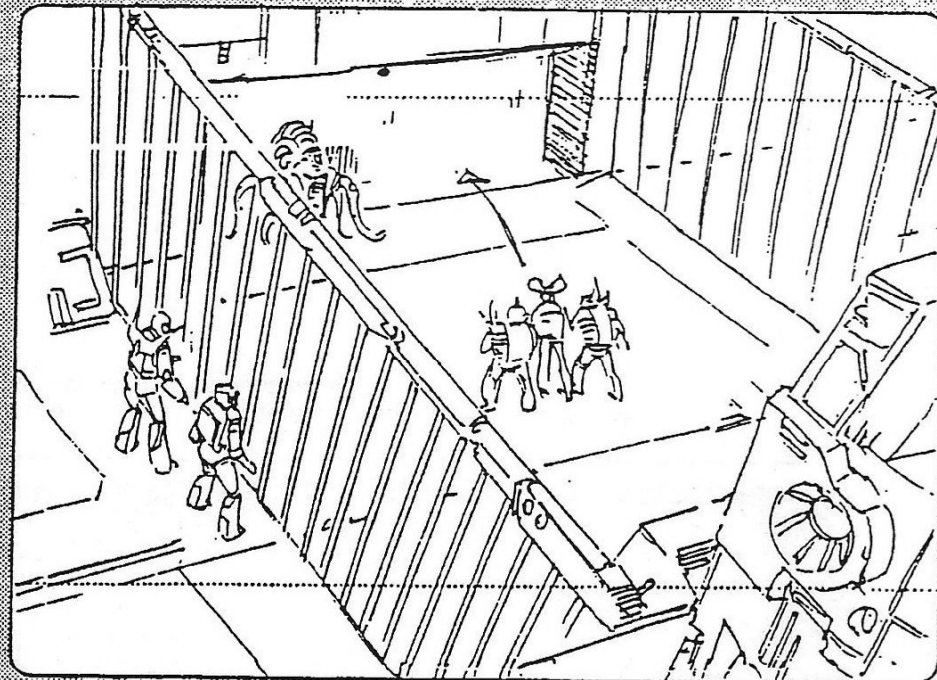
DIAL KRANIX (CONT) ... of Lithone.

MUSIC/SFX

CAMERA

SC. 19-67

SEQ. 19 Page 52



ACTION DOWN SHOT HOT ROD, KUP, KRANIX AND THE QUINTESSON #2  
GUARDS. THE GUARDS DRAG KRANIX AWAY.

DIAL KRANIX (CONT) No!!

MUSIC/SFX

CAMERA

SC. 19-68



SC. CONT

SEQ 19

Page 53



ACTION M.S. HOT ROD. HE RUSHES FORWARD TOWARD THE CELL BARS...

DIAL HOT ROD Let him go!

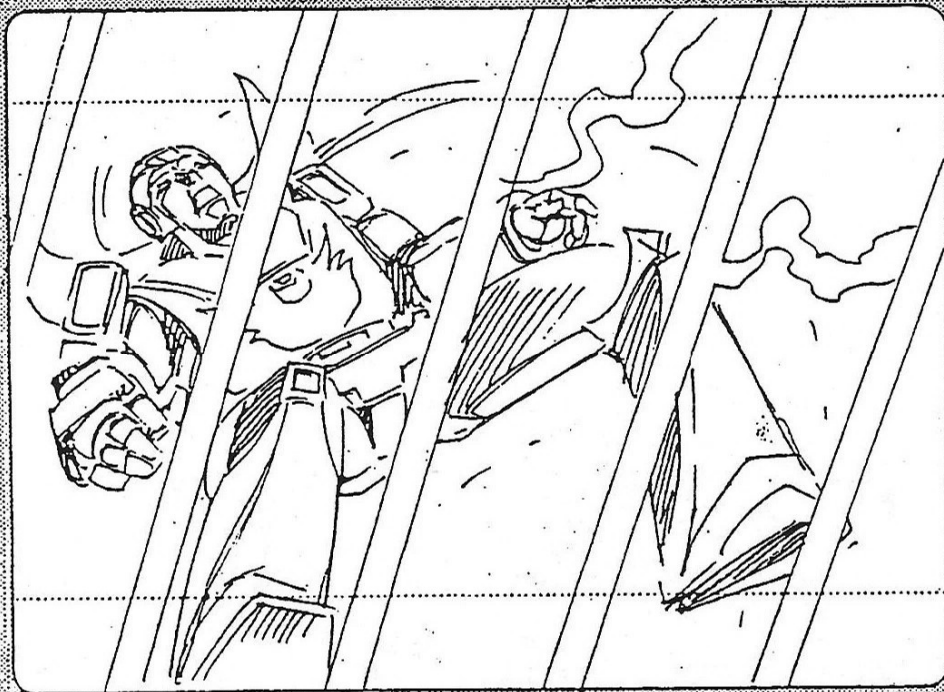
ACTION ...HE GRABS THEM AND RECEIVES A HIGH VOLTAGE DISCHARGE THROUGH HIS BODY THAT...

DIAL HOT ROD (GASP OF PAIN!)

MUSIC/SFX

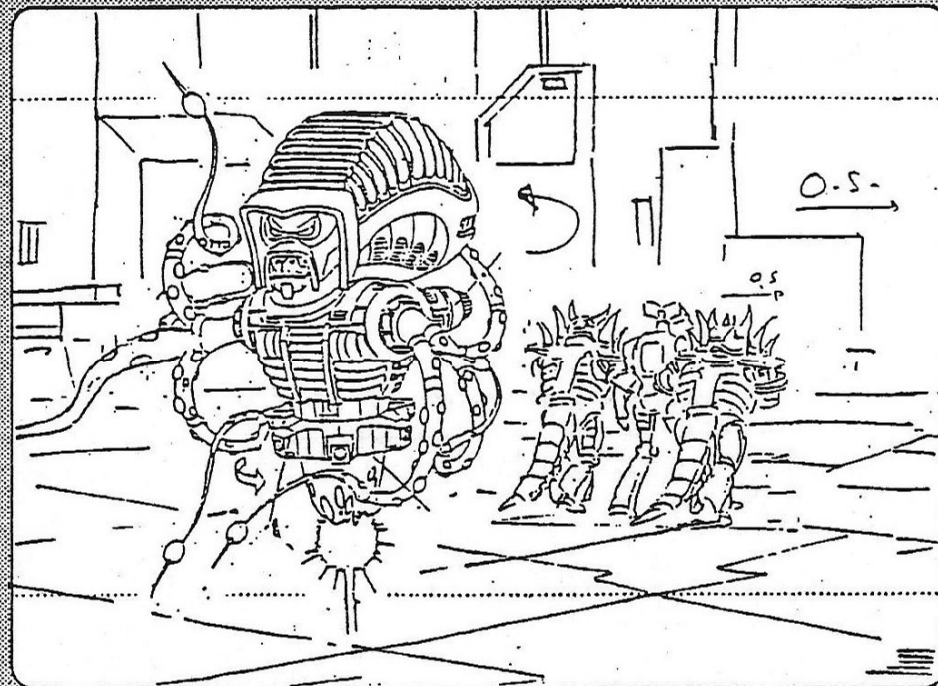
CAMERA

SC. 19-68 CONT



SC. 19-69

SEQ. 19 Page 54



ACTION ...SENDS HOT ROD FLYING BACK.

DIAL

MUSIC/SFX

CAMERA

ACTION THE QUINTESSON LEADER, GUARDS AND KRANIX. THE QUINTESSON LEADER  
TURNS BACK AND ADDRESSES HOT ROD.

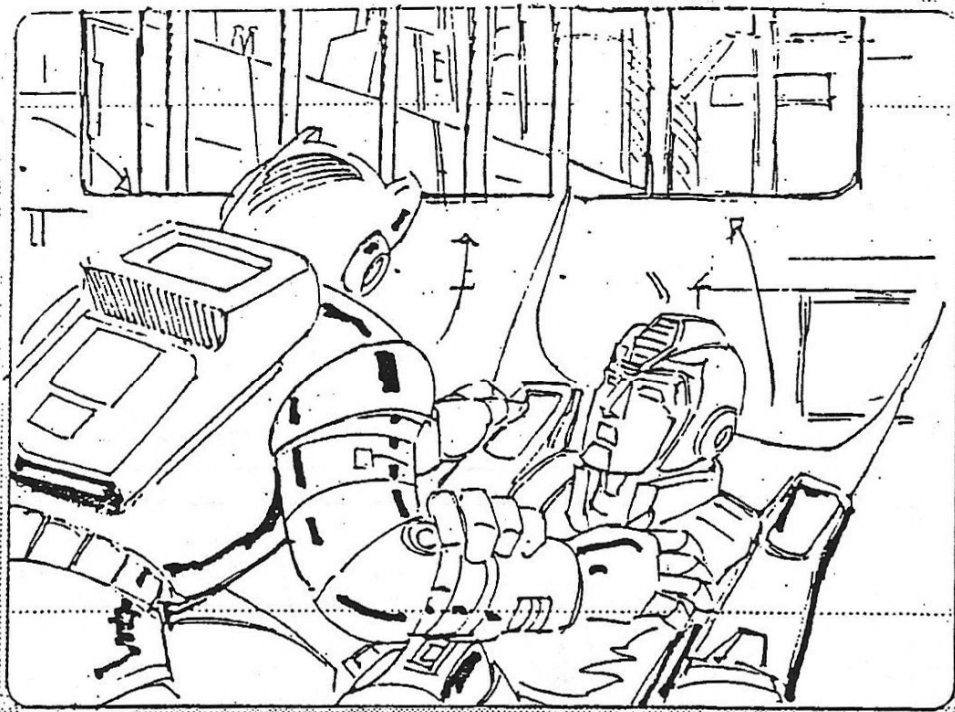
DIAL QUINTESSON LEADER      Soon, you too shall receive your  
sentence.

MUSIC/SFX

CAMERA



SC. 17-70



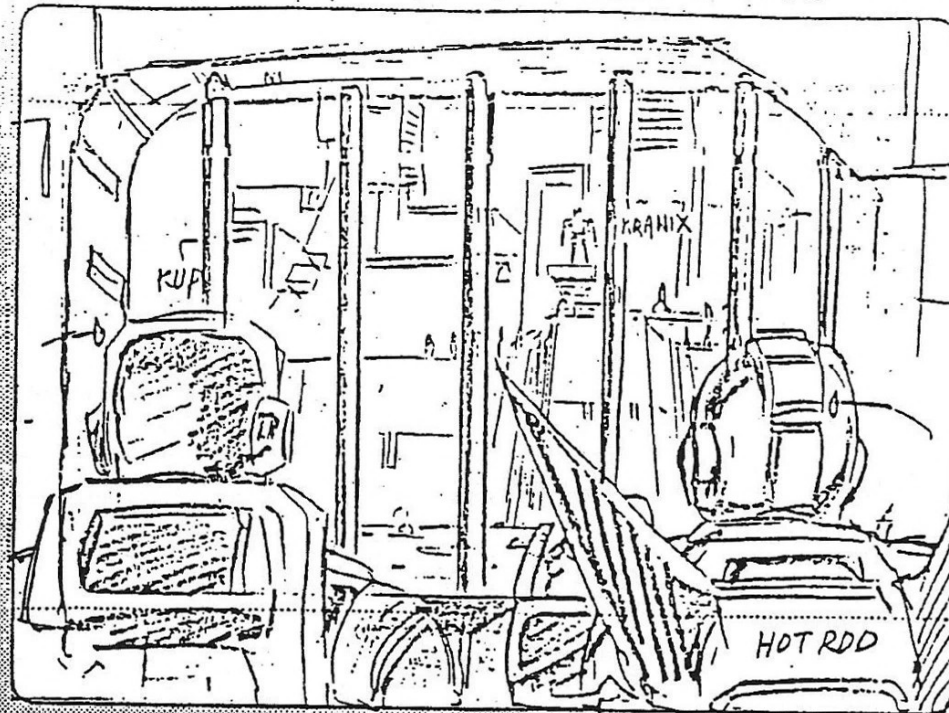
SC. CONT

Follow Page

SEQ. 19

Page

55



ACTION M.S. KUP AND HOT ROD. KUP REACHES DOWN AND HELPS HOT ROD TO HIS FEET.

DIAL KRANIX (V.O.) No!

MUSIC/SFX

**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION KUP AND HOT ROD MOVE UP TO THE WINDOW.

DIAL

MUSIC/SFX

SC. 19-71

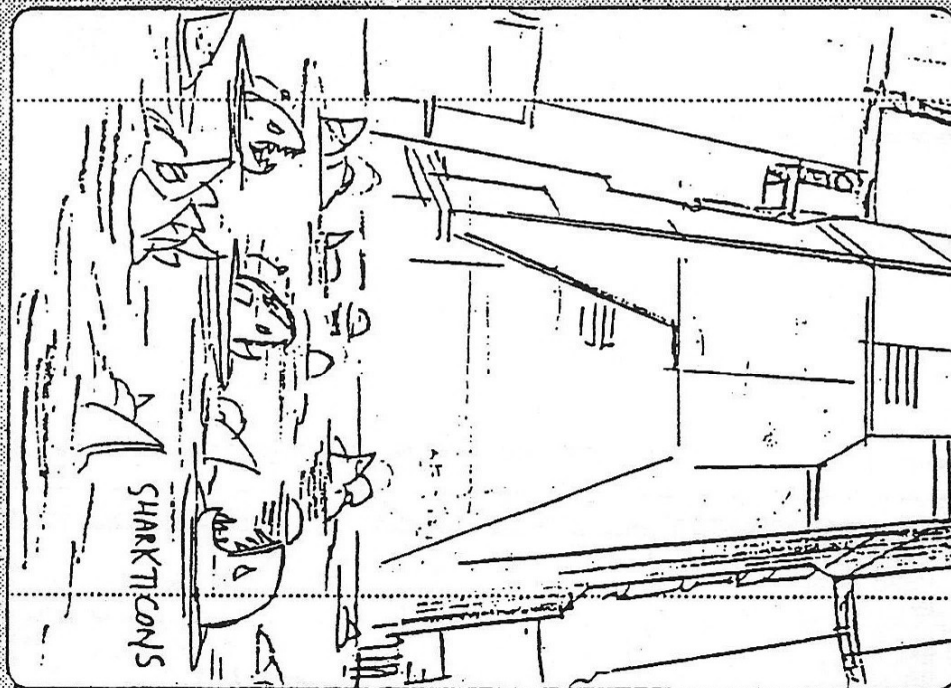
STOP

PAN DOWN

START

SEQ. 19 Page

57



ACTION M.L.S. THE SHARKTICONS, IN THEIR PIT. WE PAN UP TO SEE  
KRANIX WALK OUT ON THE PLANK ABOVE THE PIT.

DIAL

MUSIC/SFX

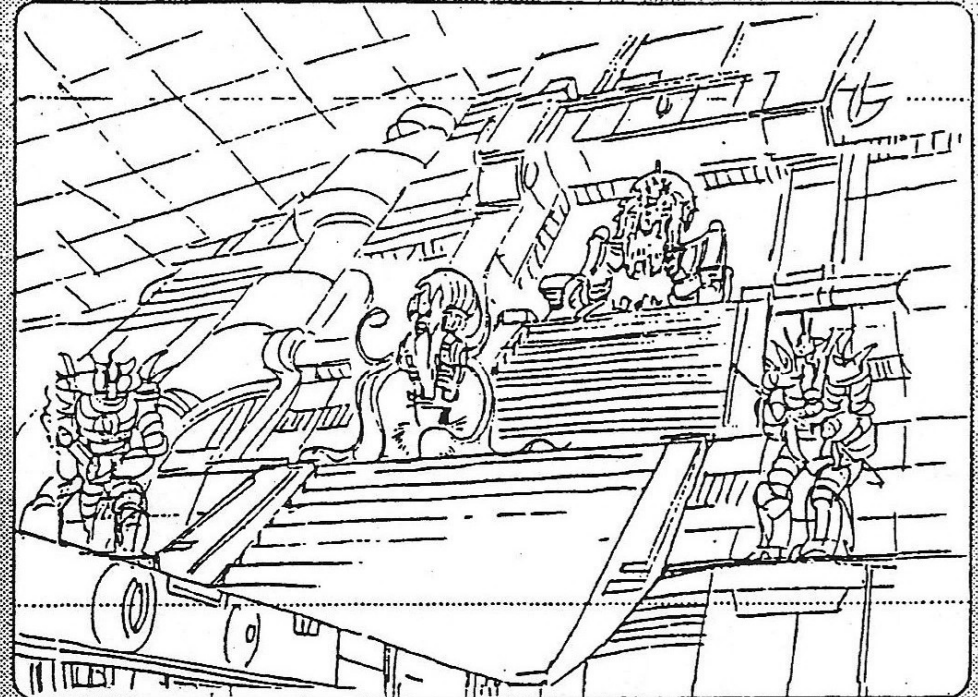
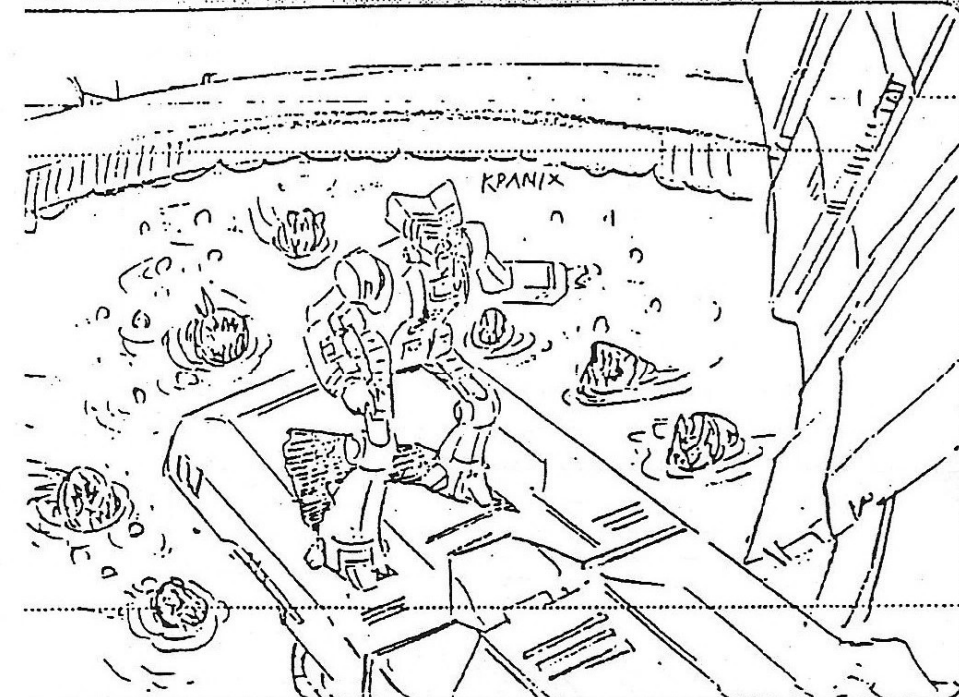
CAMERA

ACTION

DIAL QUINTESSON LEADER Has the Imperial Magistrate...

MUSIC/SFX

CAMERA



IN M.L.S. KRANIX. HE STANDS ON THE PLANK ABOVE THE WAITING SHARKTICONS.

LEAD QUINTESSON (CONT) ....reached a verdict!

ACTION L.S. THE QUINTESSON JUDGE, THE LEAD QUINTESSON AND QUINTESSON #2 GUARDS. THEY ARE LOOKING DOWN AT KRANIX.

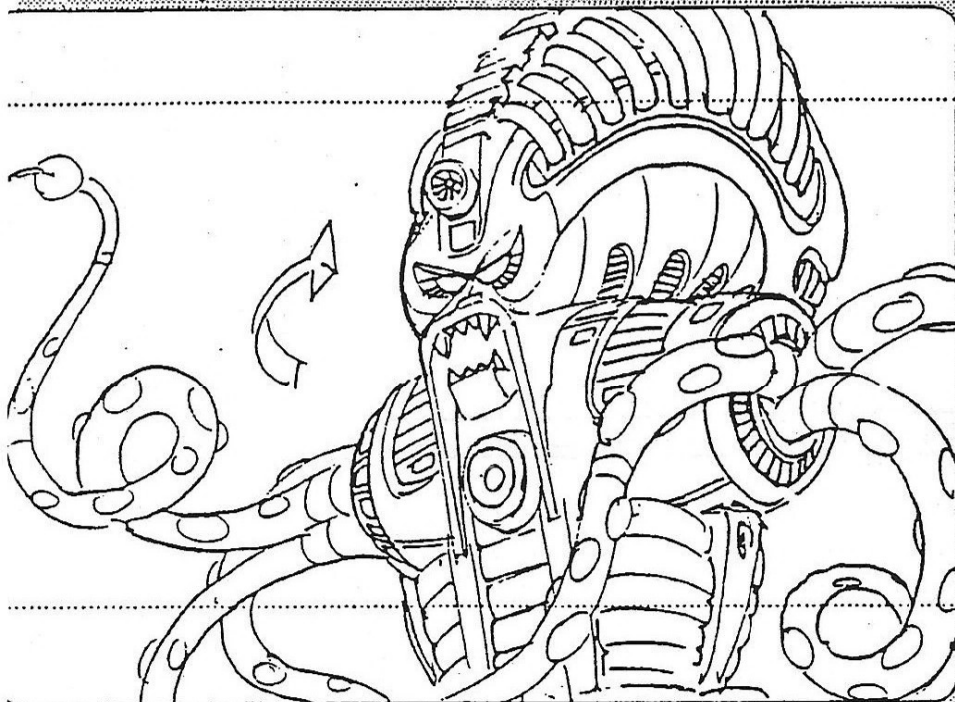
DIAL QUINTESSON JUDGE I have.

MUSIC/SFX

CAMERA

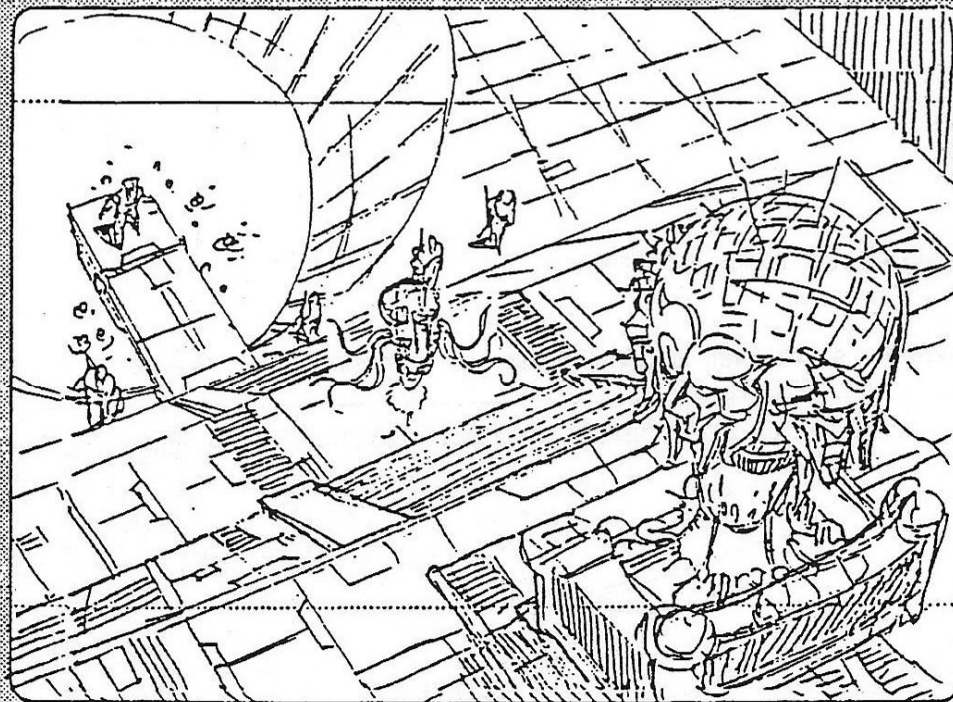
M/SFX

SC. 19-74



SC. 19-75

SEQ. 19 Page 59



ON M.L.S. KRANIX ON THE PLANK. HE PLEADS HIS CASE.

QUINTESSON LEADER Guilty...

MUSIC/SFX

ACTION DOWN SHOT. THE QUINTESSON JUDGE, LEAD QUINTESSON, QUINTESSON #2 GUARDS AND KRANIX. THE TRIAL CONTINUES.

DIAL QUINTESSON LEADER (CONT) or innocent?

MUSIC/SFX

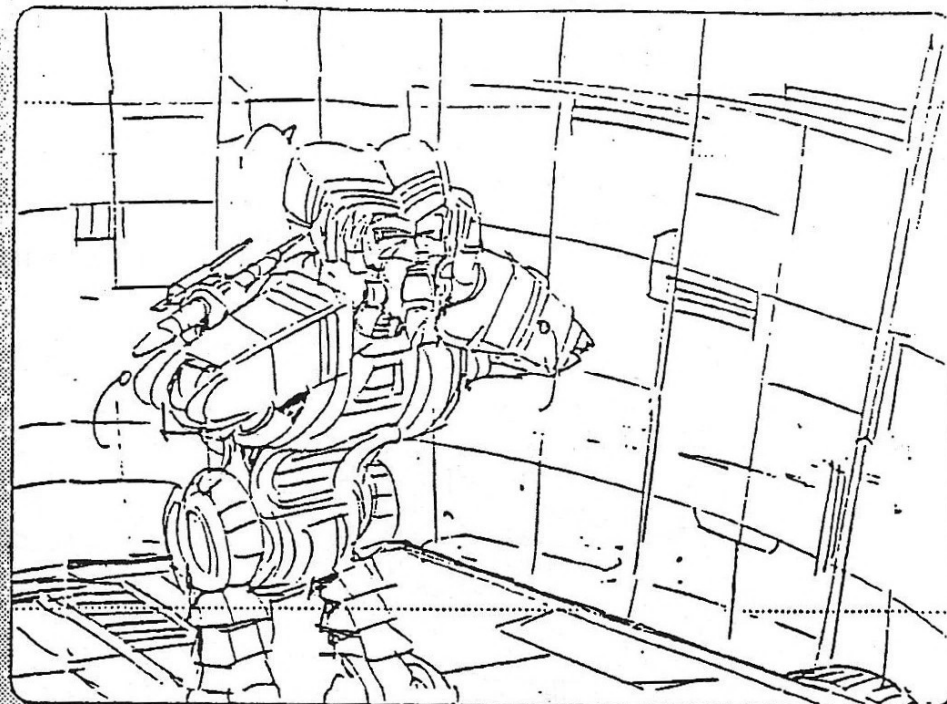
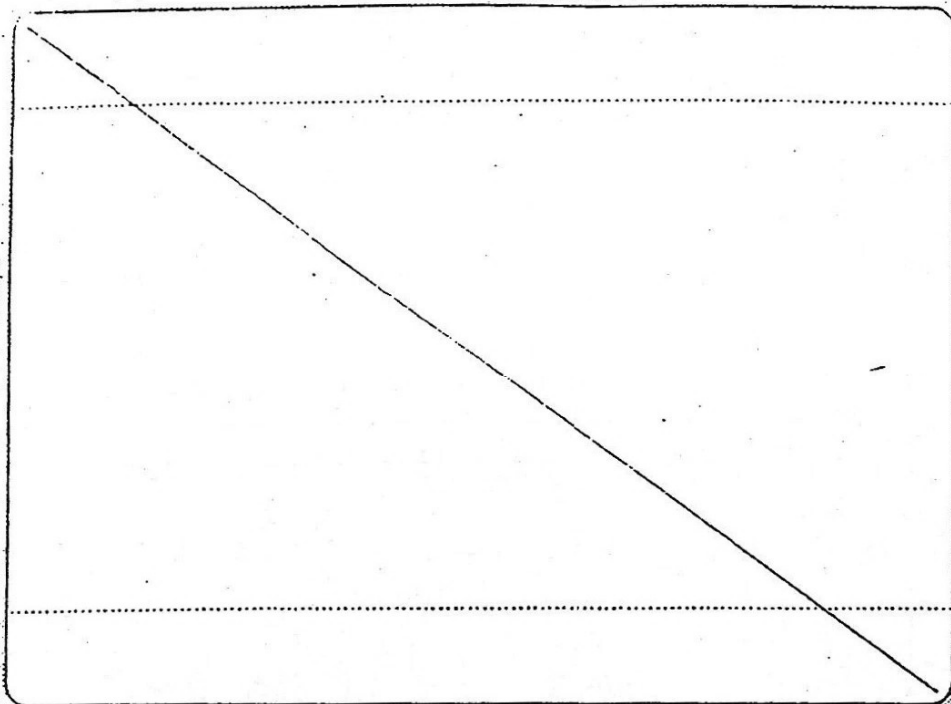
CAMERA



SC.

SC: 19-77

SEQ. 19 Page 60



ACTION

ACTION M.S. KRANIX. HE CAN'T BELIEVE WHAT HE IS HEARING.

DIAL

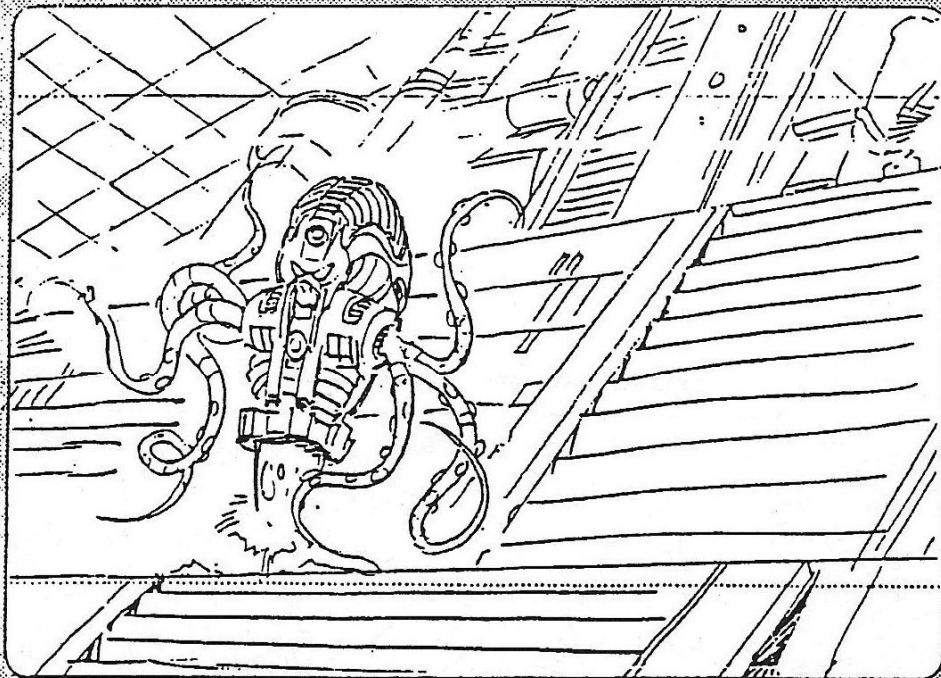
DIAL KRANIX Spare me this mockery of justice.

MUSIC/SFX

MUSIC/SFX

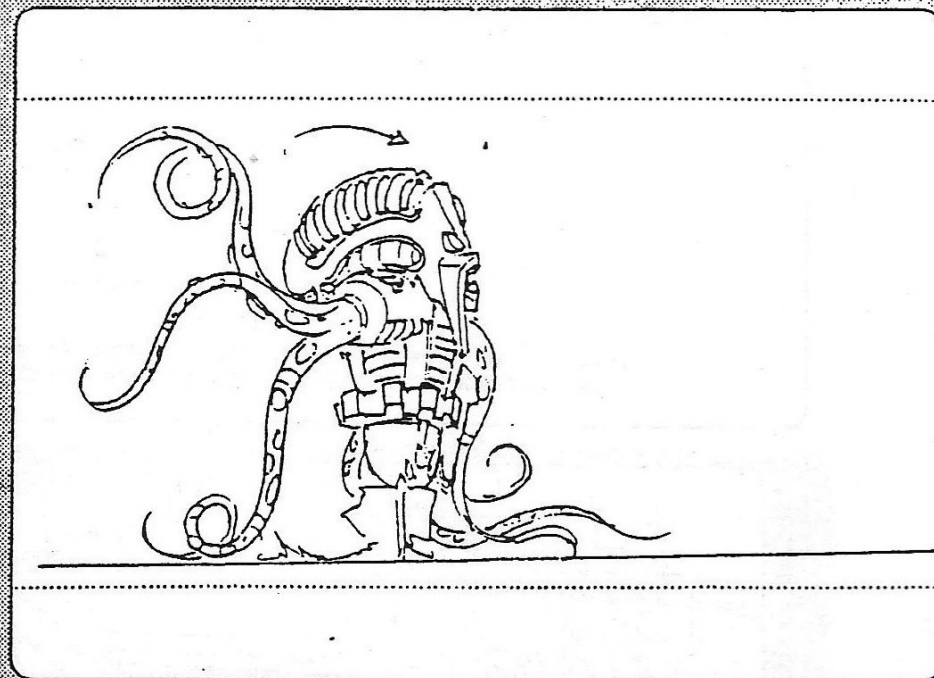
**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 19-78



SC. CONT

SEQ. 19 . Page : 61



ACTION M.L.S. LEAD QUINTESSON. HE LOOKS AT KRANIX...

DIAL

MUSIC/SFX

CAMERA

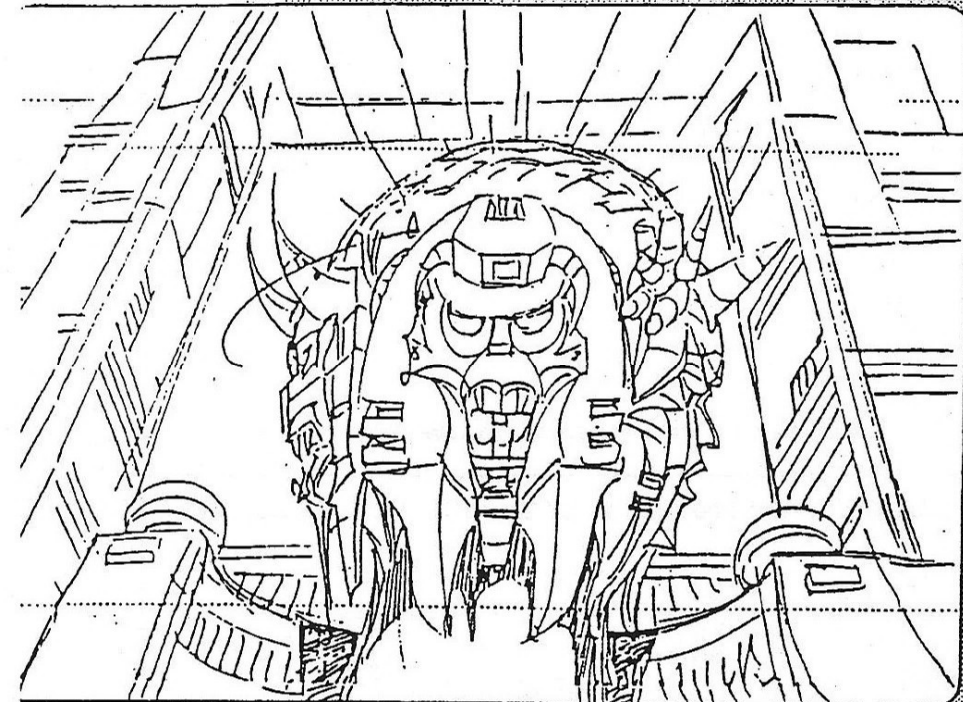
ACTION ...THEN TURNS TO THE JUDGE FOR HIS VERDICT.

DIAL QUINTESSON LEADER I repeat. Guilty.... Or innocen

MUSIC/SFX

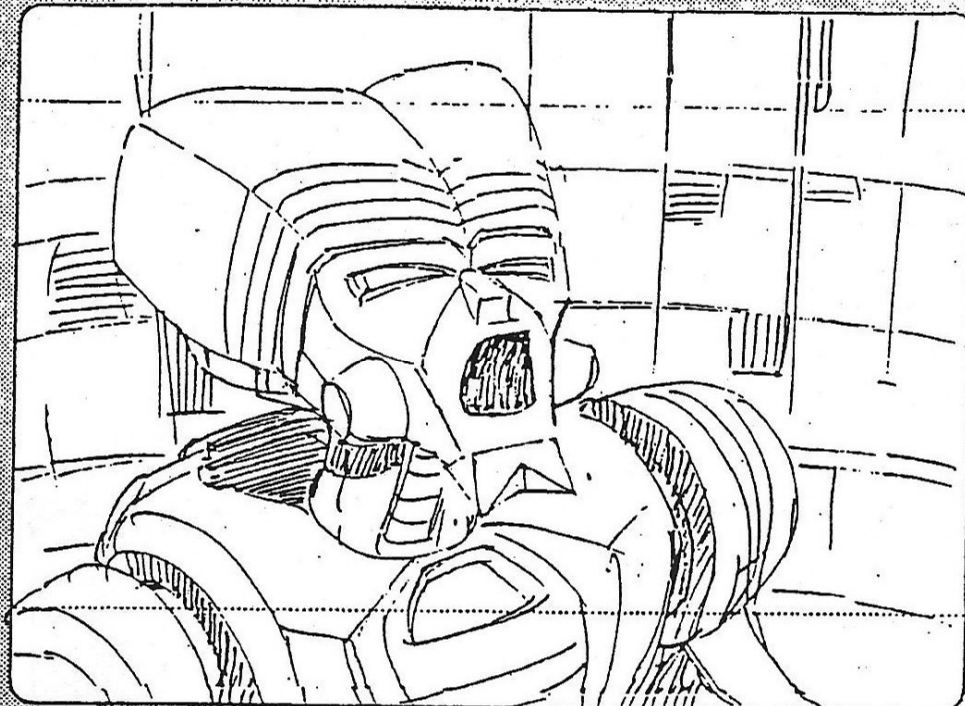
CAMERA

SC. 19-79



SC. 19-80

SEQ. 19 Page 62



ON C.U. THE QUINTESSON JUDGE. HIS FACE TURNS TO THE DEATH MASK.

QUINTESSON JUDGE Innocent!

ACTION C.U. KRANIX. HE STANDS THERE MOMENTARILY.

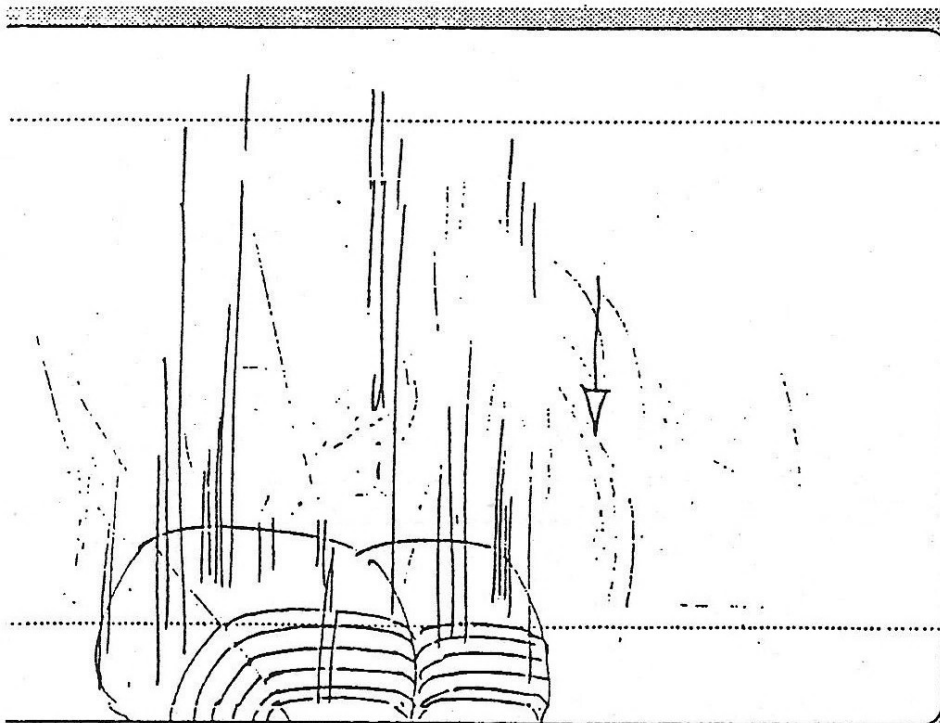
DIAL KRANIX (SCREAMING!!)

MUSIC/SFX

CAMERA

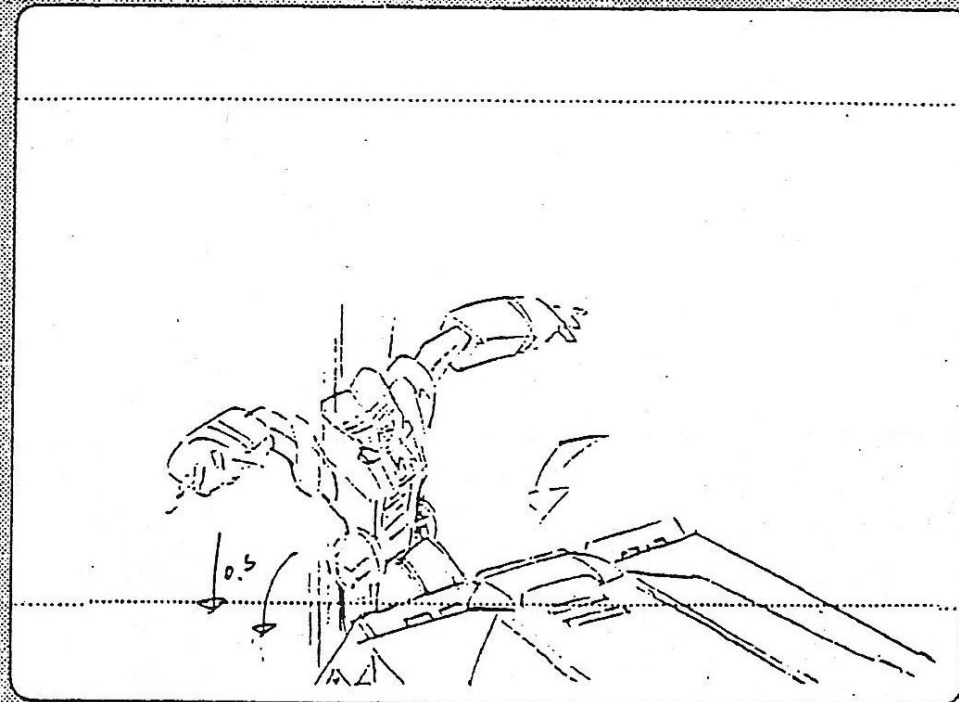
W/SFX

SC. CONT 19-80



SC. 19-81

SEQ. 19 Page 63



IN ...THEN FALLS AS THE BOARD BELOW HIM (O.S.) LETS GO.

ACTION

M.L.S. KRANIX. HE FALLS FROM THE PLANK...

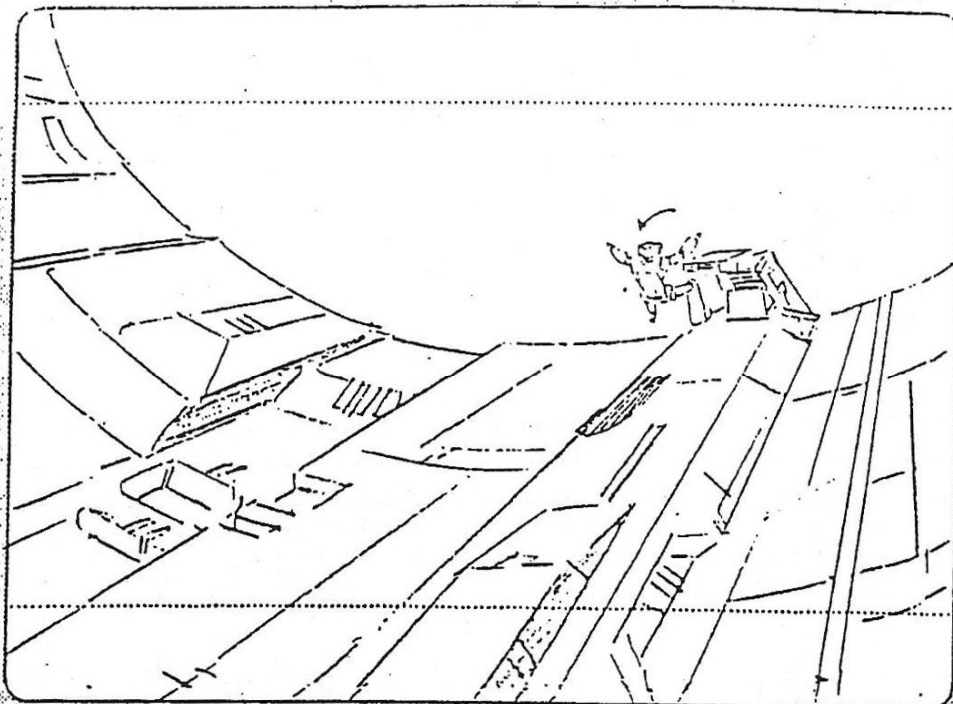
DIAL

MUSIC/SFX

CAMERA



SC. 17-02



ACTION X.L.S. KRANIX. HE FALLS FROM THE PLANK THROUGH THE AIR...

DIAL

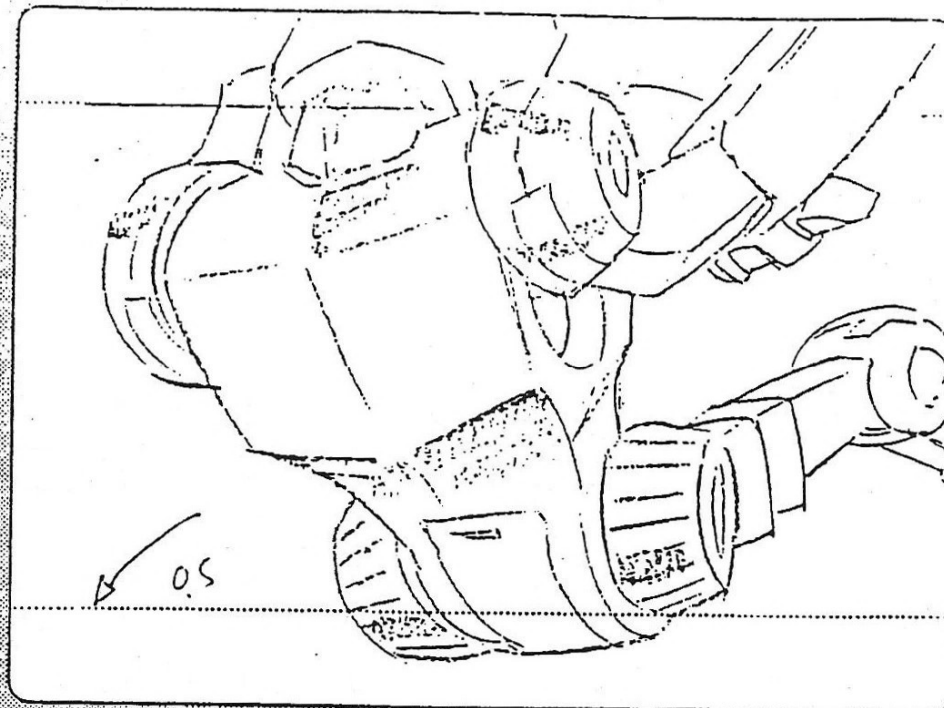
MUSIC/SFX

IFRAW

From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

SEQ. 19 Page 64



ACTION ...DOWN INTO THE PIT.

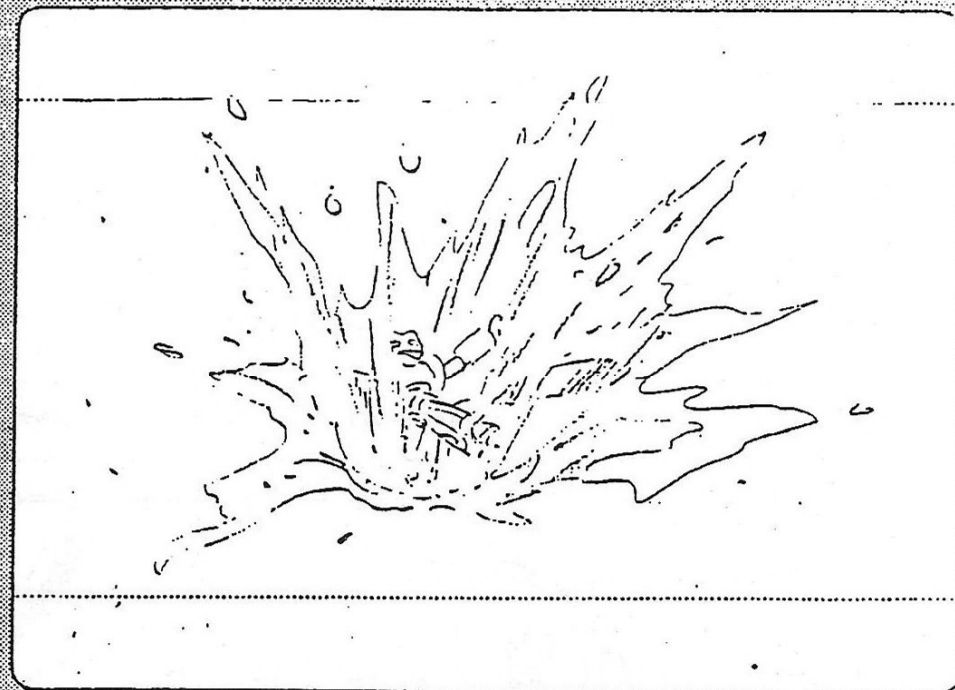
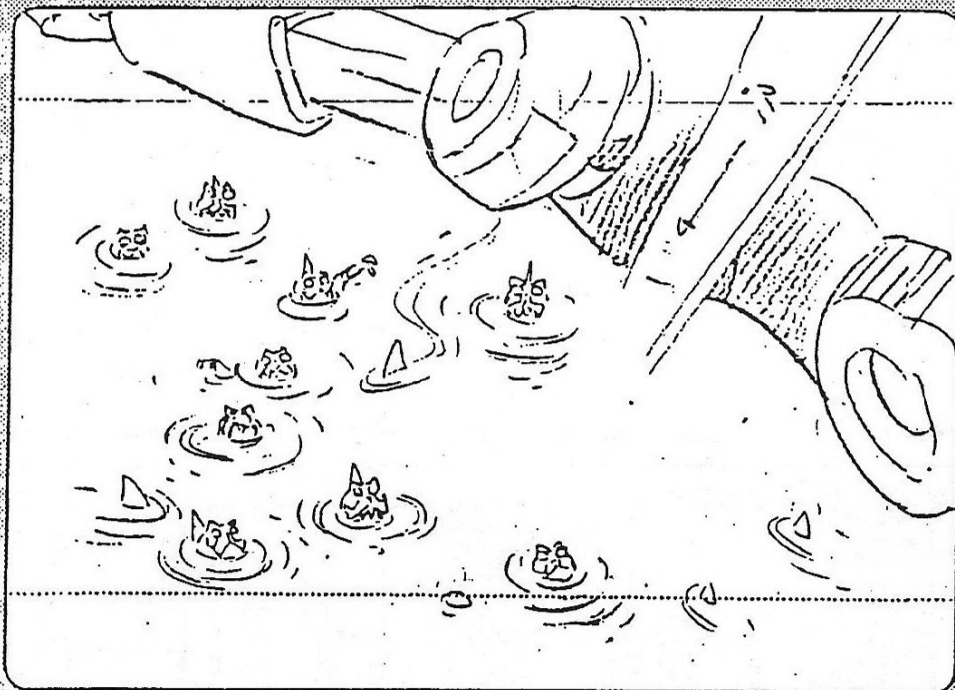
DIAL

MUSIC/SFX

SC. / 9-83

SC. CONT

SEQ. 19 Page 65



ACTION DOWN SHOT THE WAITING SHARKTICONS AS KRANIX...

DIAL

MUSIC/SFX

CAMERA

**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...FALLS INTO THE WATER.

DIAL

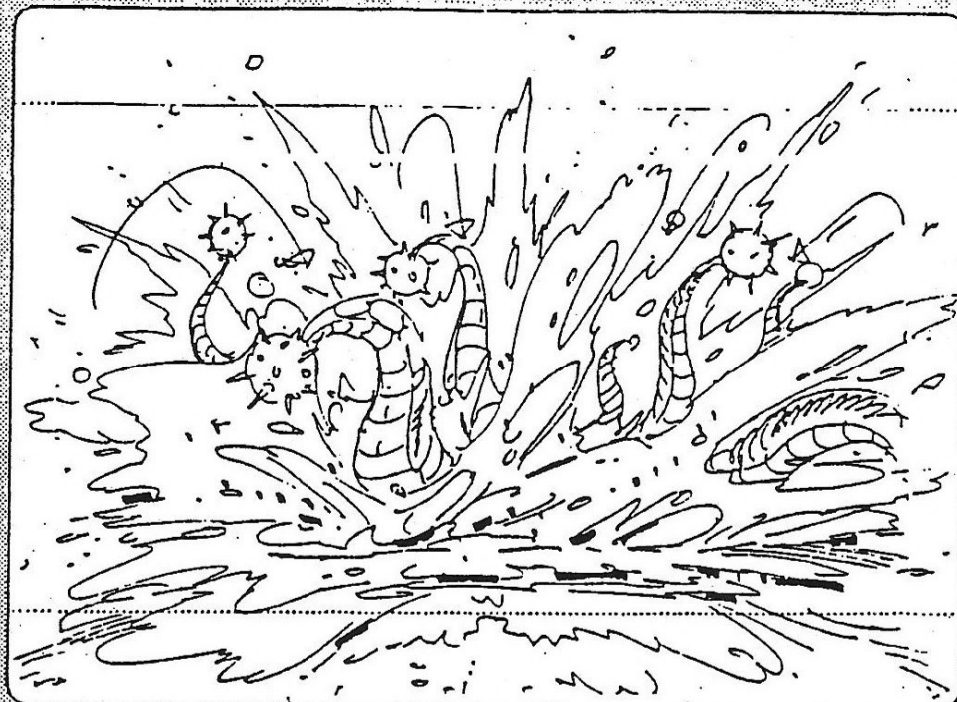
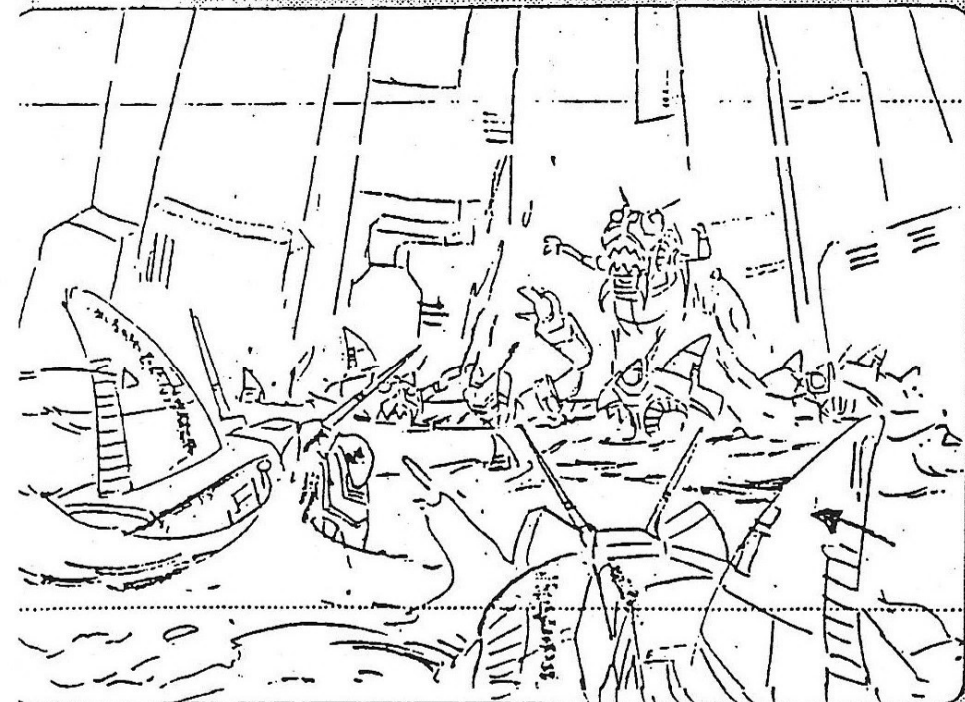
MUSIC/SFX

CAMERA

SC. 19-84

SC. CONT

SEQ. 19 Page 66



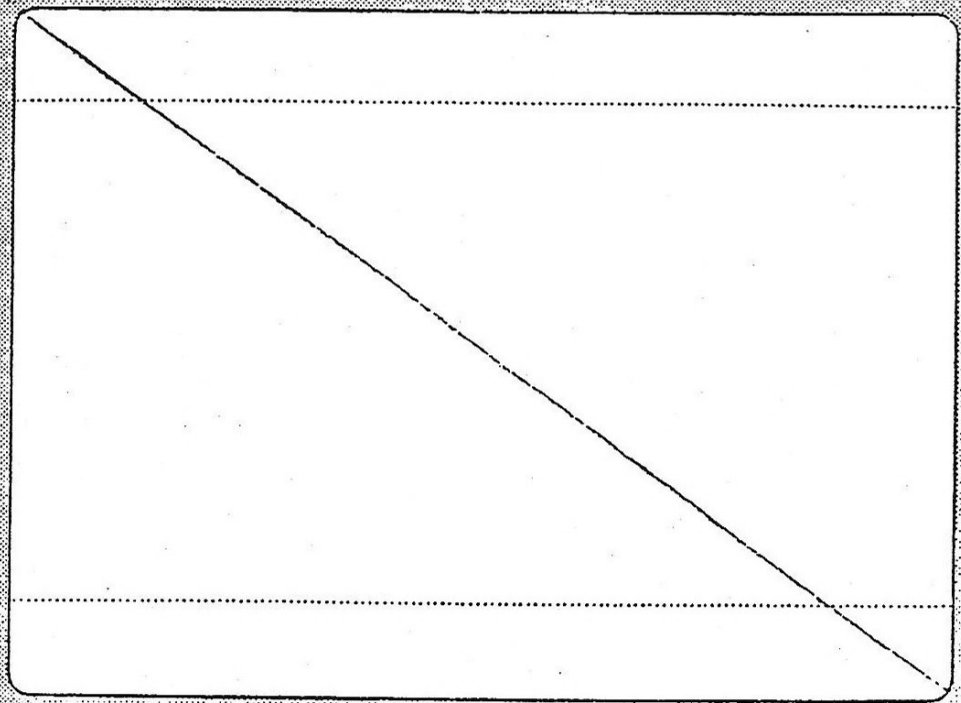
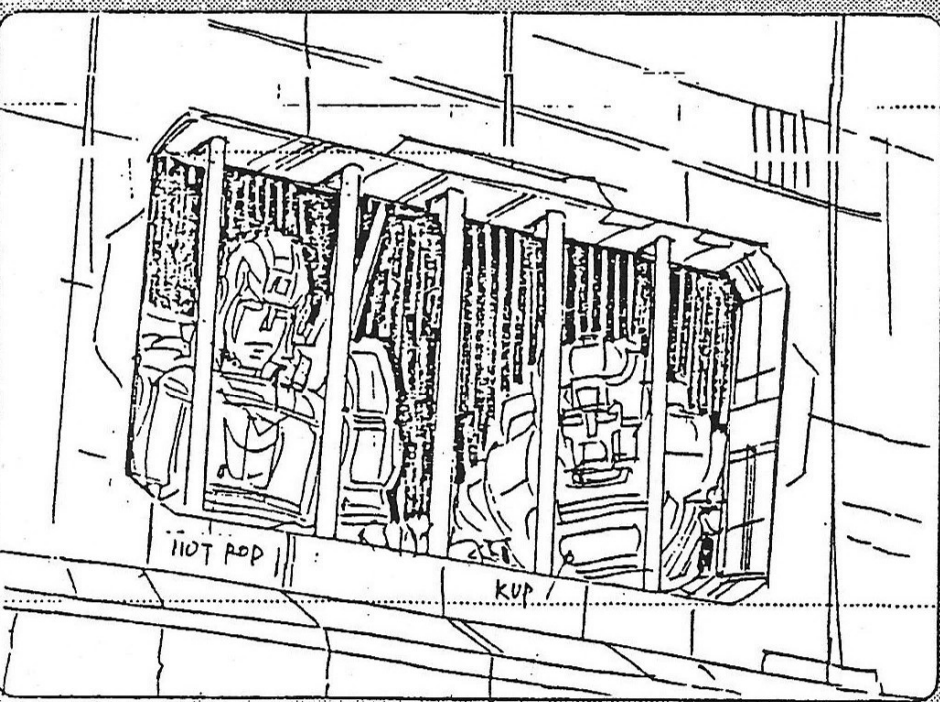
ON M.L.S. KRANIX AND THE SHARKTICONS. THEY ALL SWIM TOWARD  
KRANIX...

ACTION ...AND POUNCE ON HIM...

DIAL

MUSIC/SFX

CAMERA



ION M.S. HOT ROD AND KUP THROUGH THE CELL WINDOW.

L KUP Not the end I'd wish for, lad.

IC.SFX

ACTION

DIAL

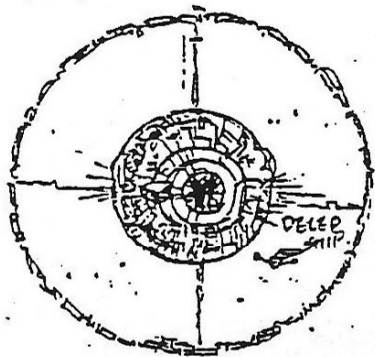
MUSIC.SFX

CAMERA

END OF SEQ. 19



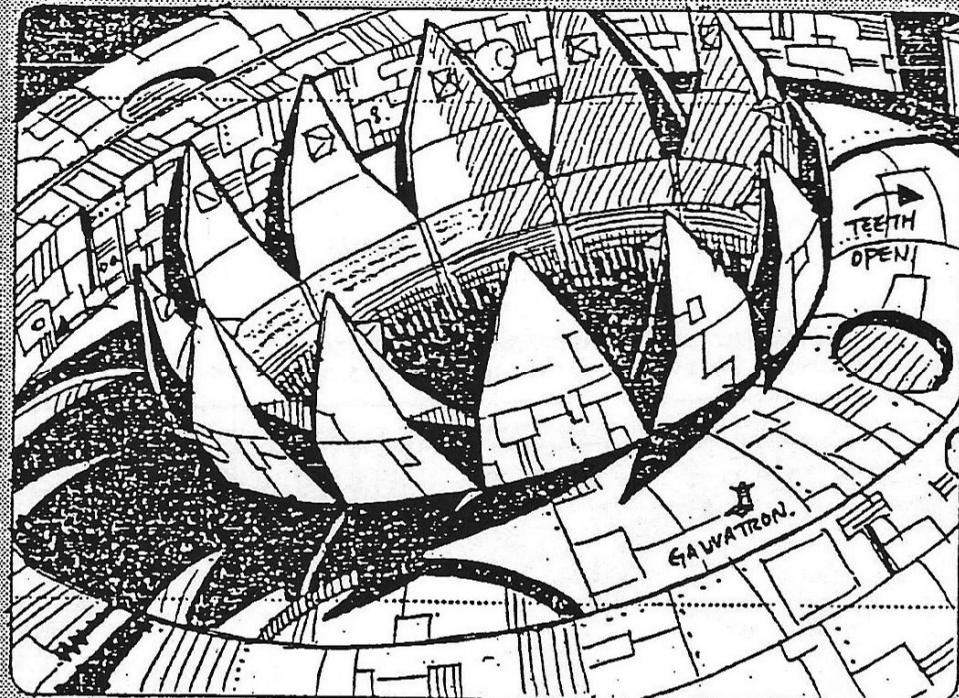
SC. 20-1



SC. 20-1A

SEQ. 20

Page 1



ON X.L.S. UNICRON IN STARRY OUTER SPACE. NEAR UNICRON HOVERS THE DECEPTICON SPACE SHIP.

ACTION L.S. THE SURFACE OF UNICRON. GALVATRON STANDS ON UNICRON NEAR THE "MOUTH". THE BEAKS OF UNICRON START TO OPEN.

DIAL

MUSIC/SFX

CAMERA

C/SFX

SC. 20-2



ACTION C.U. THE BEAKS OF UNICRON'S MOUTH. AS THEY OPEN...

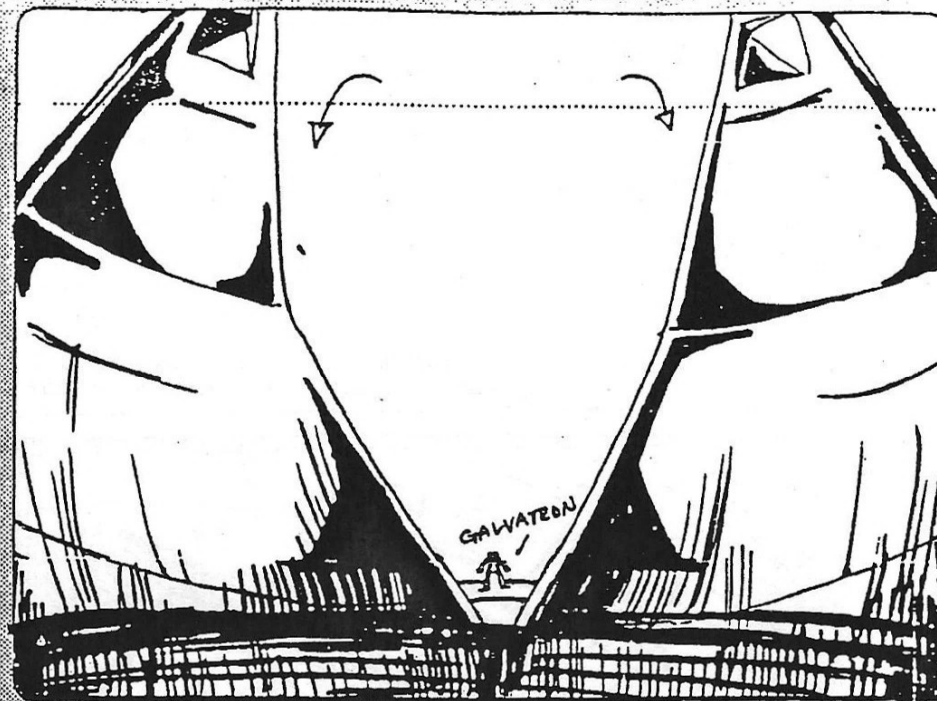
DIAL

MUSIC/SFX

SC. CONT

SEQ.

Page 2



ACTION ...WE CAN SEE THE SMALL FIGURE OF GALVATRON STANDING IN THE DISTANCE BETWEEN TWO OF THE BEAKS.

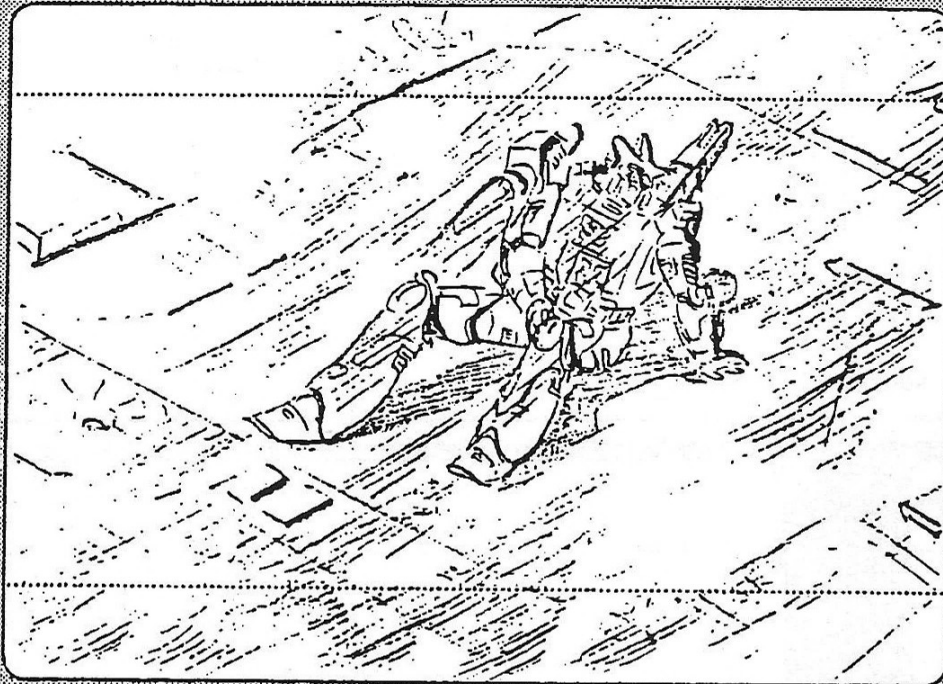
DIAL

GALVATRON

Why...

MUSIC/SFX

SC. 20-3



ACTION M.L.S. GALVATRON HE IS SITTING ON THE UNICRON PLANET.  
THE VAPOR FROM UNICRON TORMENTS HIM.

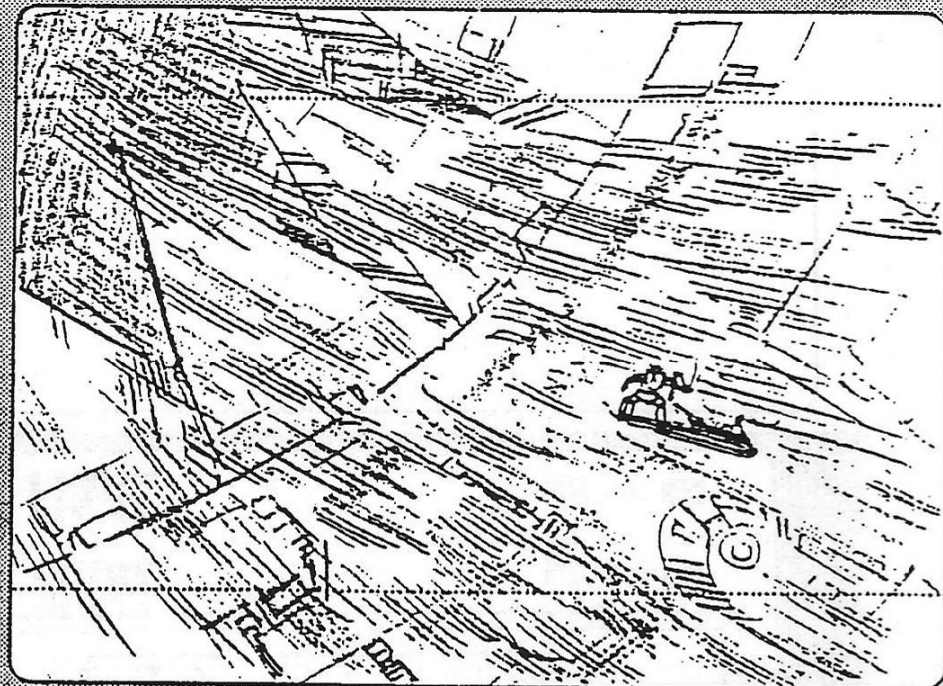
DIAL GALVATRON (CONT) ' do you torture me?!

MUSIC/SFX

CAMERA

SC. 20-4

SEQ. 20 Page 3



ACTION L.S. GALVATRON ON THE SURFACE OF UNICRON. NEAR HIS "MOUTH"  
GALVATRON STANDS UP ON HIS FEET.

DIAL UNICRON You have failed.

MUSIC/SFX

CAMERA

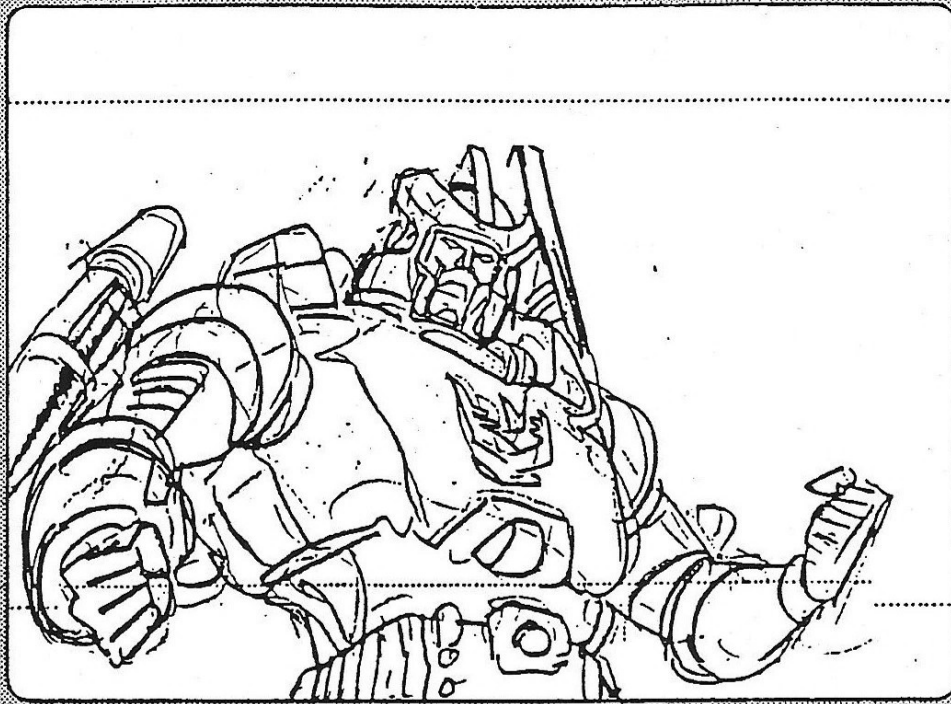
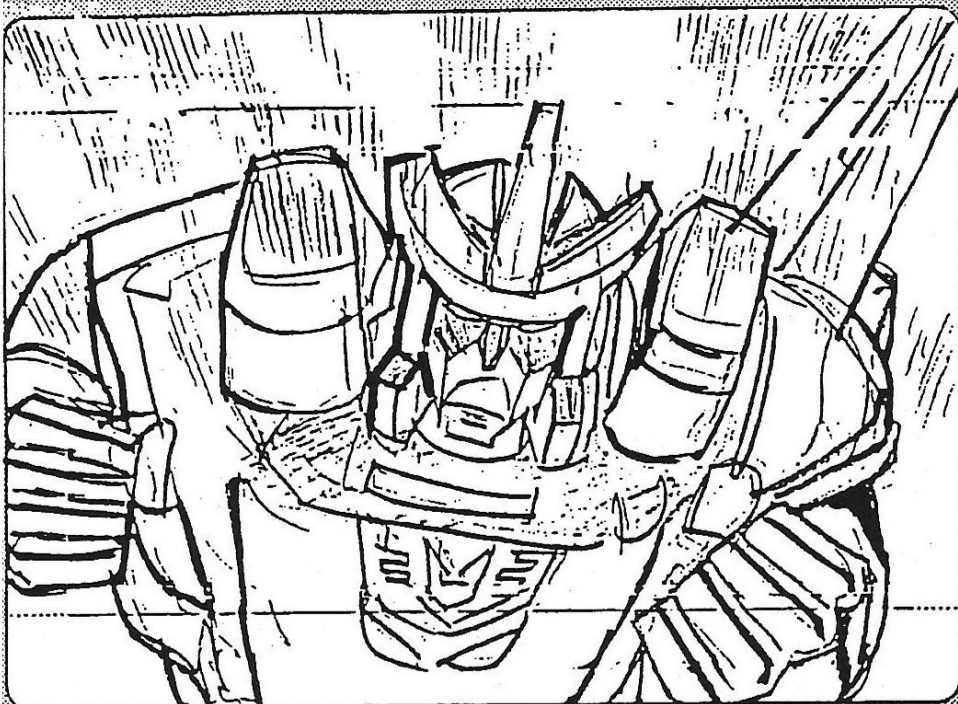


SC. 20-5

SC. CONT

SEQ. 20

Page 4



TION M.S. GALVATRON HE LEANS FORWARD...

ACTION ...THEN STRAIGHTENS UP TO HIS FULL HEIGHT.

AL GALVATRON No, Unicron. Ultra Manus is dead.

DIAL GALVATRON (CONT) And the Matrix destroyed.

SIC/SFX

MUSIC/SFX





ION M.S. UNICRON. HIS MOUTH AND HORNS FILL THE SCENE.  
WE PAN OVER TO AN...

UNICRON The matrix has not been destroyed.  
And Ultra Magnus lives on the ....

IC/SFX

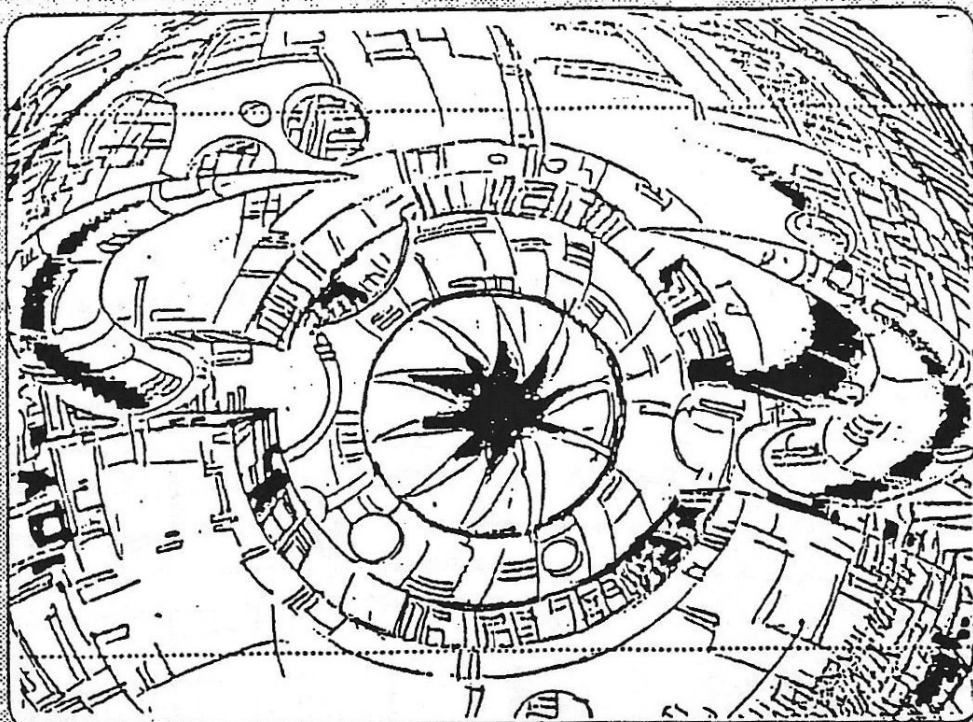
ACTION X.L.S. GALVATRON STANDING ON UNICRON.

DIAL UNICRON (CONT) planet of Junk. Stalk him.  
Tear him apart.

MUSIC/SFX

CAMERA

SC. 20-8



ACTION M.S. UNICRON'S MOUTH AND HORNS. THEN...

DIAL UNICRON (CONT) And destroy the matrix.

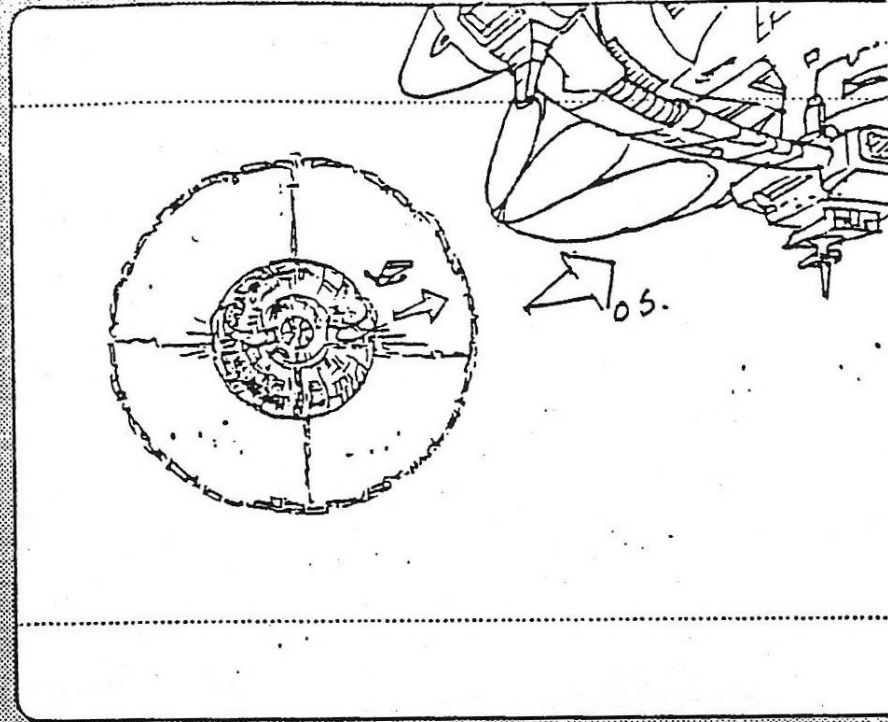
MUSIC/SFX

CAMERA

SC. 20-9

SEQ. 20

Page 6



ACTION ...WE TRUCK OUT TO A L.S. OF UNICRON IN STARRY OUTER SPACE.

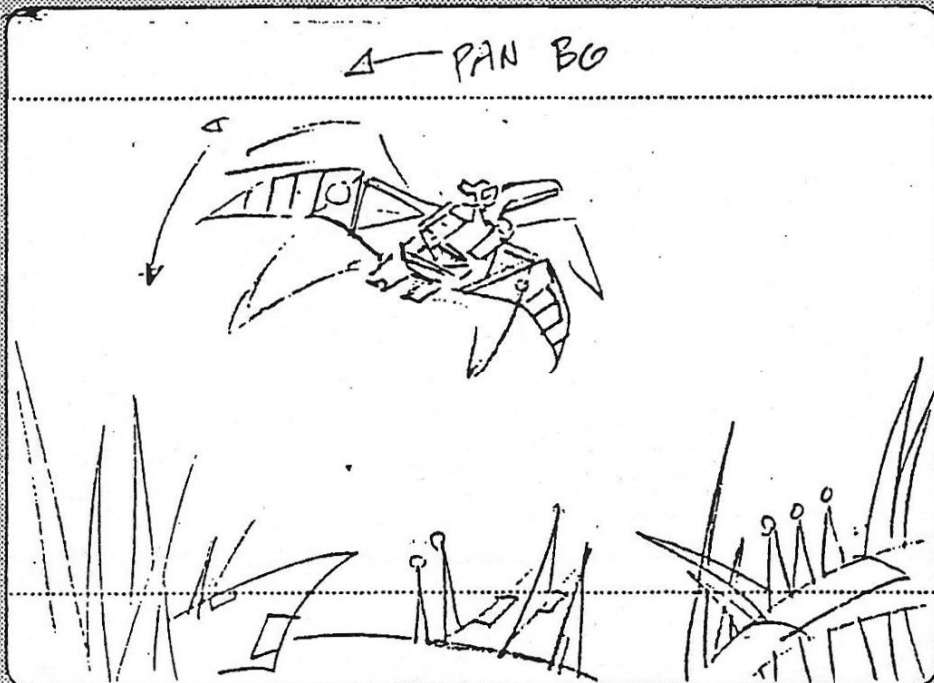
X.L.S. OF UNICRON AND THE DECEPTICON SHIP. THE DECEPTICON SPACE SHIP FLIES AWAY FROM UNICRON AND O.S.

DIAL

MUSIC/SFX

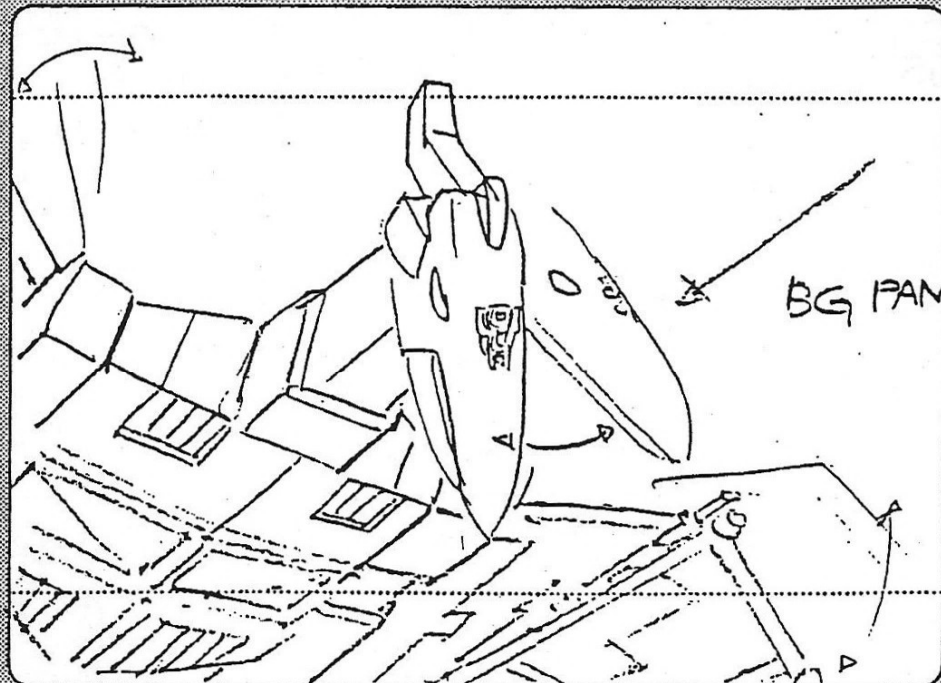
CAMERA

SC. 21-1



SC. 21-2

SEQ. 21 Page 1



ACTION L.S. SWOOP. HE FLIES THROUGH THE SKY HIGH ABOVE THE QUINTESSON PLANET. HE IS LOOKING FOR HIS FRIENDS KUP AND HOT ROD WHO WERE SEPARATED WHEN THEIR SHIP CRASHED. HE FLAPS HIS WINGS SLOWLY, PERIODICALLY HE GLIDES.

DIAL

MUSIC/SFX

CAMERA

ACTION M.C.U. SWOOP. HE LOOKS DOWN TOWARD THE GROUND WHILE HE CONTINUES FLYING.

DIAL

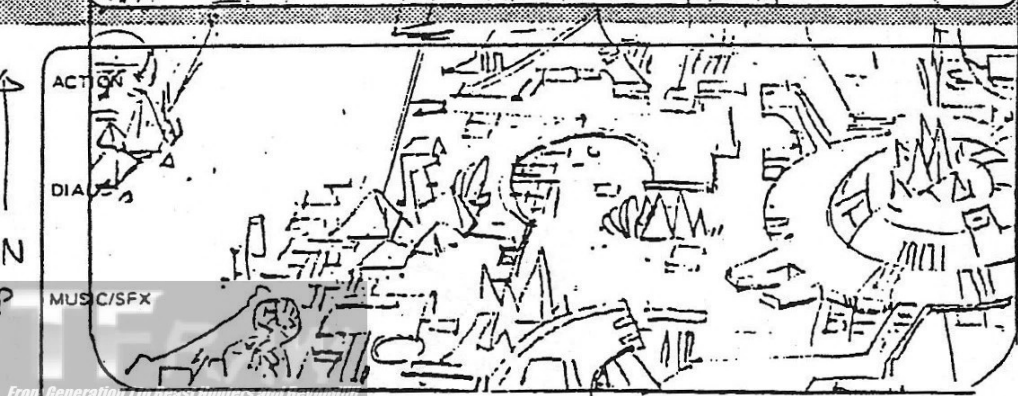
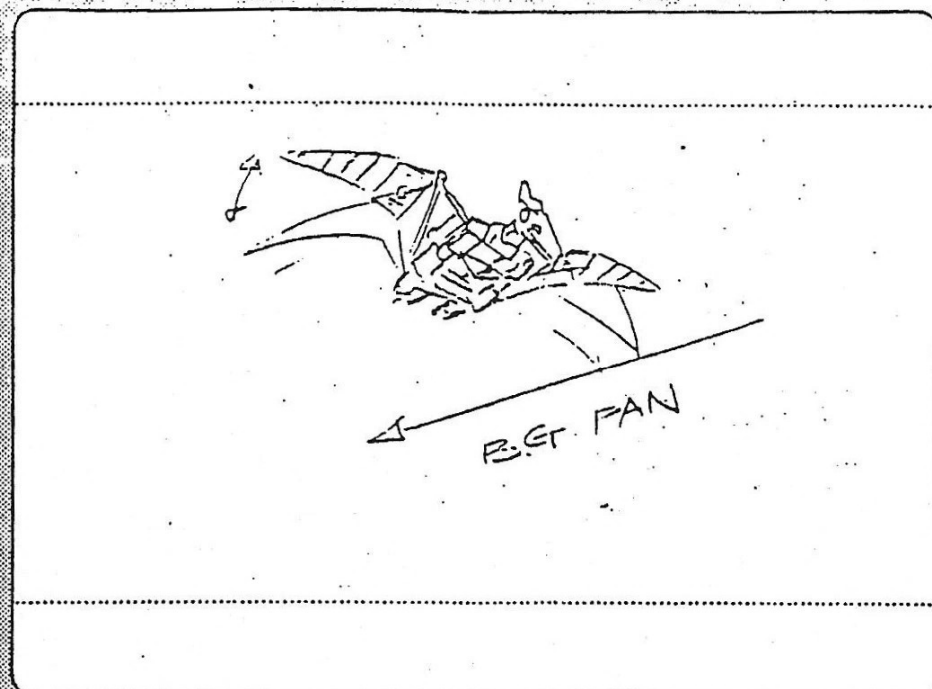
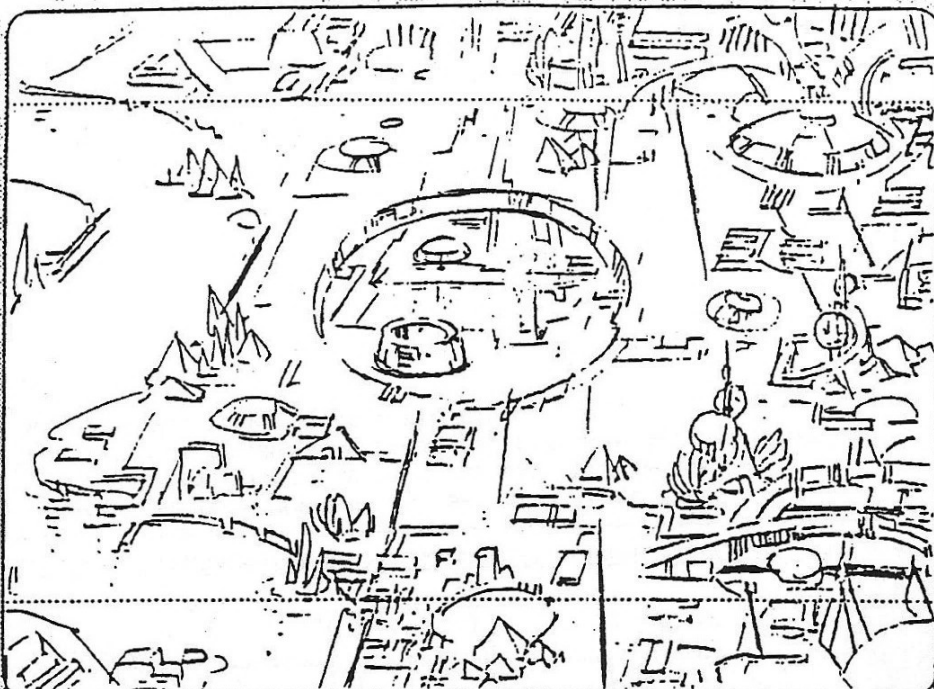
MUSIC/SFX

CAMERA

SC. 41-7

SC. 41-7

Page 1



ACTION X.L.S. SWOOP. HE FLIES ALONG THEN...

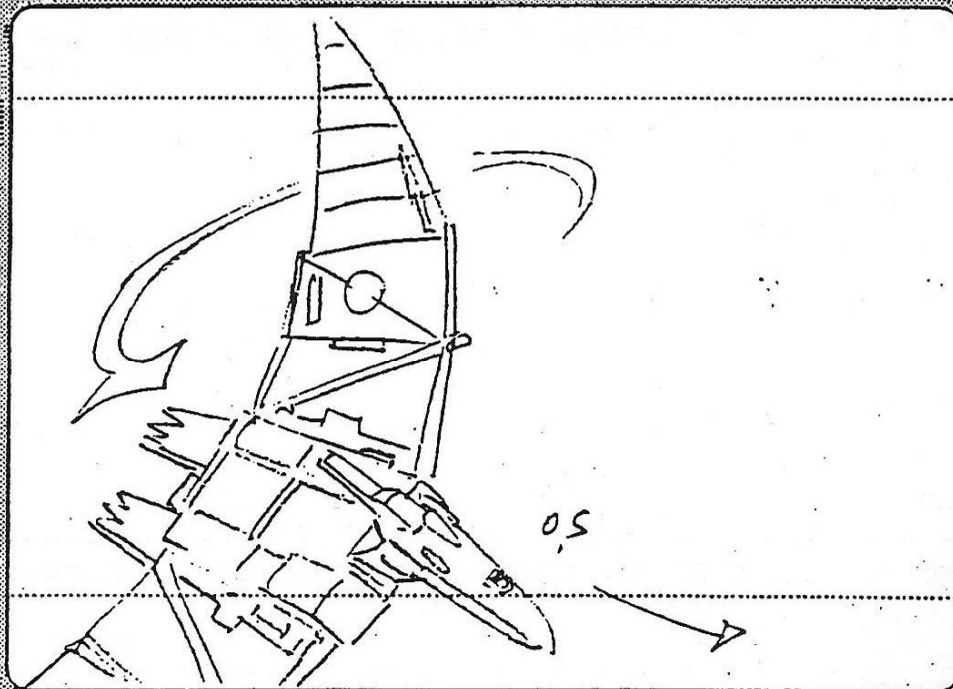
DIAL

MUSIC/SFX

From Generation to boost hunters and beyond!!!



SC. CONT 21-4



ACTION

...HE BANKS AND GLIDES DOWN IN A SPIRAL O.S.

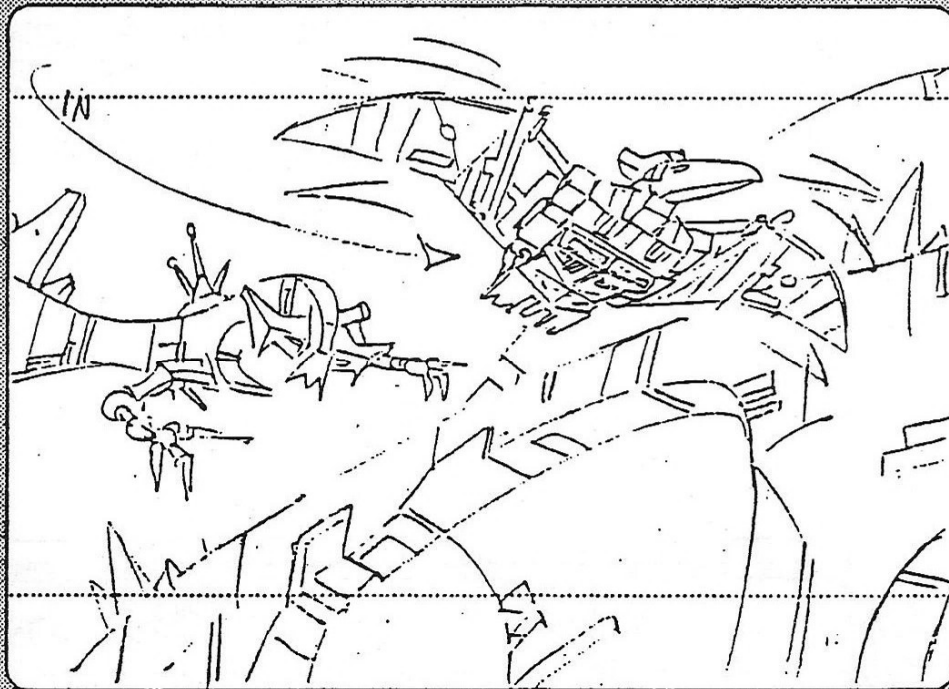
DIAL

MUSIC/SFX

CAMERA

SC. 21-5

SEQ. 21 Page 3



ACTION

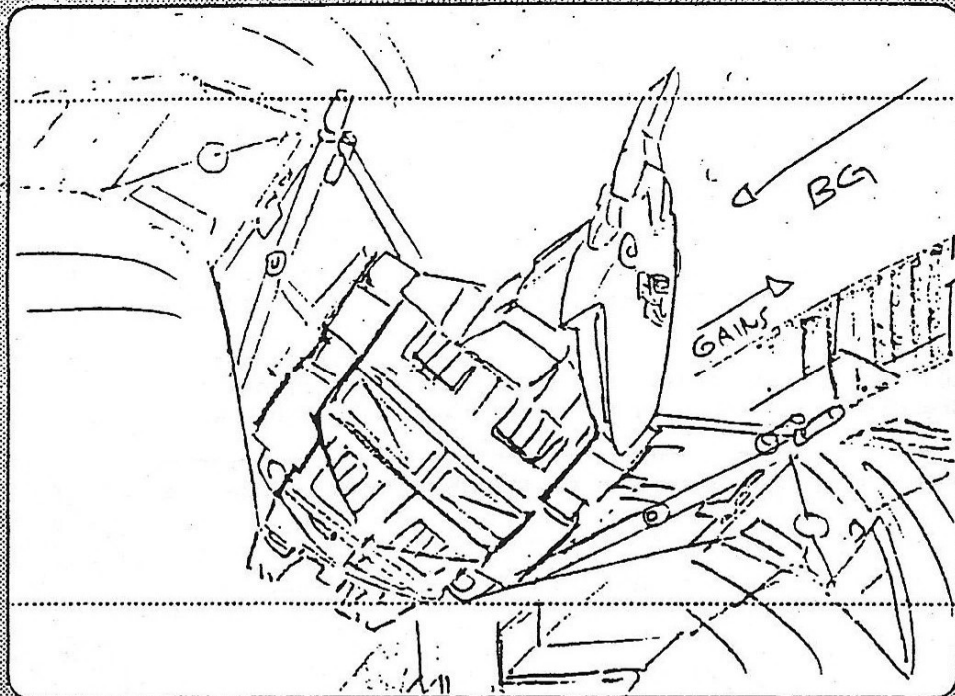
L.S. SWOOP. HE GLIDES DOWN, FLATTENS OUT HIS COURSE, AND FLAPPING HIS WINGS, FLIES FORWARD O.S.

DIAL

MUSIC/SFX

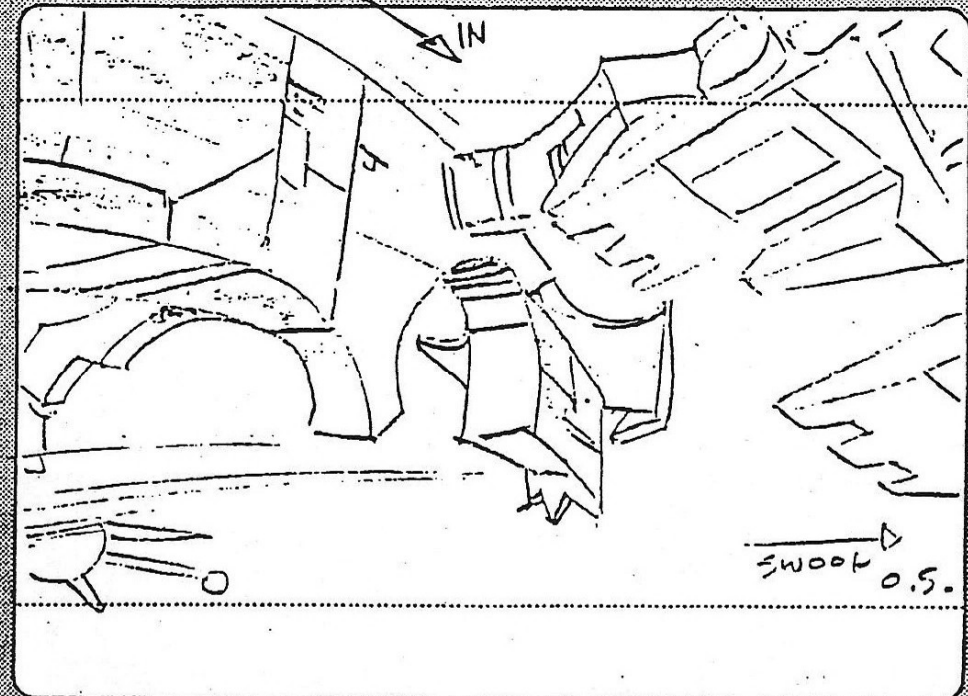
CAMERA

SC. 21-6



SC. CONT.

SEQ. 2/ Page 4



ACTION M.L.S. SWOOP. WE FOLLOW HIM AS HE FLAPS ALONG, SPEEDS UP AND...

DIAL

MUSIC/SFX  
IFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!  
CAMERA

ACTION ...GAINS O.S. JUST AS HE IS ABOUT TO EXIT THE SCENE A LIVING METALLIC QUINTESSON PLANT SHOOTS INTO THE SCENE TRYING TO CAPTURE HIM.

DIAL

MUSIC/SFX

CAMERA

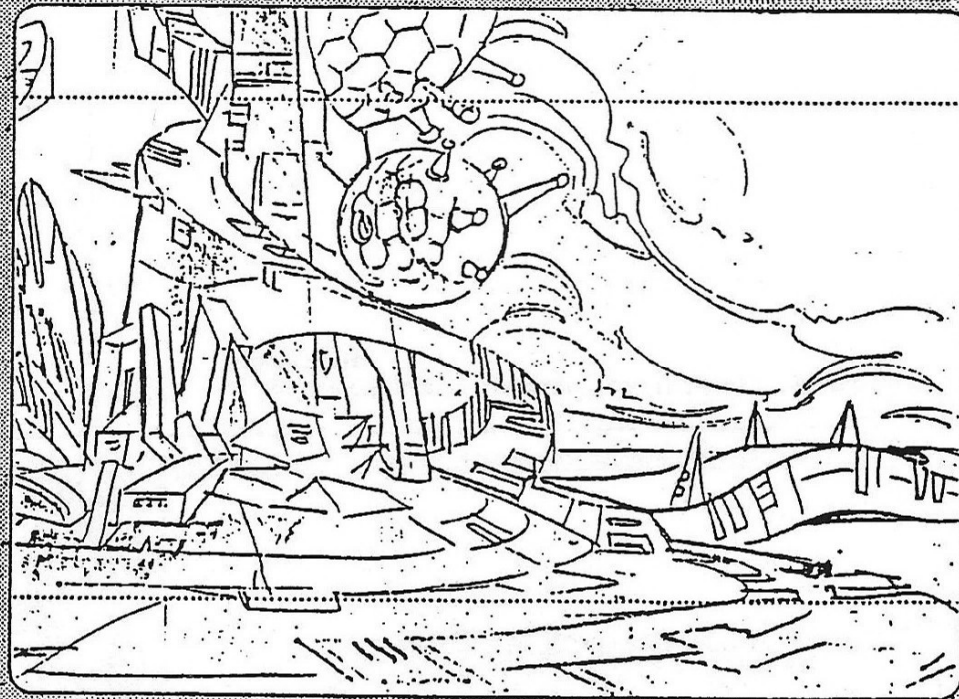
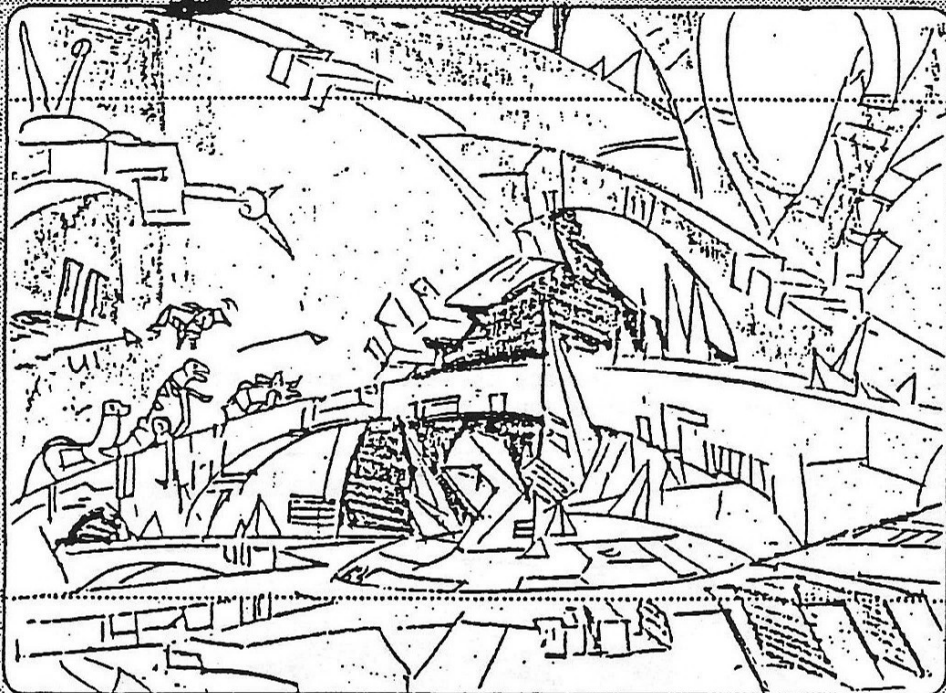
SC. 21-7

STOP

← PAN

START

19 Page 5



ACTION X.L.S. WE PAN ACROSS THE STRANGE QUINTESSON LANDSCAPE UNTIL WE COME ACROSS THE DINOBOTS SLAG, GRIMLOCK, AND SLUDGE. THEY ARE WALKING ALONG A JUNGLE PATHWAY. SWOOP ENTERS THE SCENE FLYING ABOVE THEM.

DIAL

MUSIC/SFX

CAMERA

ACTION

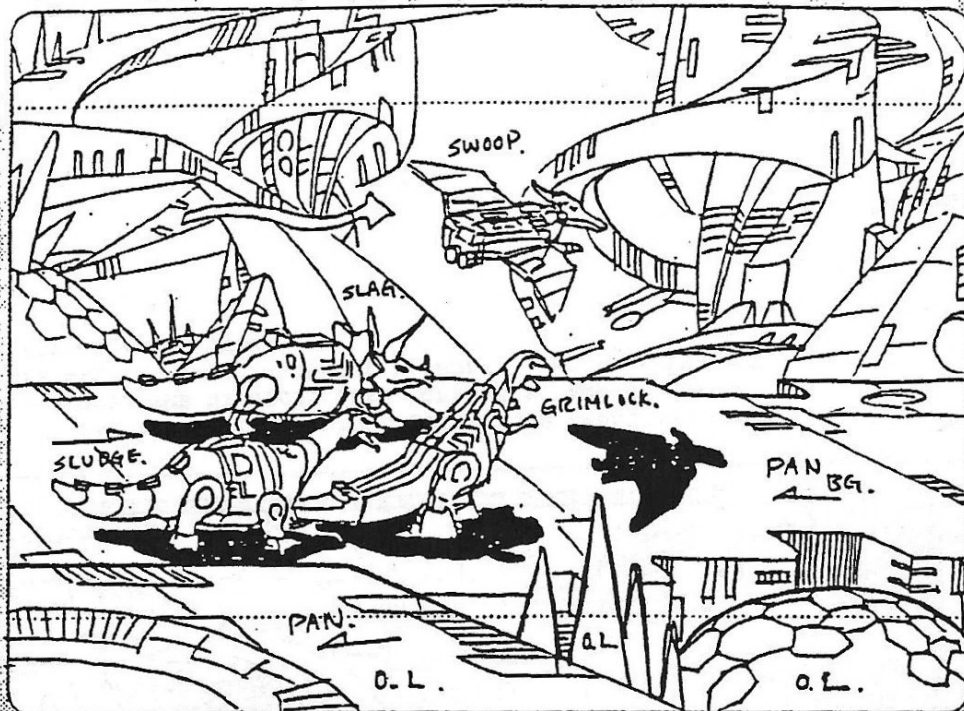
DIAL

MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 1-1



ACTION

L.S. THE DINOBOTS. THEY CONTINUE TO WALK ALONG THE PATH IN SEARCH OF KUP AND HOT ROD. THE THREE DINOBOTS PAUSE...

DIAL

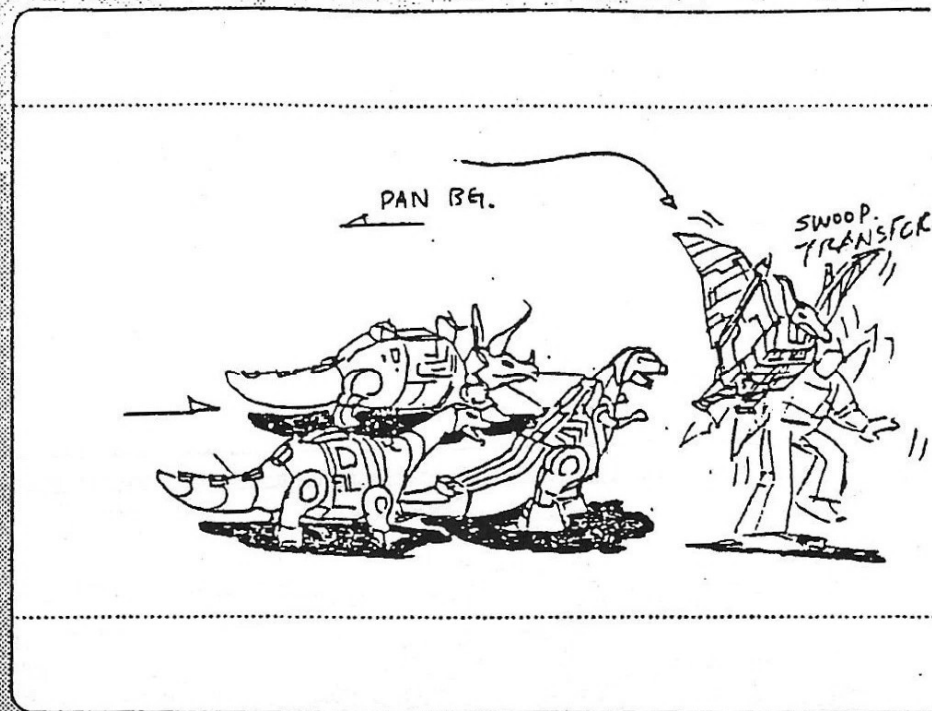
MUSIC/SFX

TFRAW

From Generation 1 to Beast Hunters and Beyond!!!!

SC. 2-1

Page 5



ACTION

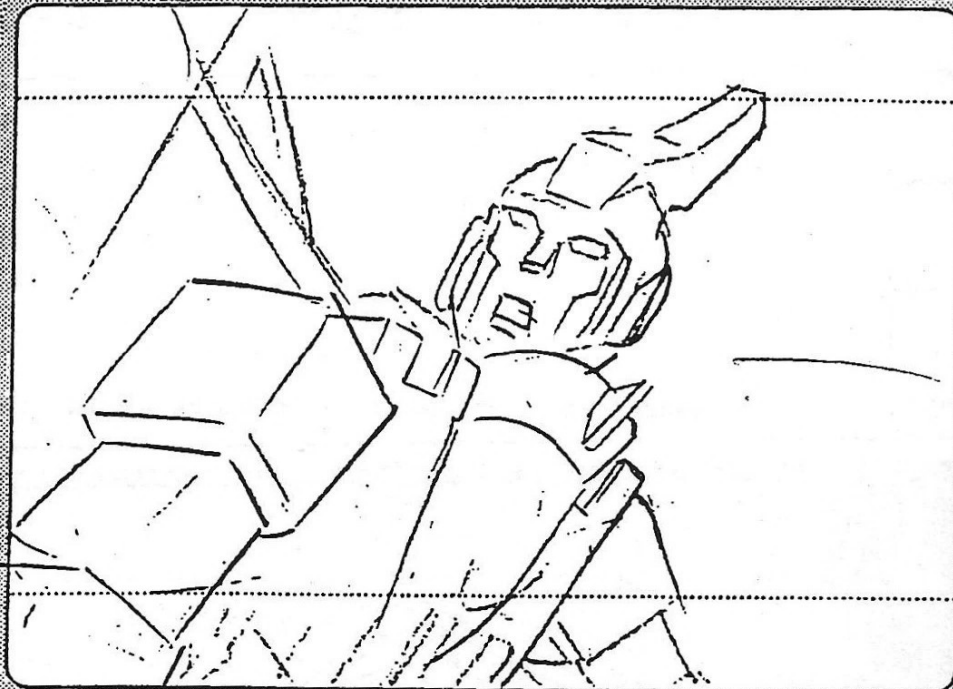
...AS SWOOP LANDS IN FRONT OF THEM AND TRANSFORMS INTO HIS ROBOT MODE.

DIAL

MUSIC/SFX



SC. 21-9



ACTION M.S. SWOOP, IN ROBOT MODE. HE LOOKS AT HIS COMPANIONS AND POINTS IN THE DIRECTION OF THE CASTLE THAT HE HAS SPOTTED FROM THE AIR.

DIAL SWOOP Me Swoop no see nothing.  
(PICK UP LINE)

MUSIC/SFX

CAMERA

SC. 21-10

SEQ. 21 Page 7



ACTION M.L.S. SLAG, SLUDGE AND GRIMLOCK. THEY START TO MOVE FORWARD AGAIN.

DIAL GRIMLOCK Me, Grimlock, positive Hot Rod and Kup close! †

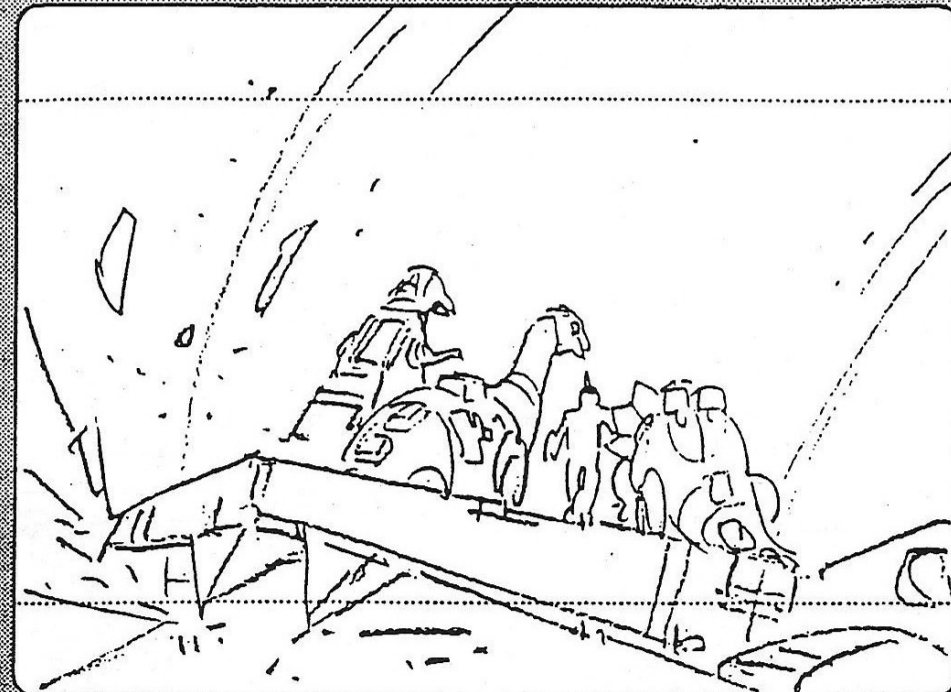
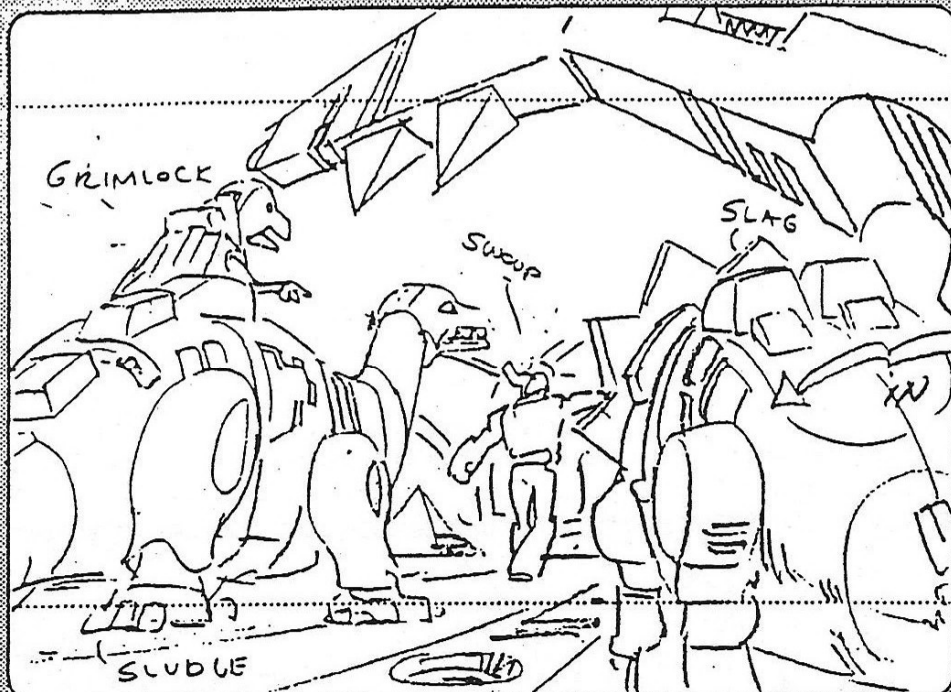
MUSIC/SFX

CAMERA

SC. 21-11

SC. CONT

SEQ. 21 Page 8



ACTION M.L.S. THE FOUR DINOBOTS WITH SWOOP POINTING THE WAY, THE OTHERS FOLLOW.

DIAL SWOOP But me Swoop no see nothing.  
(PICK UP LINE)

MUSIC/SFX



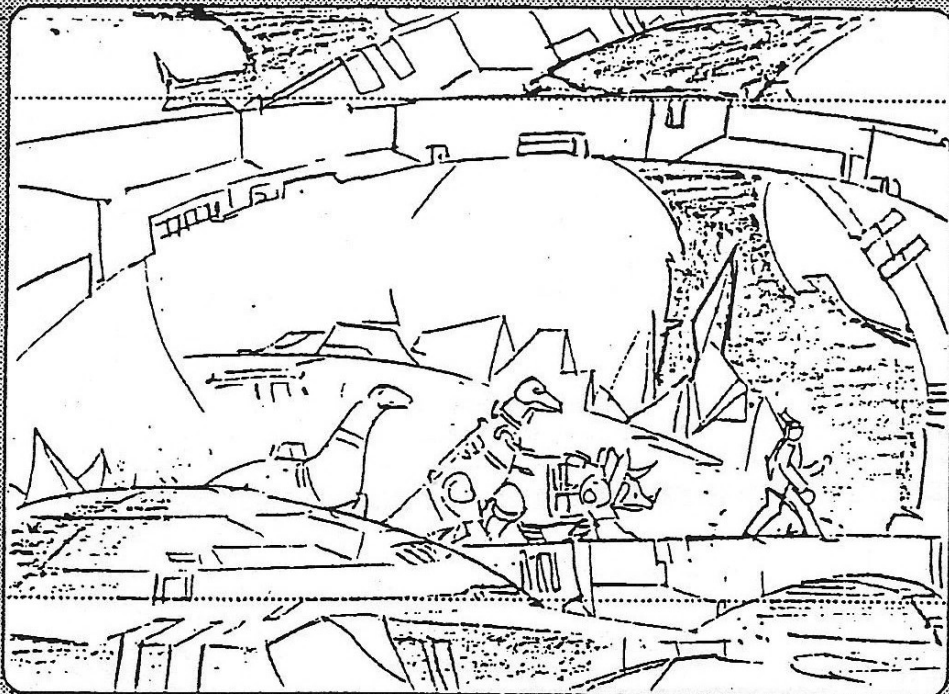
ACTION SUDDENLY AS THEY WALK FORWARD, A TREE ARCS DOWN AND STRIKES THE GROUND JUST BEHIND THEM. IT IS TRYING TO CRUSH THEM.

DIAL

MUSIC/SFX

CAMERA

SC. 2/-12



ACTION X.L.S. THE FOUR DINOBOTS. THEY CONTINUE WALKING THROUGH THE DENSE QUINTESSON JUNGLE.

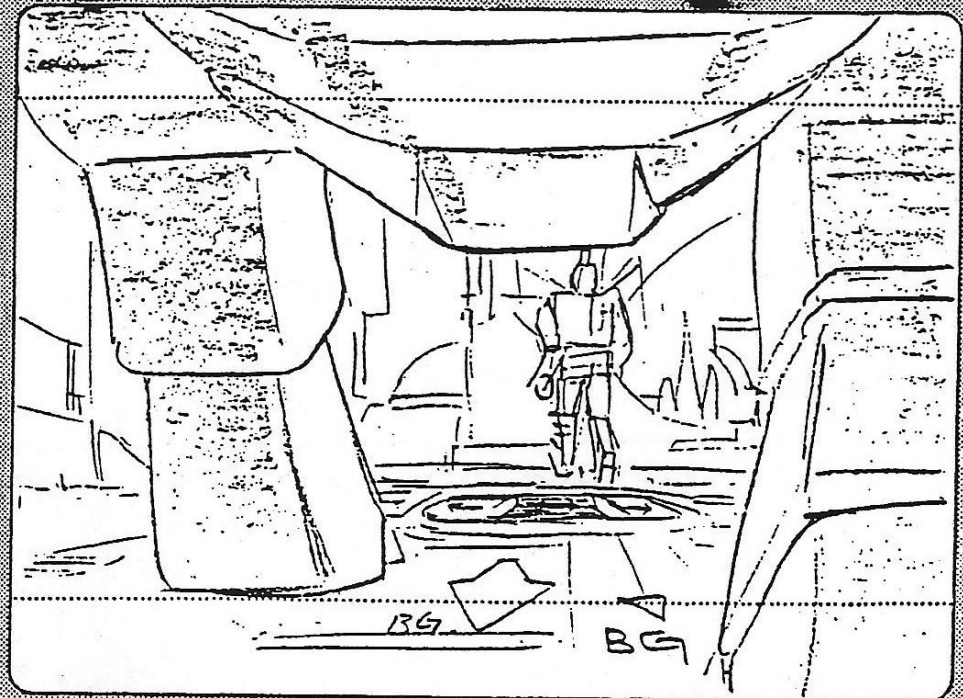
DIAL GRIMLOCK Me Grimlock say friends close!  
(PICK UP LINE)

MUSIC/SFX



SC. 2/-13

SEQ. 2/ Page 9



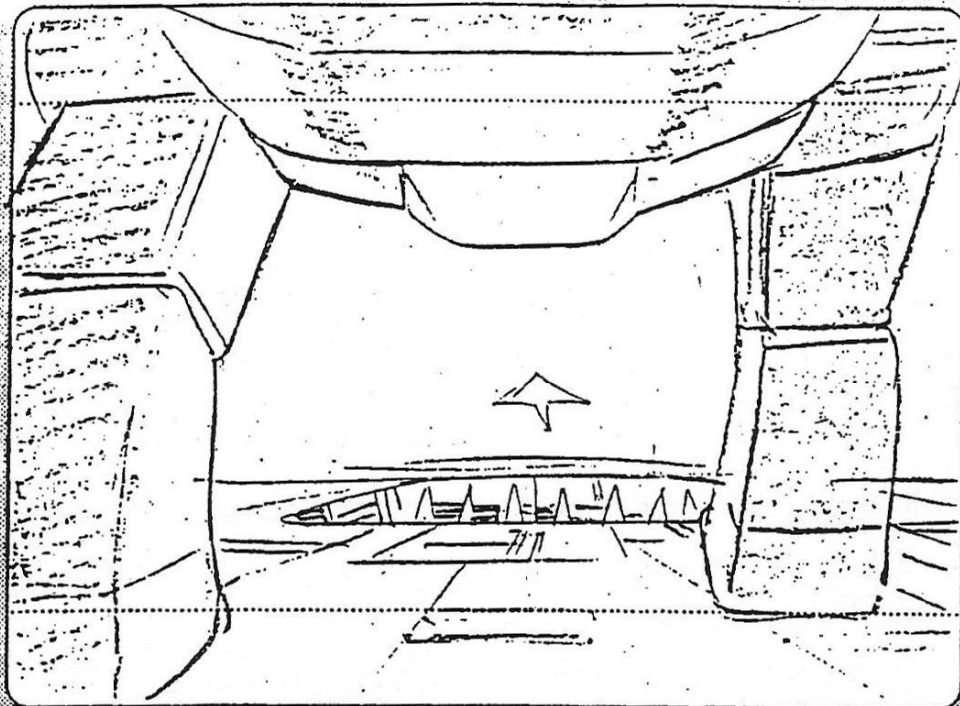
ACTION L.S. SWOOP SEEN THROUGH SLAG'S LEGS IN FOREGROUND. SWOOP WALKS ON AHEAD OF THE OTHER DINOBOTS WHO FOLLOW. DOORS IN THE GROUND SPRING OPEN IMMEDIATELY BEHIND SWOOP AS HE CONTINUES WALKING.

DIAL

MUSIC/SFX

CAMERA

SC. 21-17



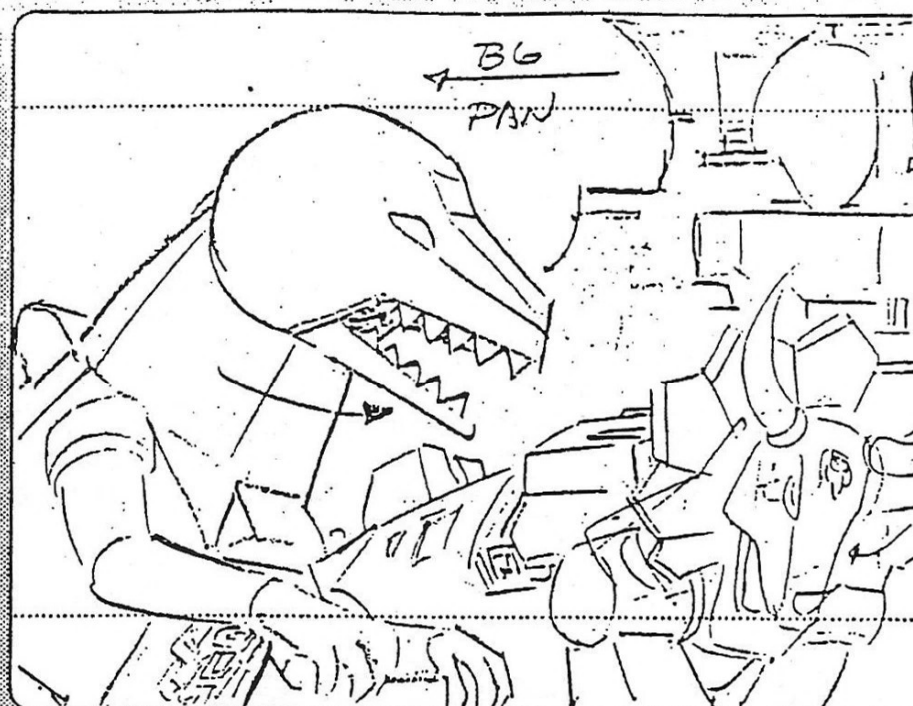
ACTION SHARP SPIKES THRUST UP OUT OF THE HOLE, THEY ARE UNNOTICED BY SLAG WHO CONTINUES FORWARD.

DIAL SLAG Me, Slag say...

MUSIC/SFX

SC. 21-17

SEQ. 21 Page 12



ACTION M.S. GRIMLOCK AND SLAG. SLAG WALKS FORWARD OBLIVIOUS TO THE DANGER JUST AHEAD, BUT GRIMLOCK HAS NOTICED.

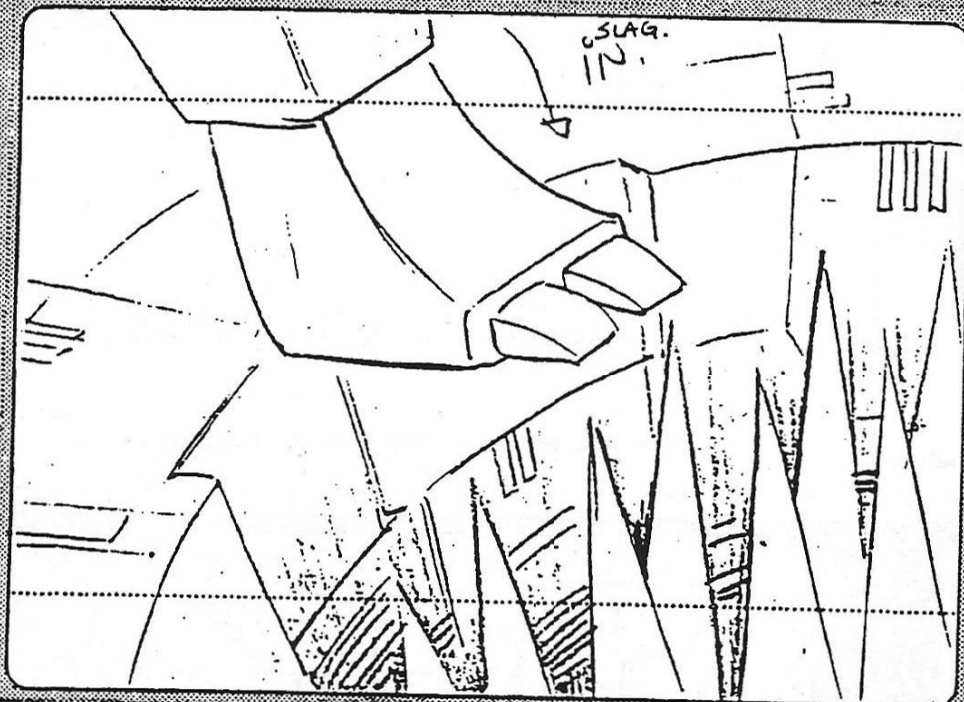
DIAL SLAG ...you are full of beryllium balony.

MUSIC/SFX

MUSIC/SFX



SC. 21-15



ACTION C.U. SLAG'S FOOT AS IT MOVES INTO SCENE AND IS ABOUT TO STEP DOWN ONTO THE SHARP SPIKES.

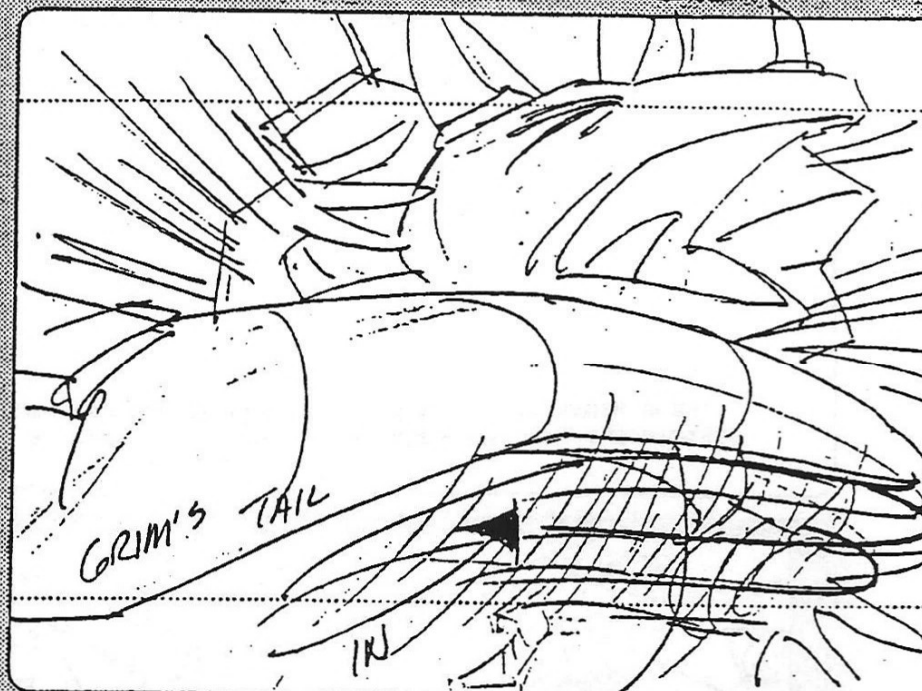
DIAL

MUSIC/SFX

CAMERA

SC. 21-16

SEQ. 21 Page 11



ACTION C.U. SLAG. SUDDENLY AND SHARPLY GRIMLOCK'S TAIL WHIPS INTO THE SCENE CATCHING SLAG UNDER THE JAW AND KNOCKING HIM BACK.

DIAL

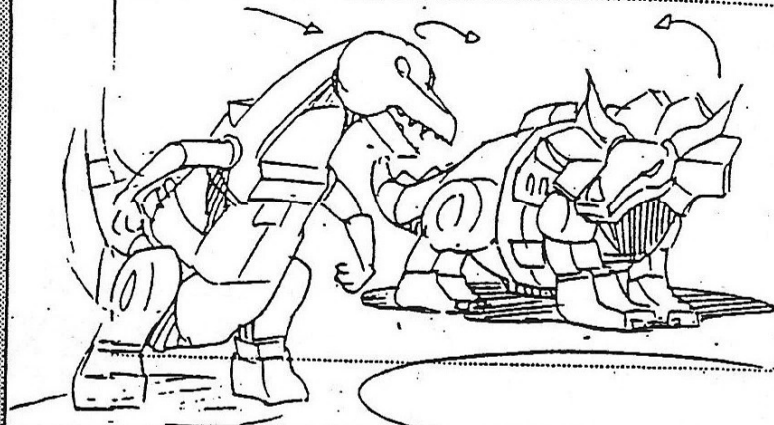
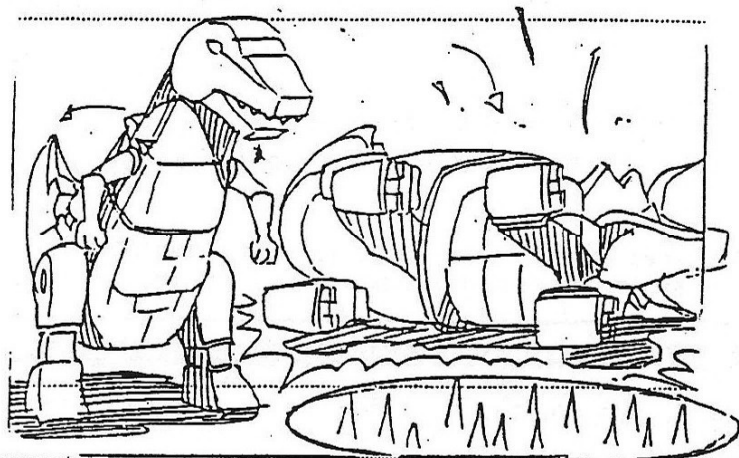
MUSIC/SFX

CAMERA

SC. 21-17

SC. CONT

SEQ. 21 Page 12



ACTION L.S. GRIMLOCK AND SLAG. SLAG FLOPS OVER ON HIS SIDE WITH A HEAVY THUD. GRIMLOCK SWISHES HIS TAIL AROUND THEN...

DIAL

MUSIC/SFX

IFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...GRIMLOCK LOOKS DOWN AT THE SPIKES AS SLAG GETS UP TO HIS FEET.

DIAL

GRIMLOCK

Me, Grimlock, say you full of  
Cesuim Salami!

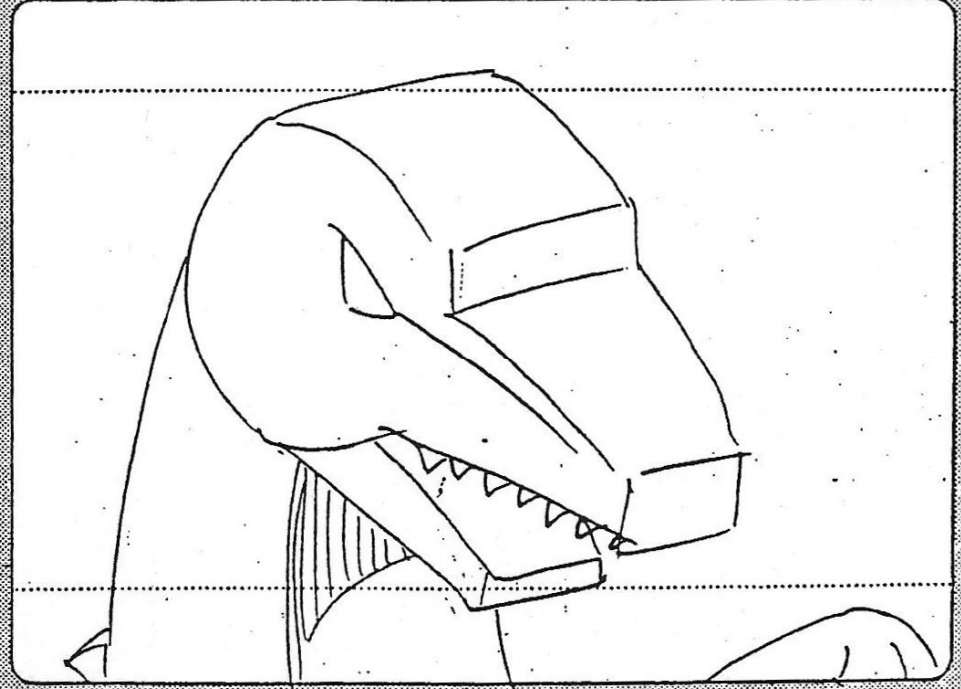
MUSIC/SFX

SC. 21-18



SC. 21-19

SEQ. 21 Page 13



ACTION C.U. SLAG. HE IS VERY ANGRY WITH GRIMLOCK AND LETS HIM KNOW IT.

DIAL SLAG Beryllium baloney!

MUSIC/SFX

CAMERA

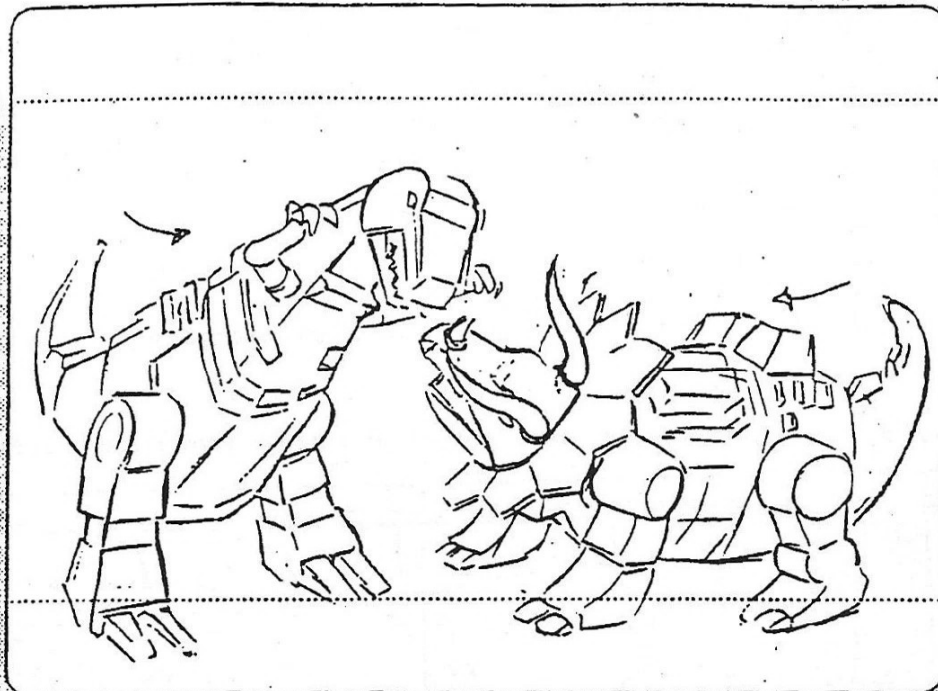
TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION C.U. GRIMLOCK. HE BECOMES INFURIATED WITH SLAG BECAUSE OF SLAG'S POOR ATTITUDE.

DIAL

MUSIC/SFX

CAMERA

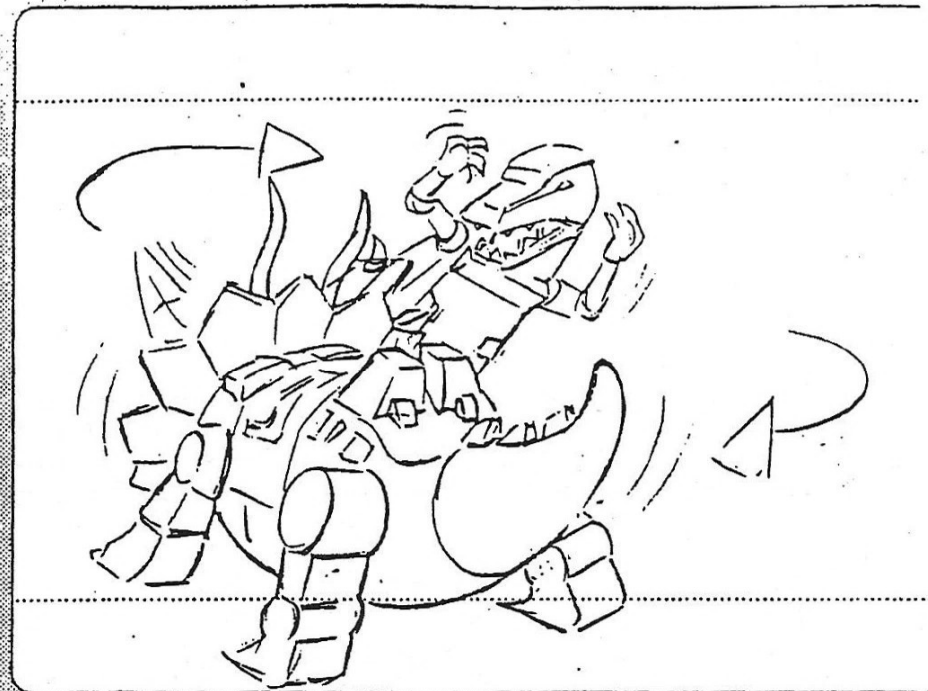


ACTION L.S. GRIMLOCK AND SLAG. THEY APPROACH EACH OTHER, BOTH OF THEM ARE ANGRY AND READY TO FIGHT.

DIAL

MUSIC/SFX

CAMERA



ACTION THEY START CIRCLING EACH OTHER, SEEING WHO WILL BE THE FIRST TO ATTACK.

DIAL

MUSIC/SFX

CAMERA



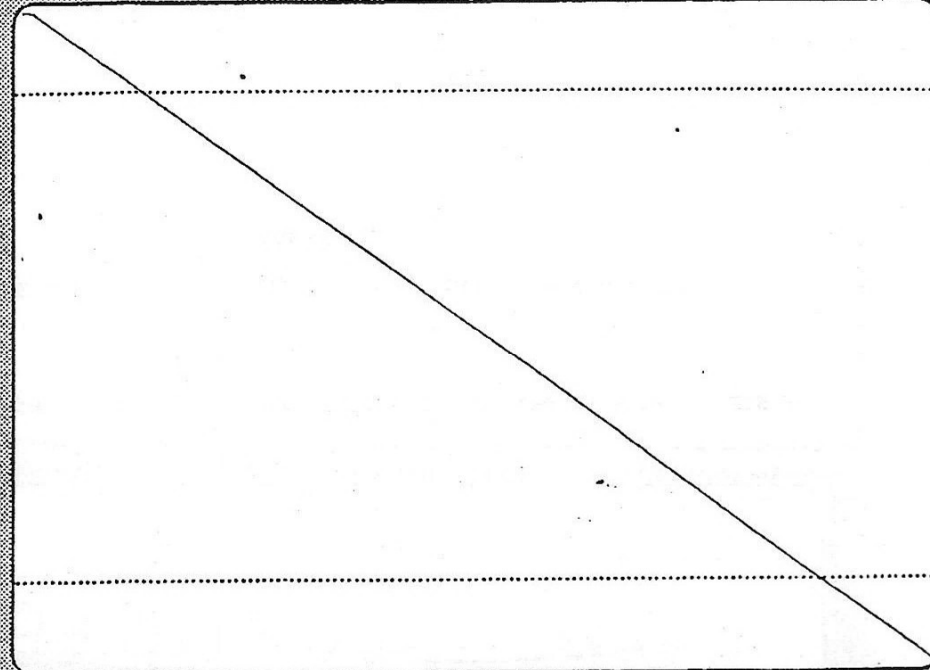
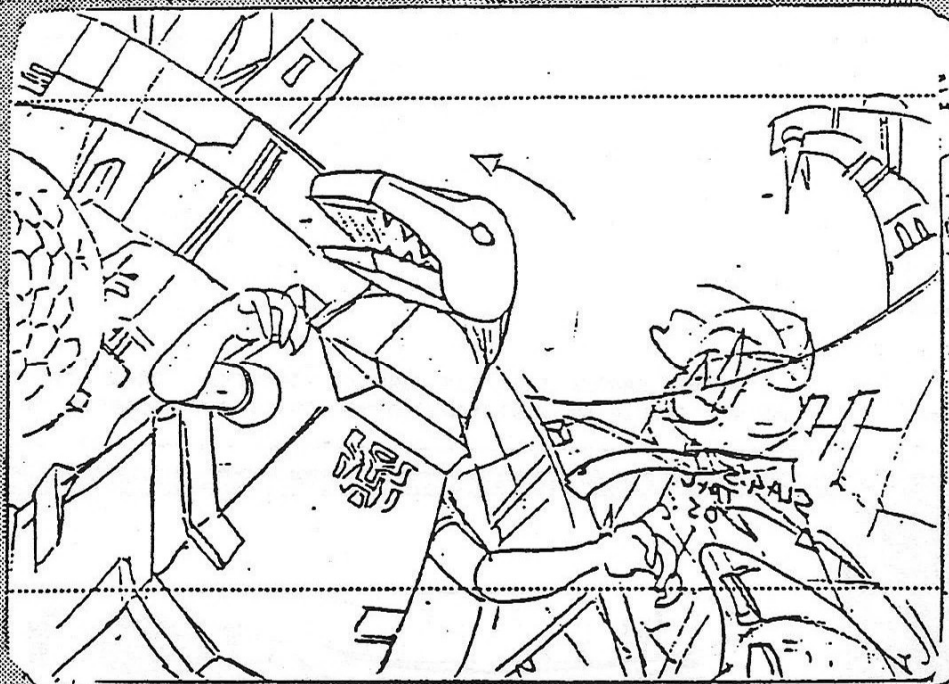
SC. 21-2D

SG.

SEQ. 21

Page

15



ACTION M.S. GRIMLOCK. HE TURNS HIS HEAD AND LOOKS, WHEN HE HEARS  
A SQUEAKY, ODDLY CHILDISH VOICE COMING FROM O.S.

DIAL WHEELIE (V.O.) (SQUEAKY VOICE) Friends find.  
Look behind.

MUSIC/SFX

CAMERA

ACTION

DIAL

MUSIC/SFX

CAMERA

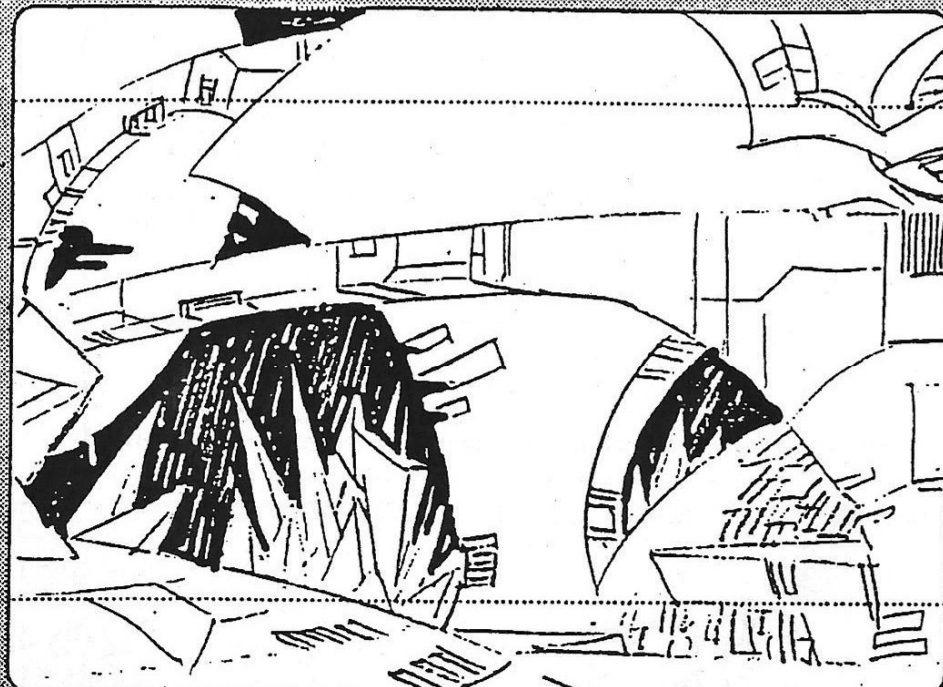
SC. 2/-2/

STOP



SC. 2/-2/ A PAN

START SEQ. 2/ Page 16



ACTION

DIAL

MUSIC/SFX

CAMERA

From Generation 1 to Beast Hunters and Beyond!!!!

ACTION L.S. GRIMLOCK'S POV. WE PAN ACROSS THE LANDSCAPE TO WHEELIE WHO PEERS OUT FROM BEHIND A HUGE ROCK.

DIAL GRIMLOCK (V.O.) (FURIOUS) Who say that?

MUSIC/SFX

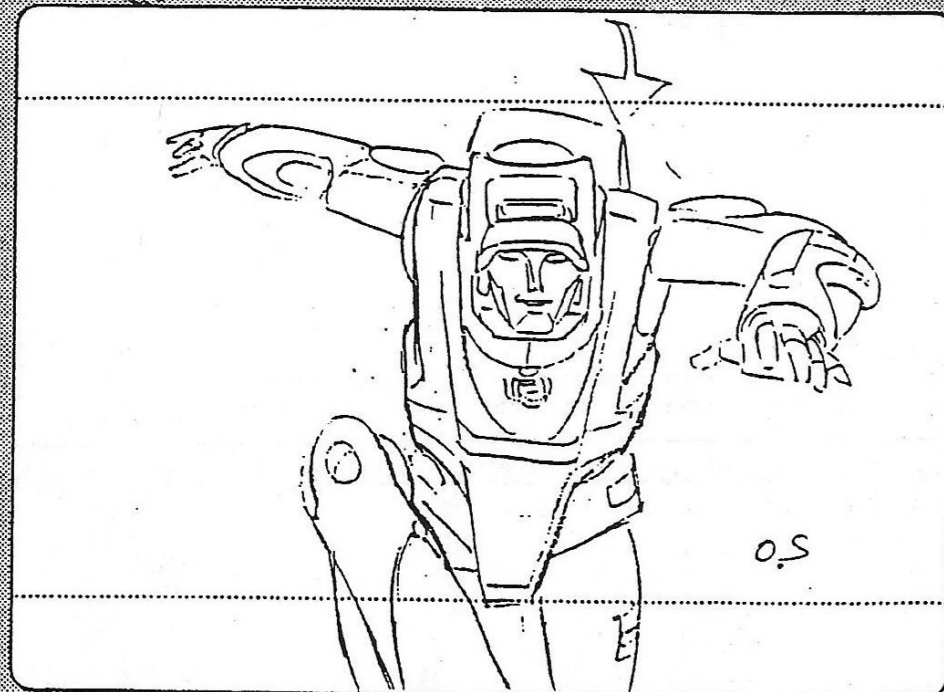
CAMERA

SC. 21-22



SC. CONT

SEQ. 24 Page 17



ACTION M.L.S. WHEELIE. HE LOOKS DOWN THEN...

DIAL

MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

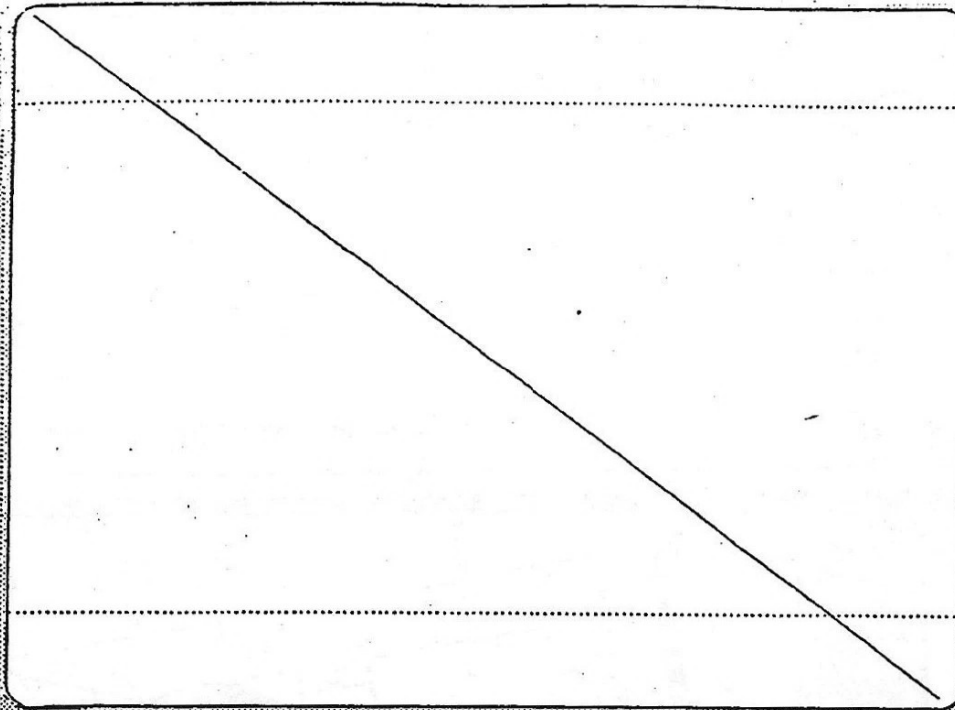
ACTION ...JUMPS FORWARD AND O.S.

DIAL

MUSIC/SFX

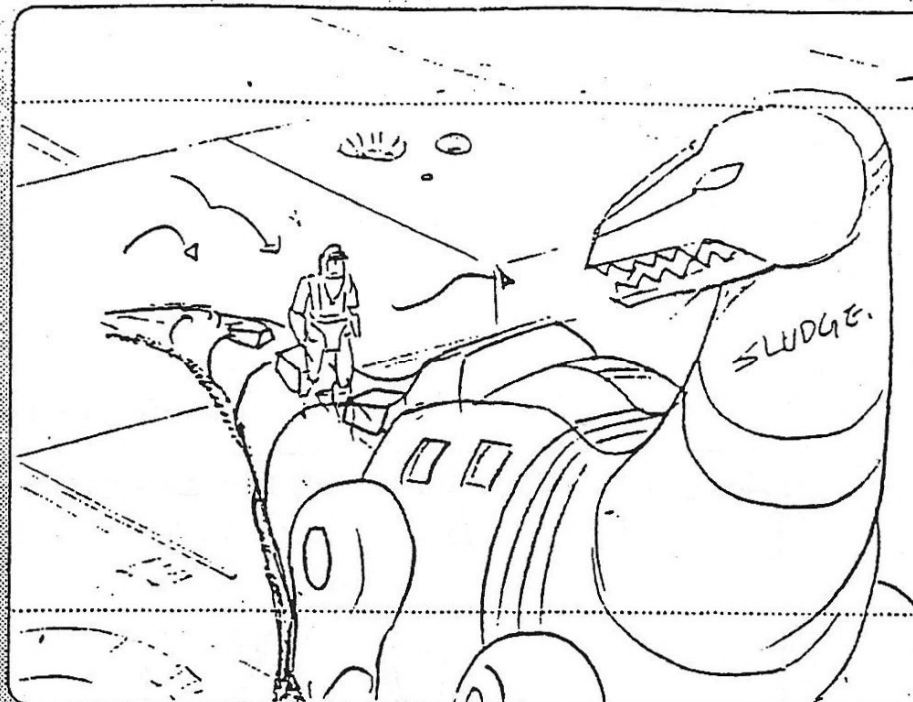
CAMERA

SC.



SC. 2, -17

SEQ. 4 Page 10



ACTION

DIAL

MUSIC/SFX

ACTION M.L.S. SLUDGE AND WHEELIE. WHEELIE WALKS RIGHT UP SLUDGE'S TAIL AND CLIMBS UP ON SLUDGE'S BACK.

DIAL

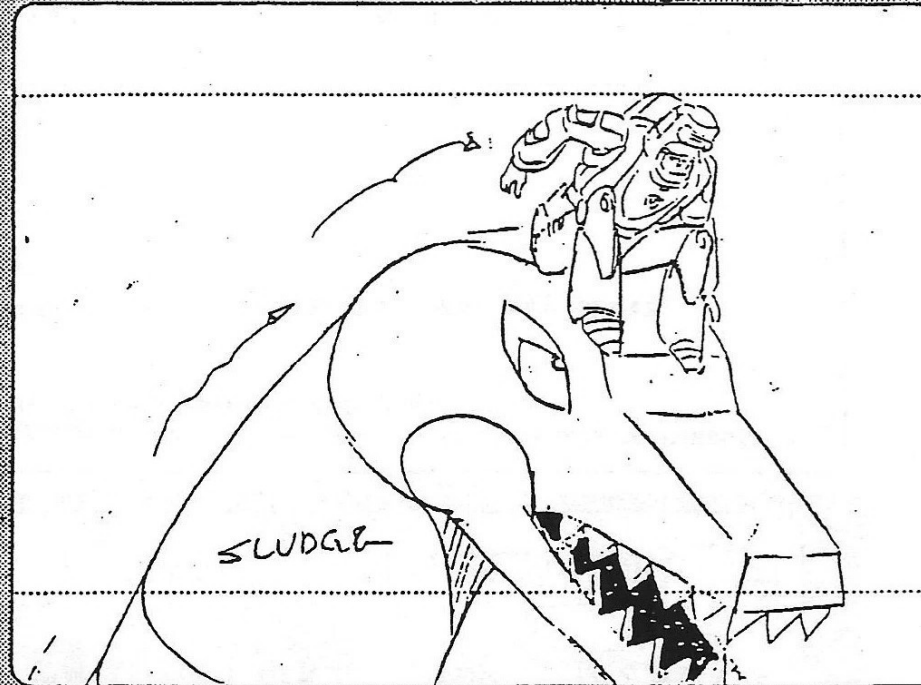
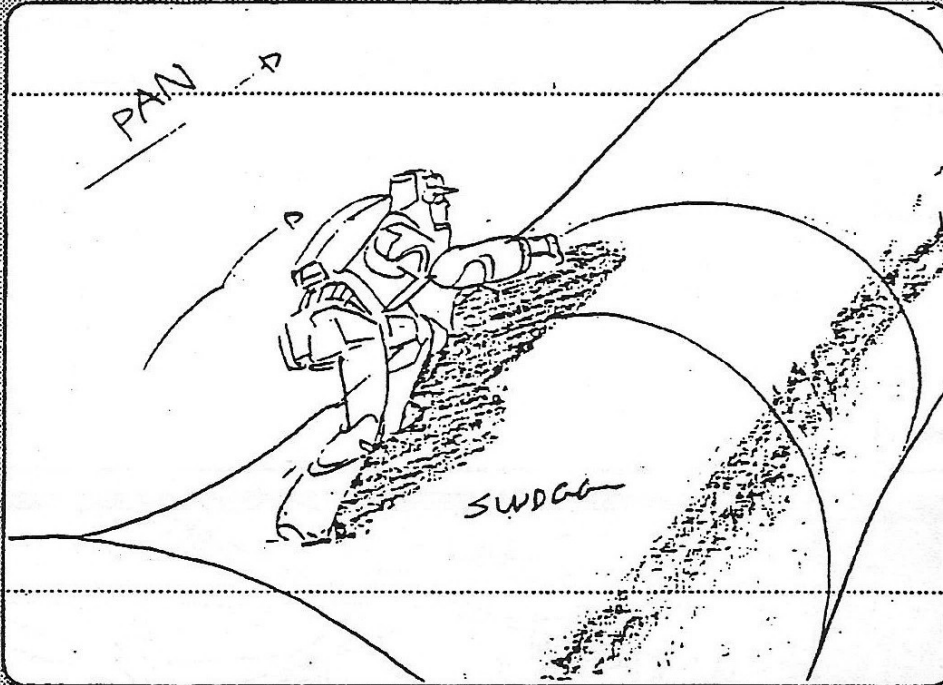
MUSIC/SFX



SC. 21-25

SC. CONT

SEQ. 2/ Page 19



ACTION L.S. WHEELIE. HE CLIMBS UP SLUDGE'S NECK.

DIAL

MUSIC/SFX

CAMERA

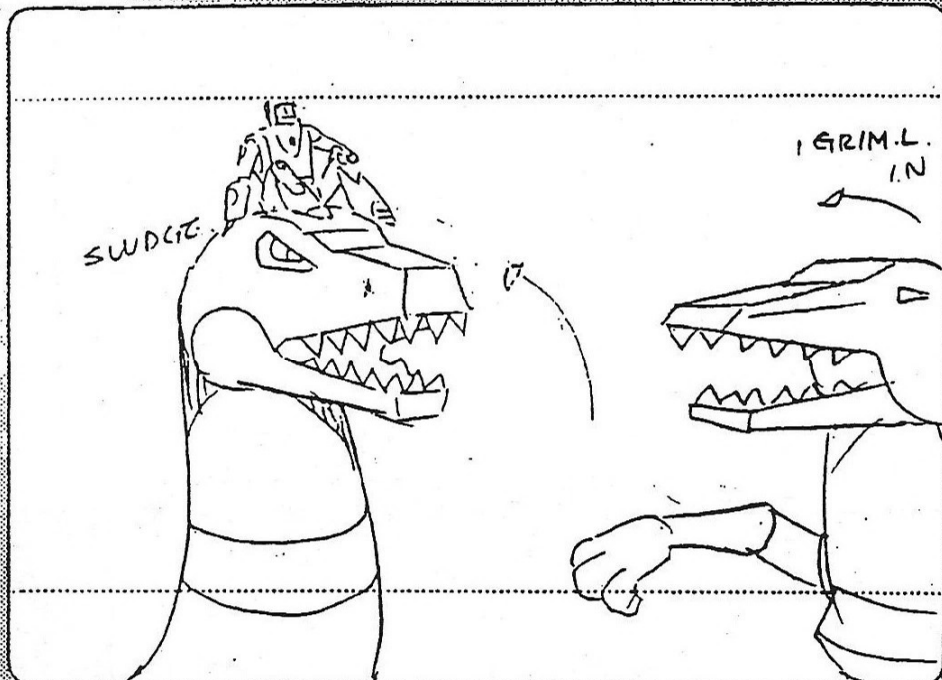
ACTION M.S. SLUDGE AND WHEELIE.. WHEELIE GETS UP ON TOP OF SLUDGE'S HEAD AND SITS DOWN.

DIAL

MUSIC/SFX

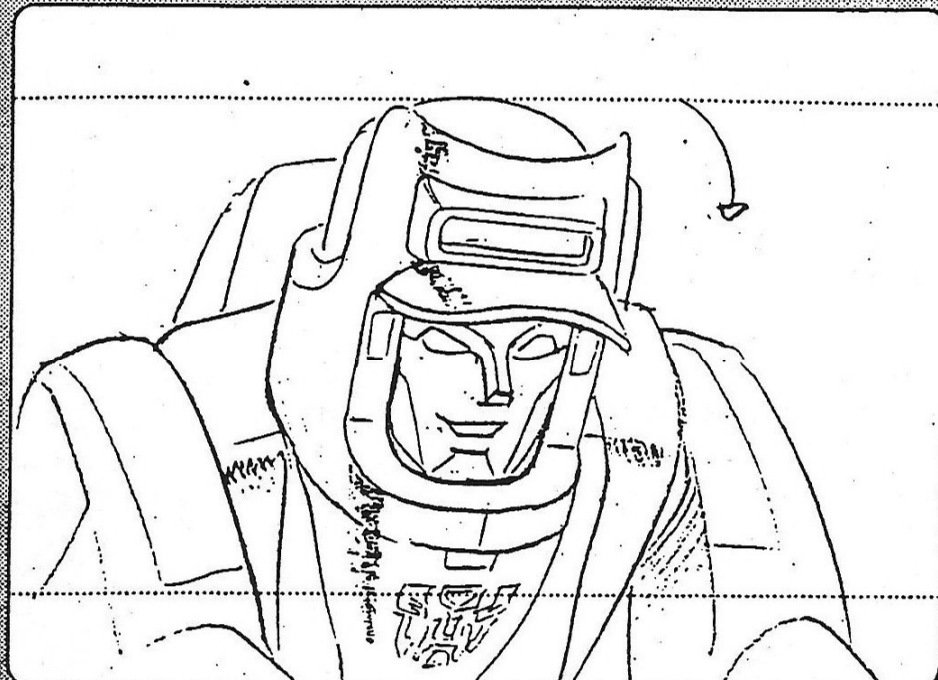
CAMERA

SC. 21-26



SC. 21-27

SEQ. 21 Page 20



ACTION M.S. SLUDGE AND WHEELIE. WHEELIE SITS ON SLUDGE'S HEAD. SLUDGE IS ANGRY. HE LIFTS HIS HEAD UP, GRIMLOCK MOVES INTO THE SCENE.

DIAL WHEELIE Friends find. Look behind.

MUSIC/SFX

CAMERA

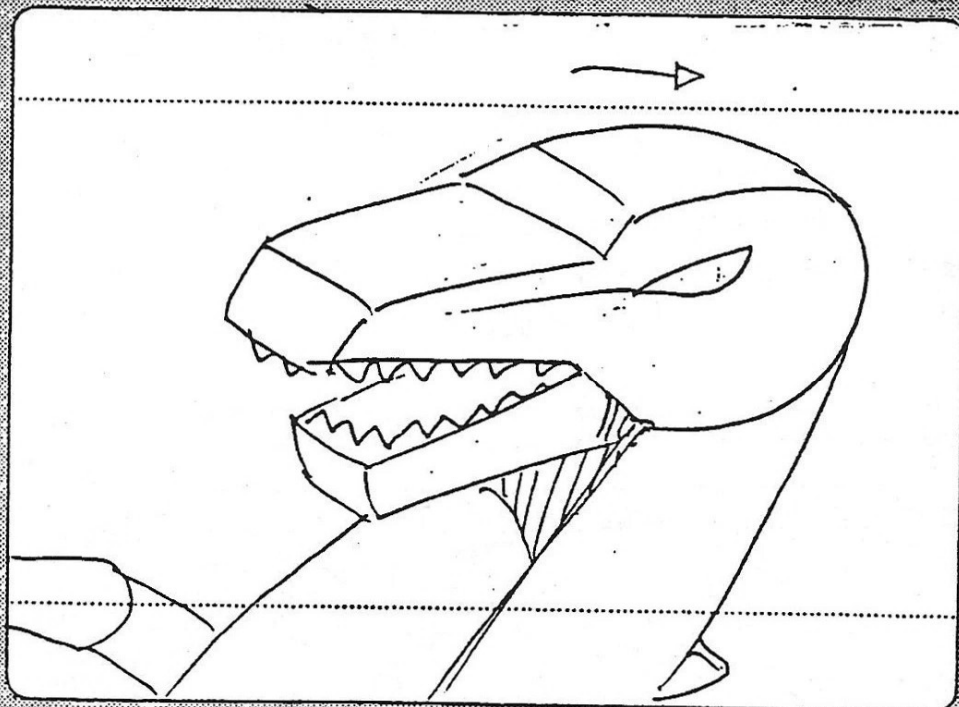
ACTION C.U. WHEELIE. HE MOVES HIS HEAD AND TALKS TO GRIMLOCK WHO IS IN FRONT OF HIM.

DIAL WHEELIE (CONT) *I say you go wrong way*  
~~say~~ you fool, *I say*  
(PICK UP LINE)

MUSIC/SFX

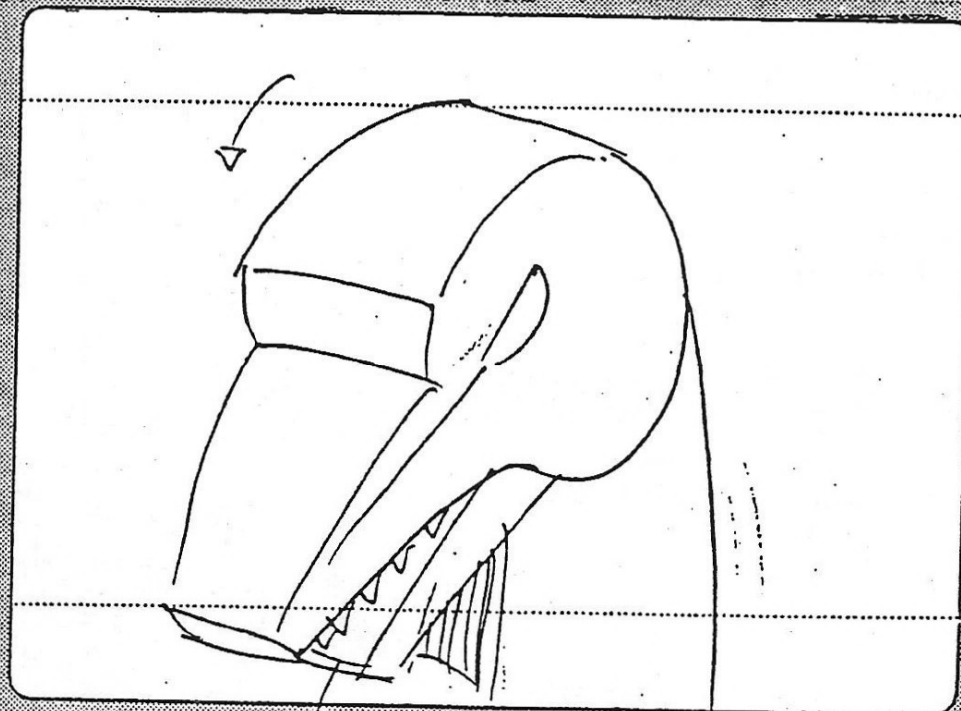
CAMERA

SC. 21-28



SC. CONT

SEQ. 21 / Page 21



ACTION C.U. GRIMLOCK. HE RESPONDS TO WHEELIE FURIOUSLY.

DIAL GRIMLOCK (FURIOUS) Me, Grimlock, "fool?"

MUSIC/SFX

CAMERA



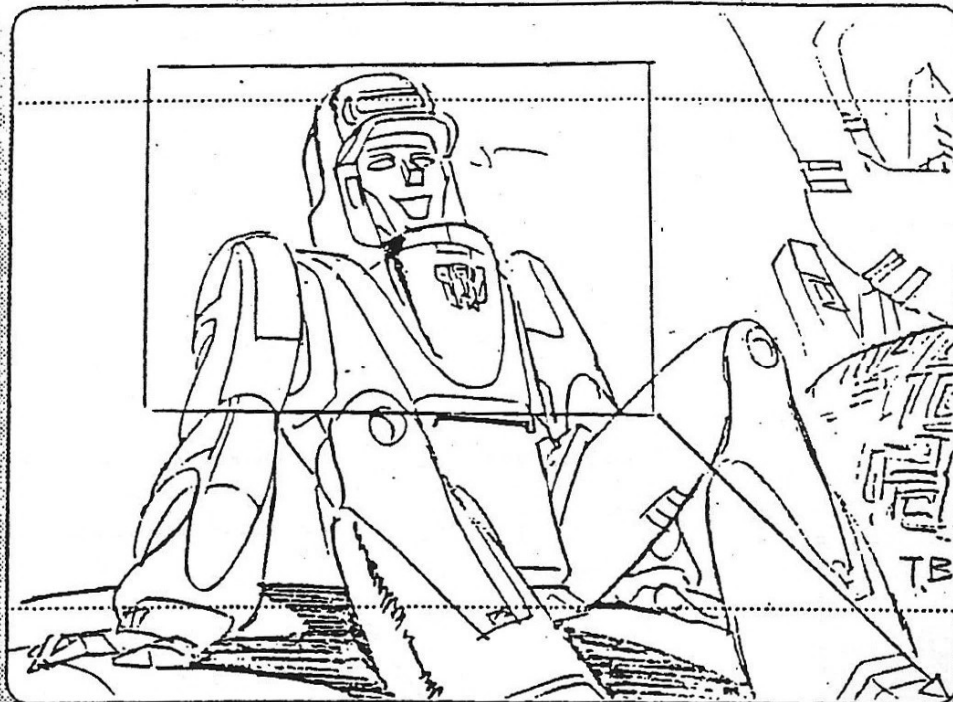
ACTION

DIAL

MUSIC/SFX

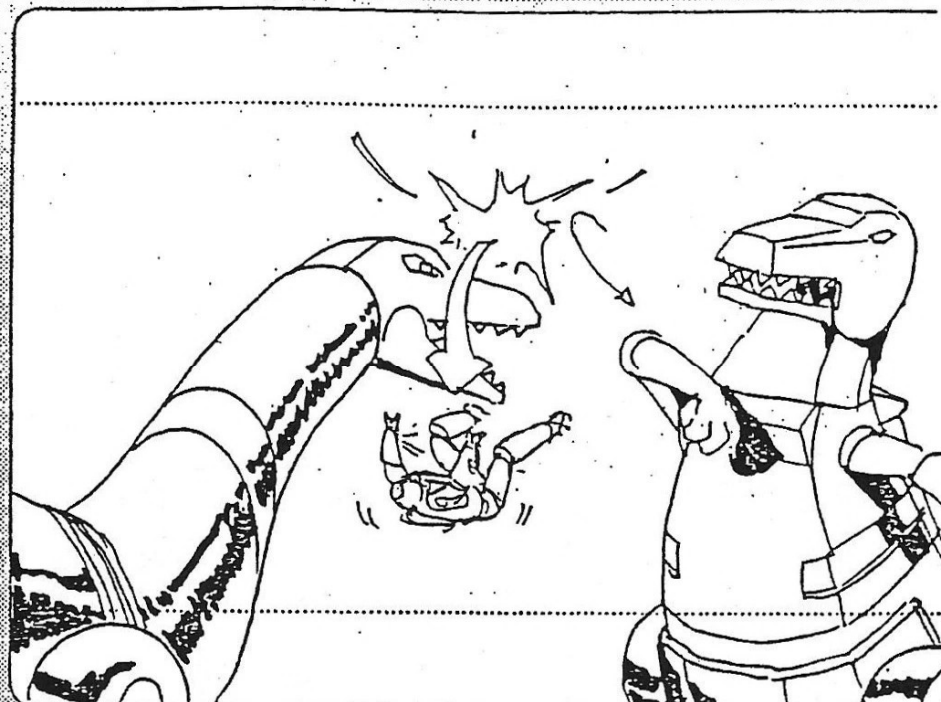
CAMERA

SC. 21-21



SC. 21-30

SC. 21 Page 12



ACTION M.S. WHEELIE. HE SMILES BREEZILY AND SPEAKS TO GRIMLOCK, THEN HE LAUGHS IN A WILD METALLIC CACKLE AS WE TRUCK IN.

DIAL WHEELIE (SMILING BREEZILY) Picture you got. Now fool you not! (HE LAUGHS IN A WILD METALLIC CACKLE)

MUSIC/SFX

ACTION M.S. GRIMLOCK, SLUDGE AND WHEELIE. GRIMLOCK RAISES A CLAW AND SWIPES WHEELIE OFF SLAG'S HEAD.

DIAL GRIMLOCK Me, Grimlock, no like you!

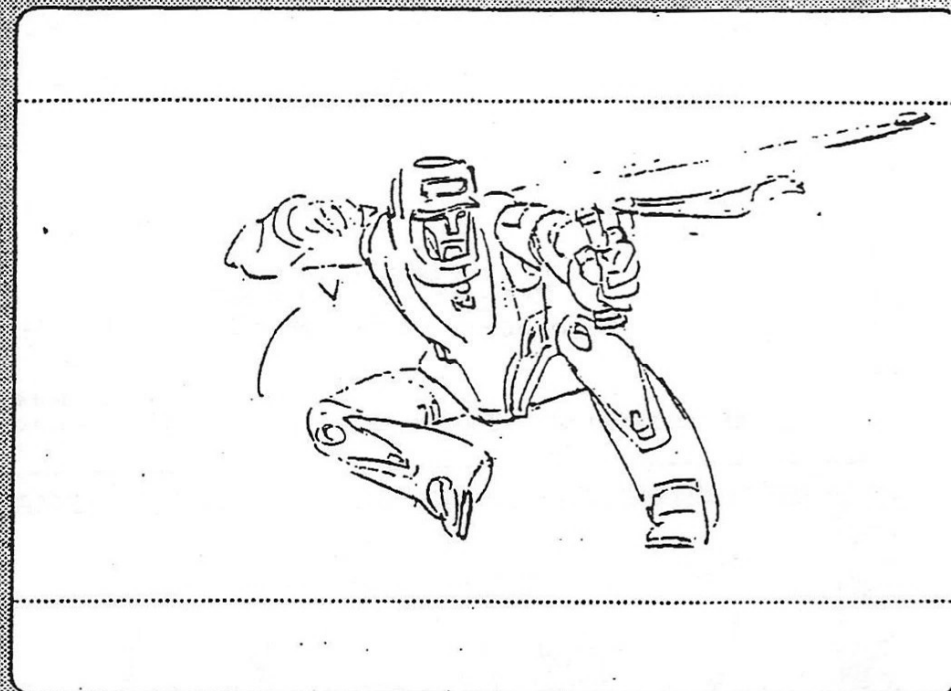
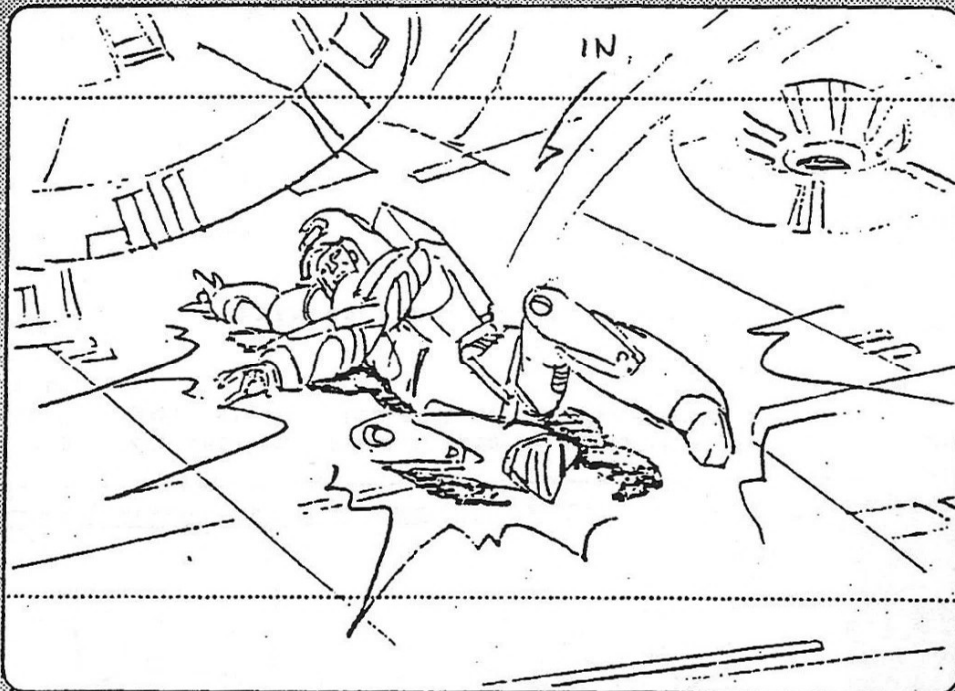
MUSIC/SFX



SC. 21-31

SC. CONT

'24 Page 23



ACTION M.L.S. WHEELIE. HE STUMBLES DOWN TO THE GROUND WITH A BANG...

DIAL

MUSIC/SFX

CAMERA

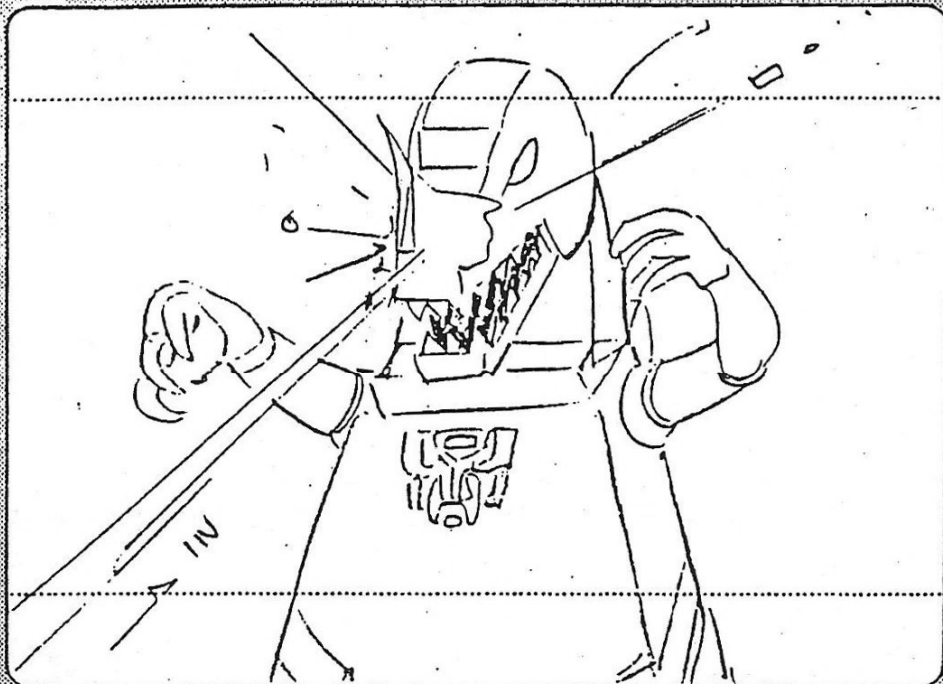
ACTION ...HE QUICKLY LOADS HIS FIRESTONE IN HIS SLING AND SLINGS IT AT GRIMLOCK O.S.

DIAL

MUSIC/SFX

CAMERA

SC. 21-32



SC. CONT

21 Page 24



ACTION M.S. GRIMLOCK. THE FIRESTONE ZINGS INTO SCENE AND SMACKS GRIMLOCK'S NOSE AND EXPLODES. GRIMLOCK YOWLS AND...

DIAL

MUSIC/SFX

CAMERA *on 1 to Beast Hunters and Beyond!!!!*

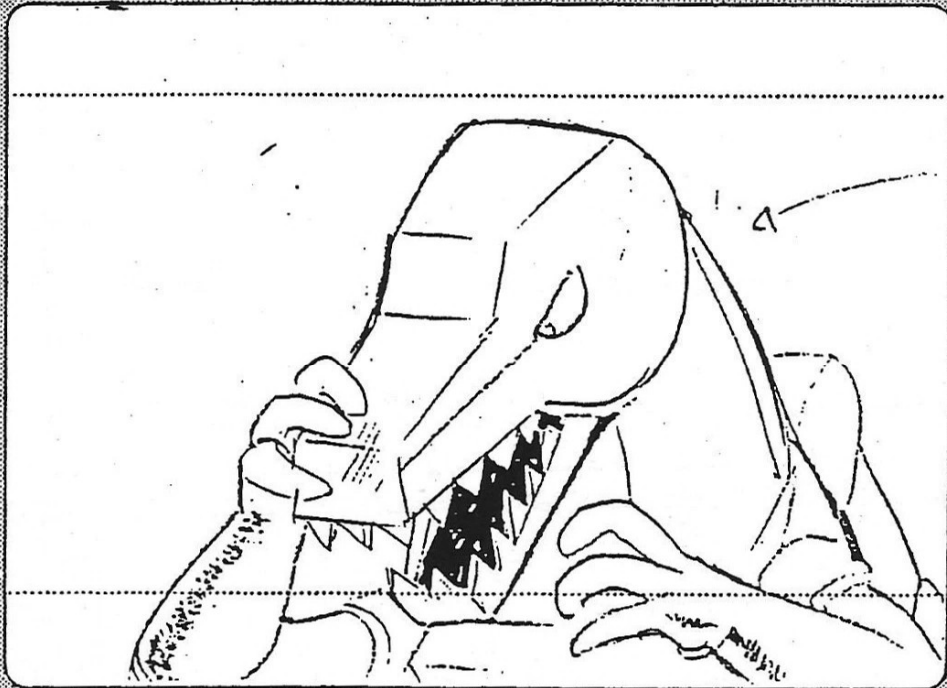
ACTION ...REARS BACK INTO A GROUP OF DINOBOTS.

DIAL

MUSIC/SFX

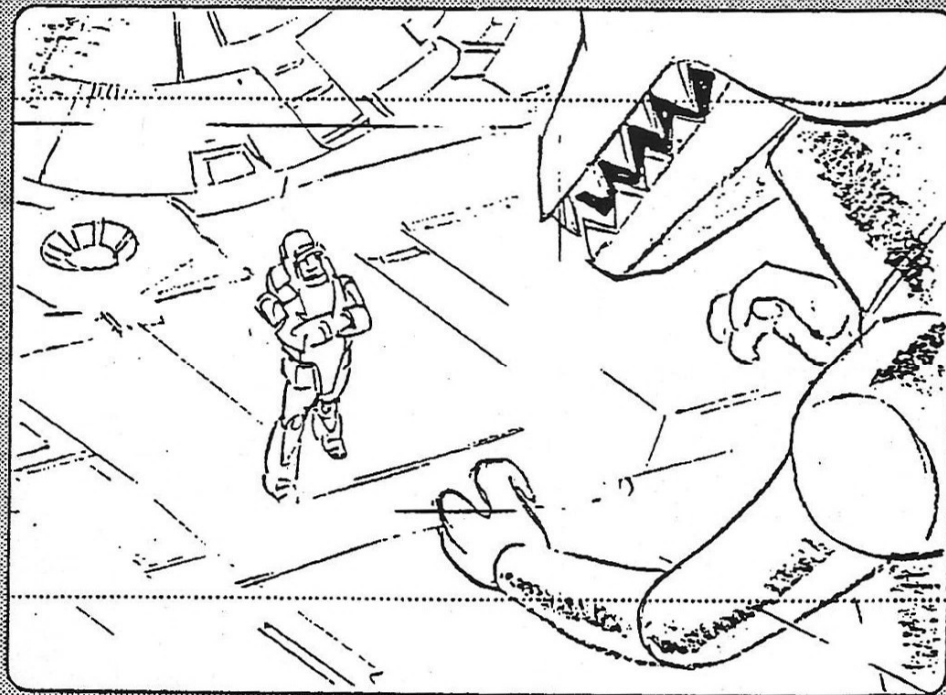
CAMERA

SC. 21-33



SC. 21-34

SEQ. 21 Page 25



ACTION C.U. GRIMLOCK. HE LEANS DOWN, FEELS HIS REDDENED NOSE AND SPEAKS ANGRILY TO WHEELIE O.S.

DIAL GRIMLOCK (GETS HIT IN THE NOSE)  
Dooooooooooooow! Why boy hit  
by dose?

MUSIC/SFX

CAMERA

ACTION M.L.S. WHEELIE WITH GRIMLOCK IN THE FOREGROUND. WHEELIE STANDS HIS GROUND IN FRONT OF THE ANGRY GRIMLOCK.

DIAL WHEELIE (FOLDS ARMS ACROSS HIS CHEST)  
Wheelie say...

MUSIC/SFX

CAMERA



ACTION M.S. WHEELIE. HIS HANDS FOLDED ACROSS HIS CHEST, HE NODS HIS HEAD UP AND DOWN.

DIAL  
WHEELIE (CONT) Find friends today.

MUSIC/SFX



ACTION M.L.S. GRIMLOCK WITH SLAG IN THE NEAR FOREGROUND. HE NODS BACK TO WHEELIE. THEN SLAG AND GRIMLOCK TURN AND WALK O.S.

DIAL

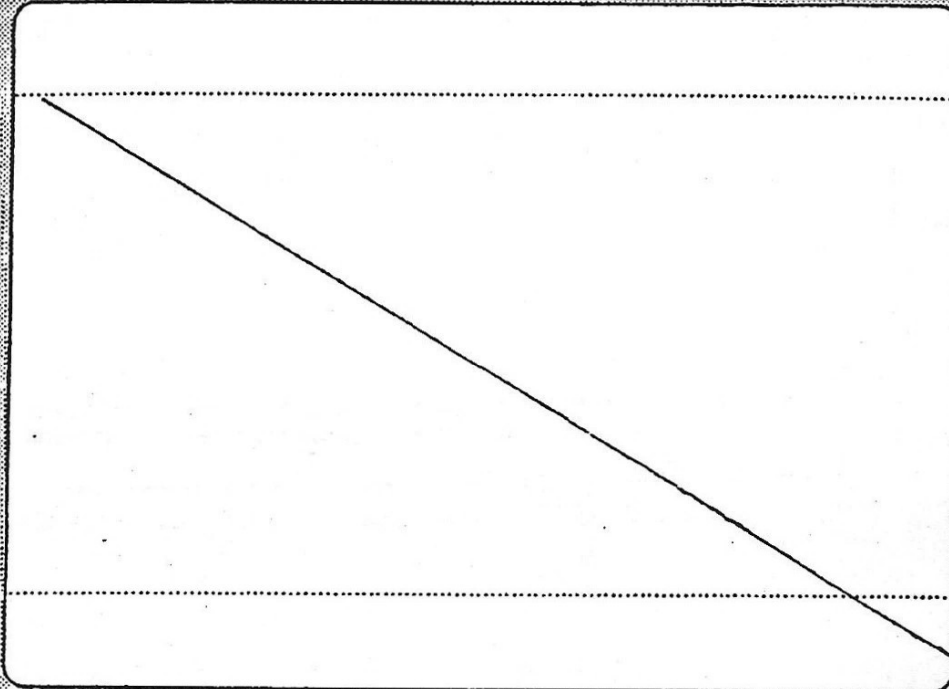
MUSIC/SFX



SC.

SC. 21-36

SEQ. 2 / Page 27



ACTION

DIAL

MUSIC/SFX

CAMERA

ACTION

X.L.S. THE QUINTESSON LANDSCAPE WITH THE QUINTESSON CASTLE IN THE DISTANCE. THE DINOBOTS AND WHEELIE WALK THROUGH THE JUNGLE TOWARD THE DISTANT CASTLE.

DIAL

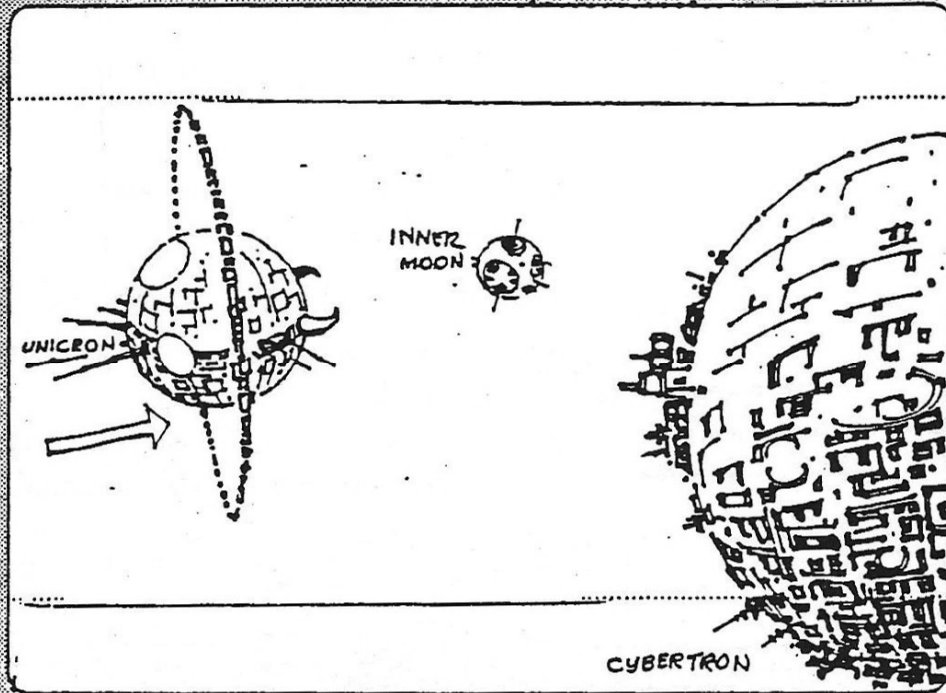
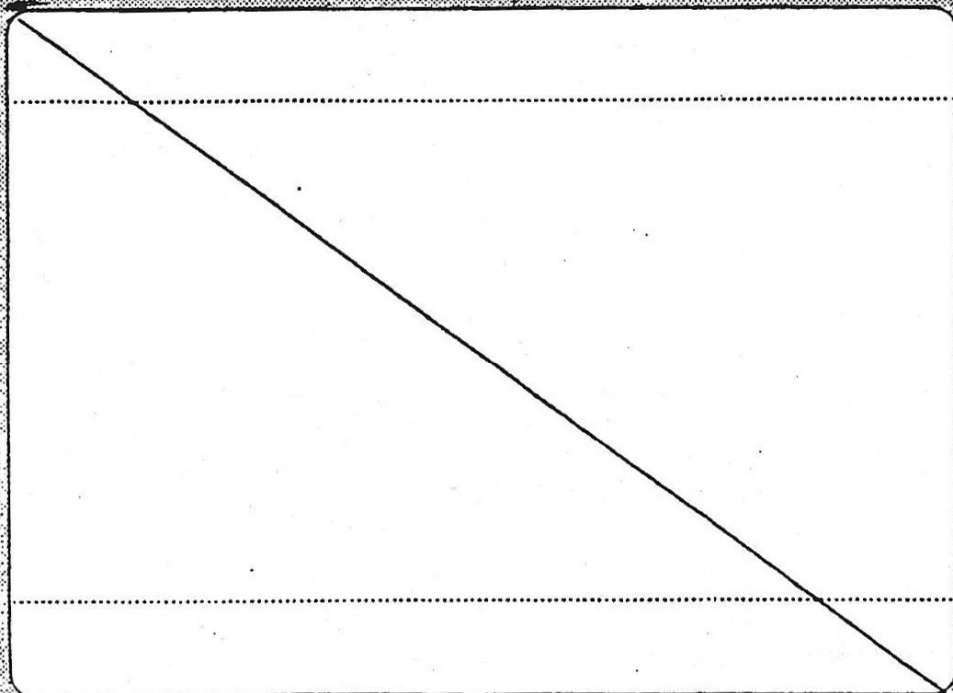
MUSIC/SFX

CAMERA

SC.

SC. 22-1

SEQ. 22 Page 1



ACTION

ACTION X.L.S. UNICRON, CYBERTRON'S INNER MOON, AND THE PLANET CYBERTRON. UNICRON CLOSES IN ON THE INNER MOON.

DIAL

DIAL

MUSIC/SFX

MUSIC/SFX

CAMERA

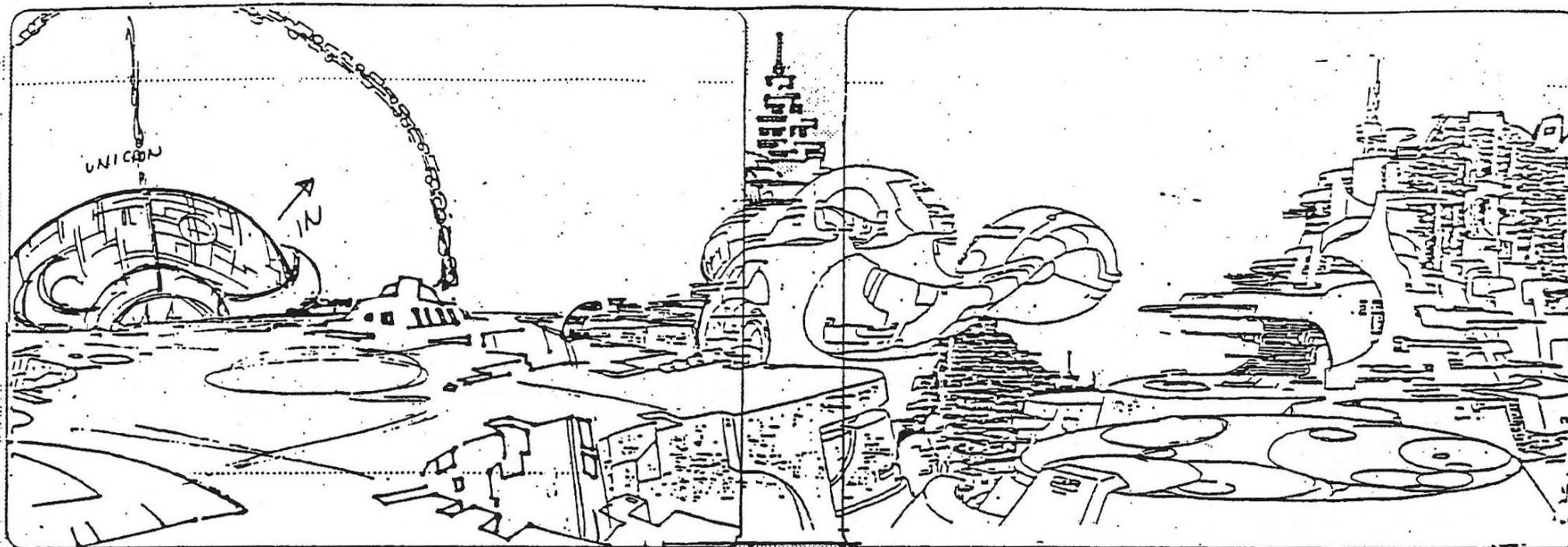
CAMERA

SC. 22 -

START

PAN

STOP



ACTION

L.S. The surface of Cybertron's inner moon.  
Unicron moves into the scene as we pan...

DIAL

MUSIC/SFX

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!  
CAMERA

ACTION

...to the heavily fortified command center  
buildings.

DIAL

MUSIC/SFX

CAMERA

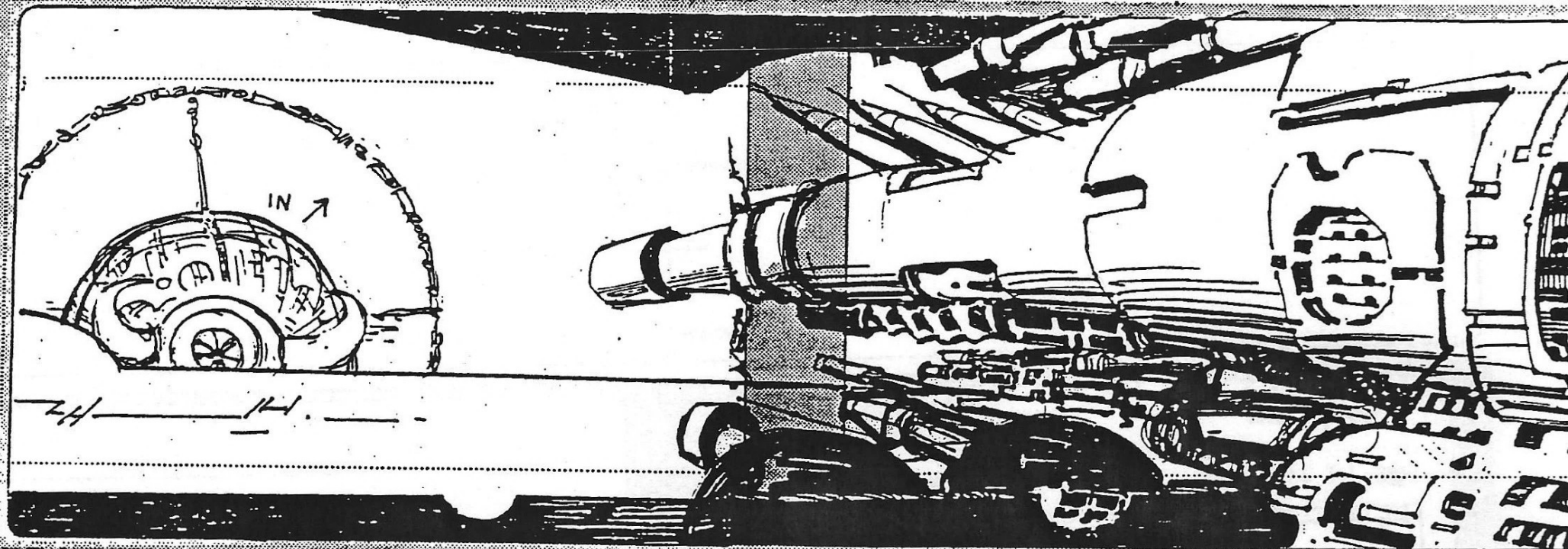
SC. 22-3

START

PAN →

SEQ. 22 Page

3



ACTION M.L.S. From inside the control center, we can see the surface of the moon as Unicron moves into scene.

DIAL

MUSIC/SFX

CAMERA

ACTION We pan to see a huge stockpile of weapons.

DIAL

MUSIC/SFX

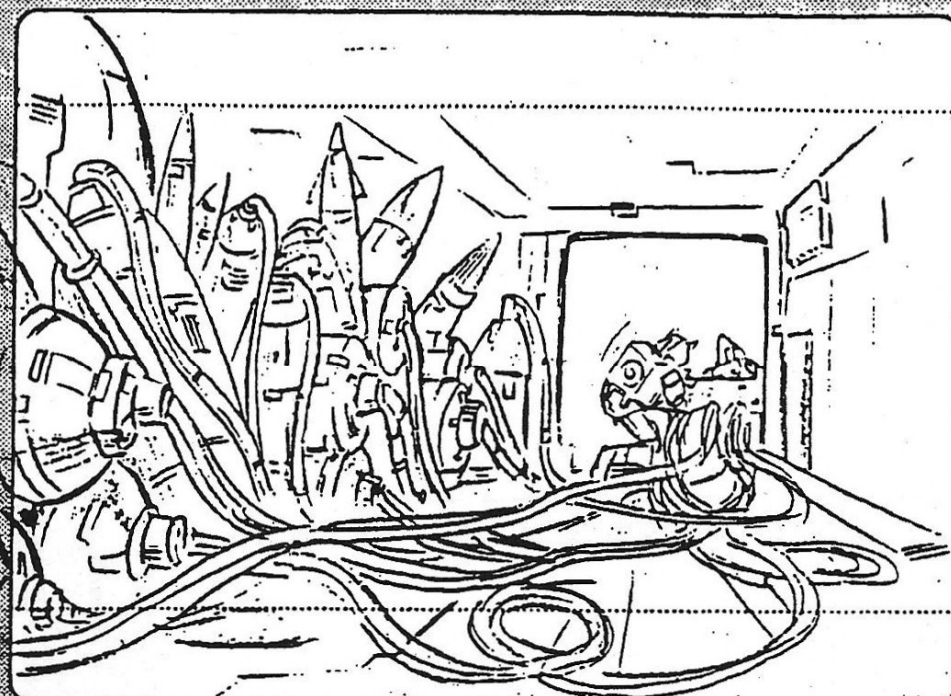
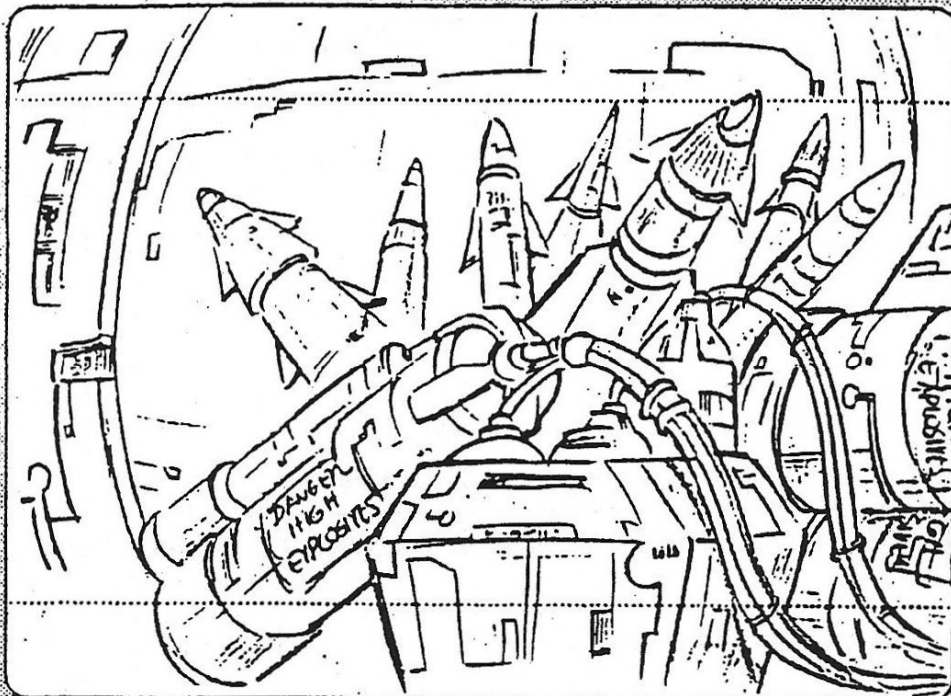
CAMERA



SC. 22-3 CONT

CONT PAN →

STOP SEQ. 22 Page 4



ACTION WE CONTINUE TO PAN AND SEE THAT BEHIND THE STOCK PILE OF WEAPONS HAS BEEN STACKED TONS AND TONS OF HIGH EXPLOSIVES.

DIAL

MUSIC/SFX

CAMERA

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION WE CONTINUE TO PAN AND SEE THAT CABLES CONNECTED TO THESE EXPLOSIVES LEAD TO A ROOM WHERE BUMBLEBEE AND SPIKE ARE WORKING. BUMBLEBEE IS ATTACHING THE CABLES TO THE BACK OF A CONSOLE. SPIKE IS LOOKING ON.

DIAL

MUSIC/SFX

CAMERA

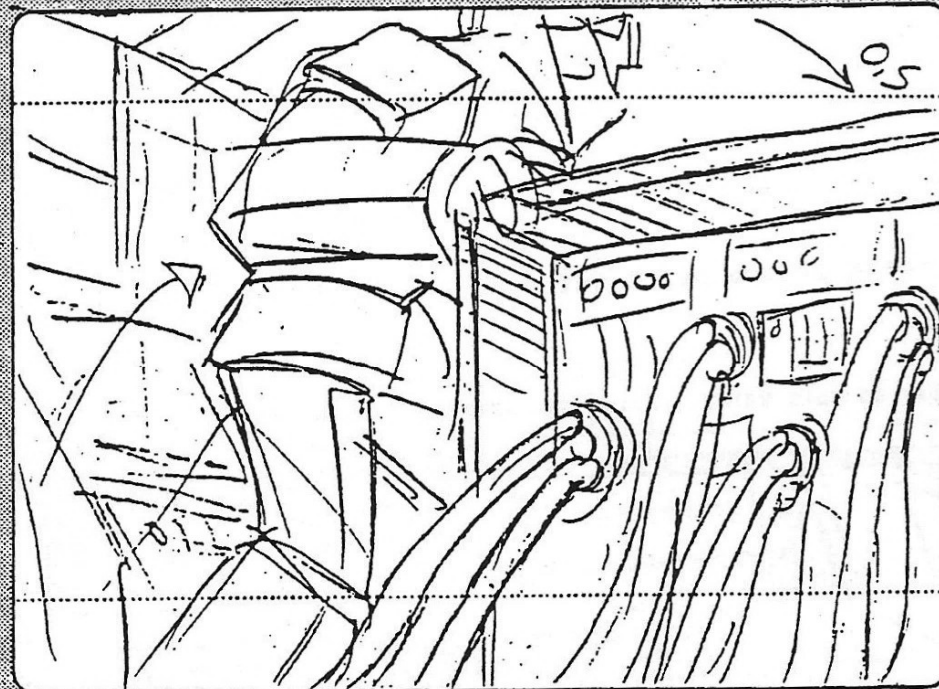
SC. 22-4



SC. CONT

SEQ. 22

Page 4A



ACTION M.S. BUMBLEBEE AND SPIKE. BUMBLEBEE WORKS FAST TO ATTACH THE ELECTRICAL CONNECTORS TO THE BACK OF THE CONTROL CONSOLE. SPIKE WATCHES.

DIAL

MUSIC SFX

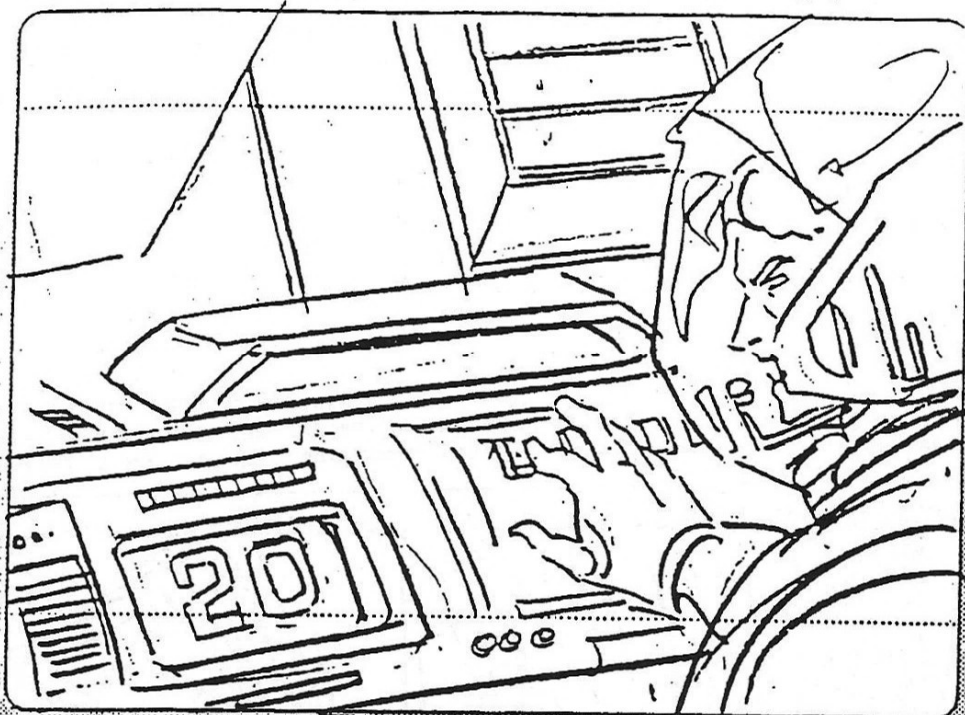
ACTION BUMBLEBEE FINISHES THE LAST CONNECTION, STANDS UP AND STARTS MOVING TO THE FRONT OF THE CONSOLE AS SPIKE GOES O.S.

DIAL

MUSIC/SFX

CAMERA

22-6



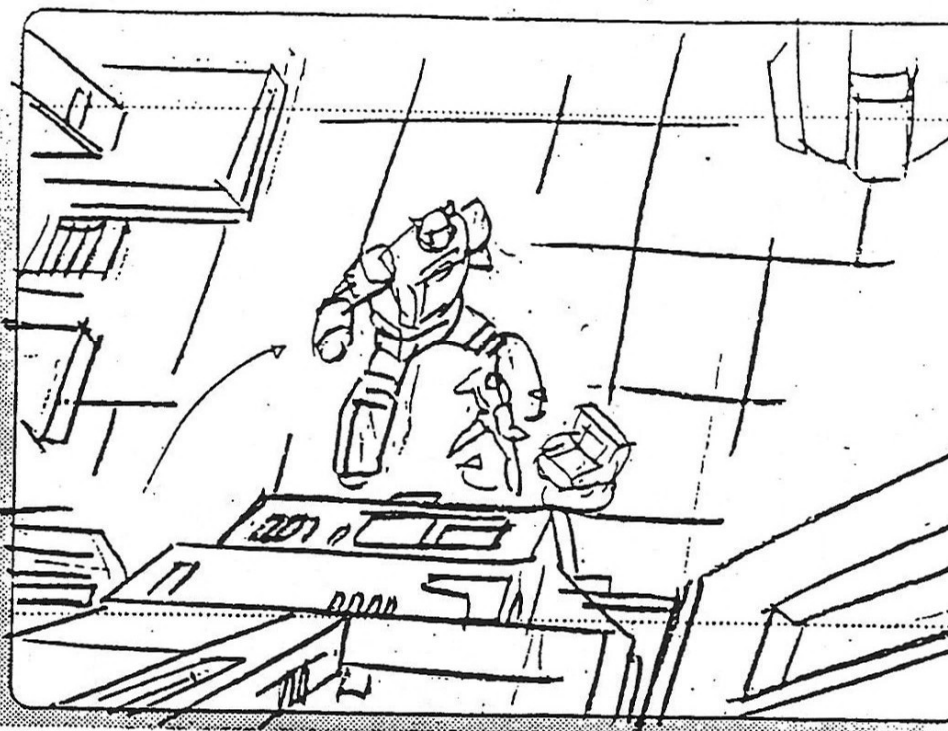
ACTION M.C.U. SPIKE. HE TURNS TO HIS CONTROL PANEL AND PRESSES A FEW BUTTONS TO SET A TIMER TO 20 SECONDS.

DIAL SPIKE (V.O.)

If this doesn't do it, nothing will.

MUSIC/SFX COMPUTER VOICE

Explosives activated.  
(PICK UP LINE)



ACTION L. DOWN SHOT BUMBLEBEE AND SPIKE. SPIKE GETS UP FROM HIS CHAIR

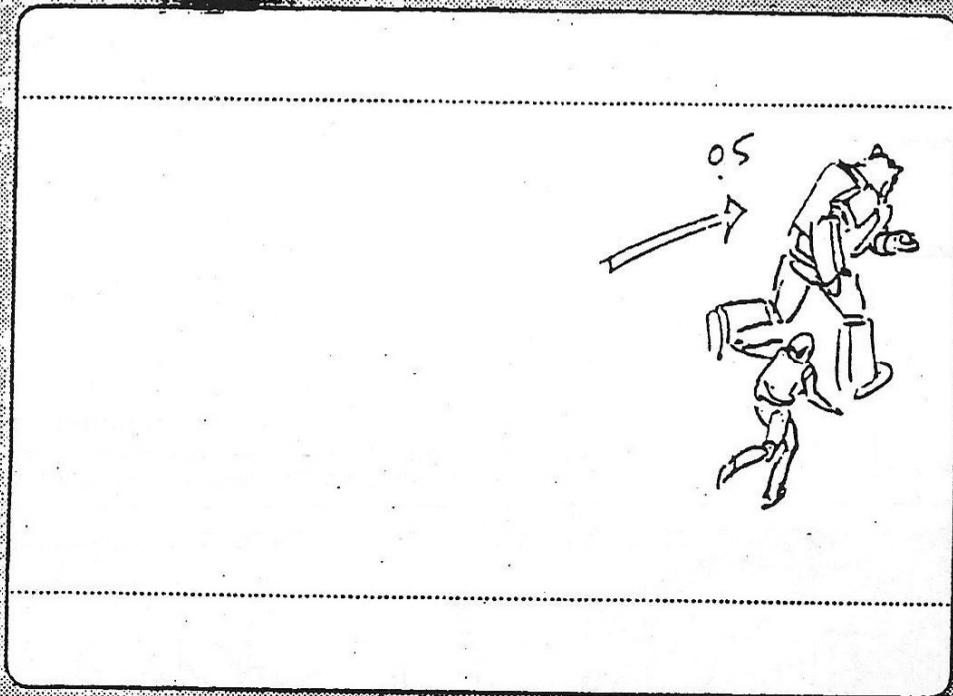
DIAL BUMBLEBEE

Let's get out of here.

MUSIC/SFX

CAMERA

SC. CONT 22-7



ACTION ...AND BOTH OF THEM RUN O.S.

DIAL

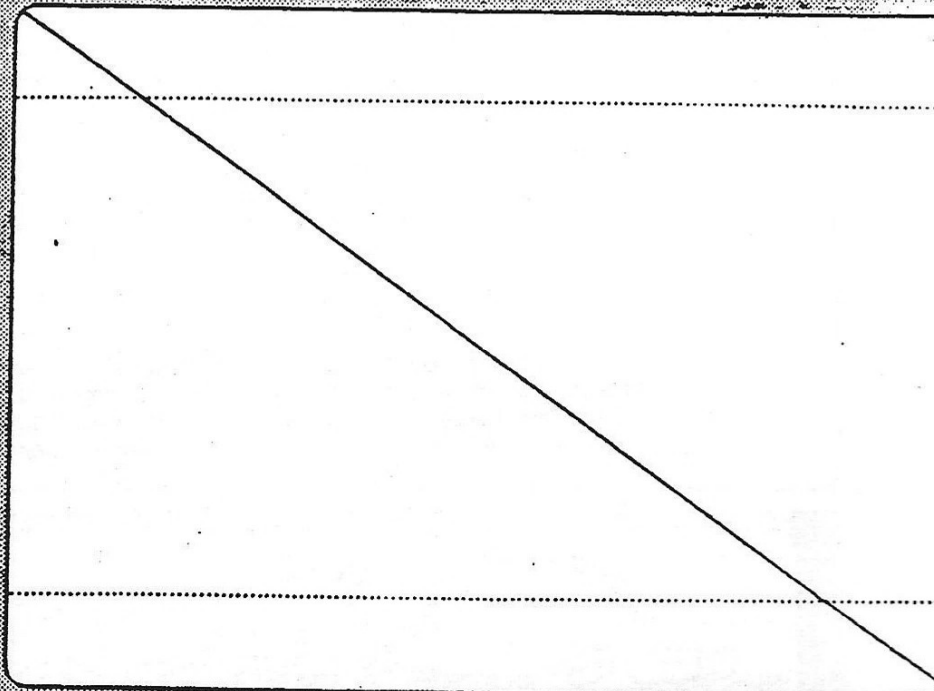
MUSIC/SFX

CAMERA

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

SC.

SEQ. 22 Page 6



ACTION

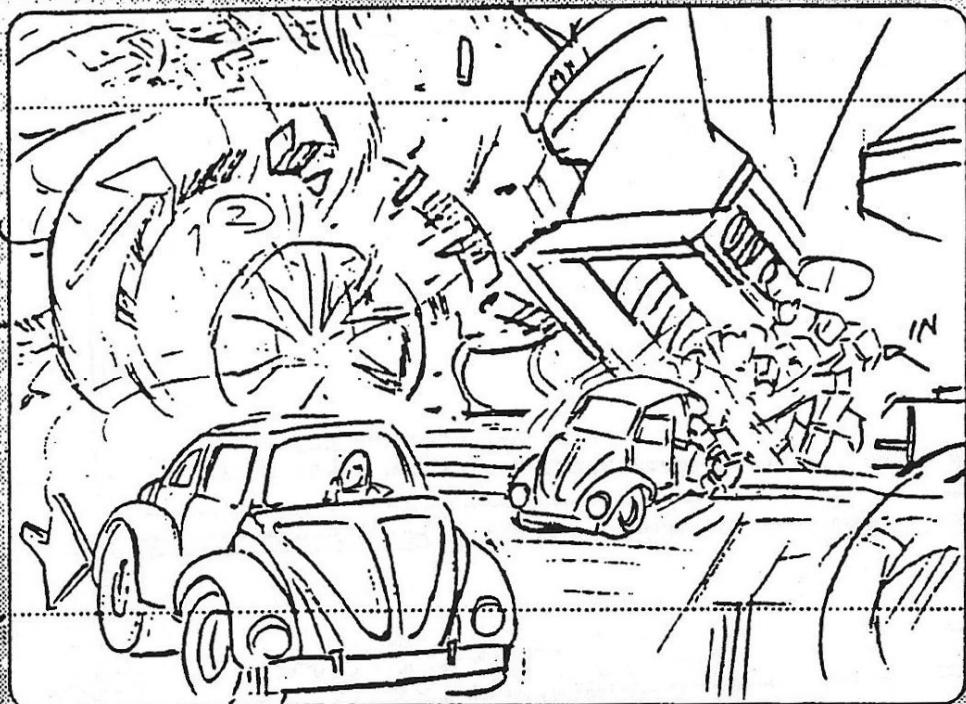
DIAL

MUSIC/SFX

CAMERA



SC. 22-8



ACTION L.S. SPIKE AND BUMBLEBEE RUN OUT OF THE COMMAND CENTER.  
BUMBLEBEE TRANSFORMS, SPIKE JUMPS INSIDE AND HE DRIVES  
OUT ACROSS THE SURFACE OF THE MOON AS UNICRON CLOSES  
IN, IN THE DISTANCE.

DIAL

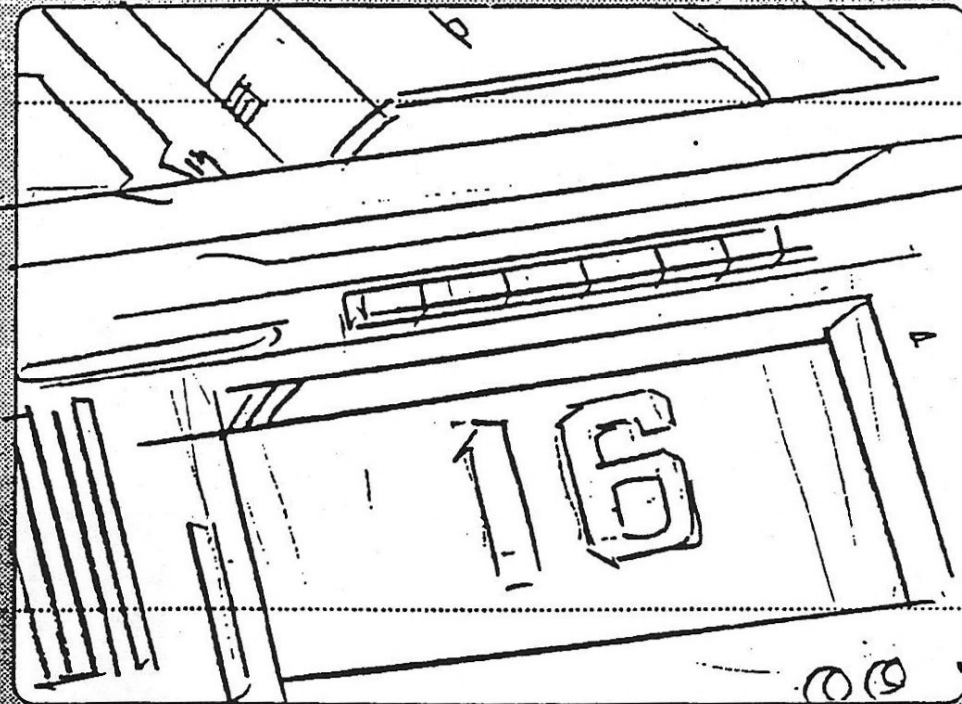
MUSIC/SFX

CAMERA *From Generation 1 to Beast Hunters and Beyond!!!!*

SC. 22-9

SEQ. 22 Page

7



ACTION X.C.U. THE TIMER COUNTING DOWN FROM 16...

DIAL

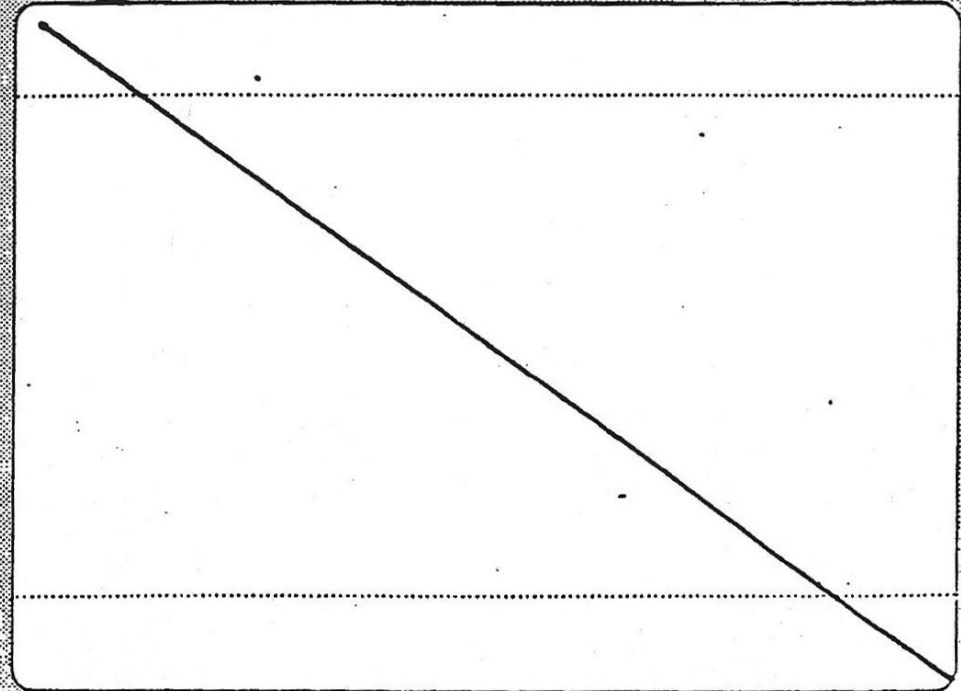
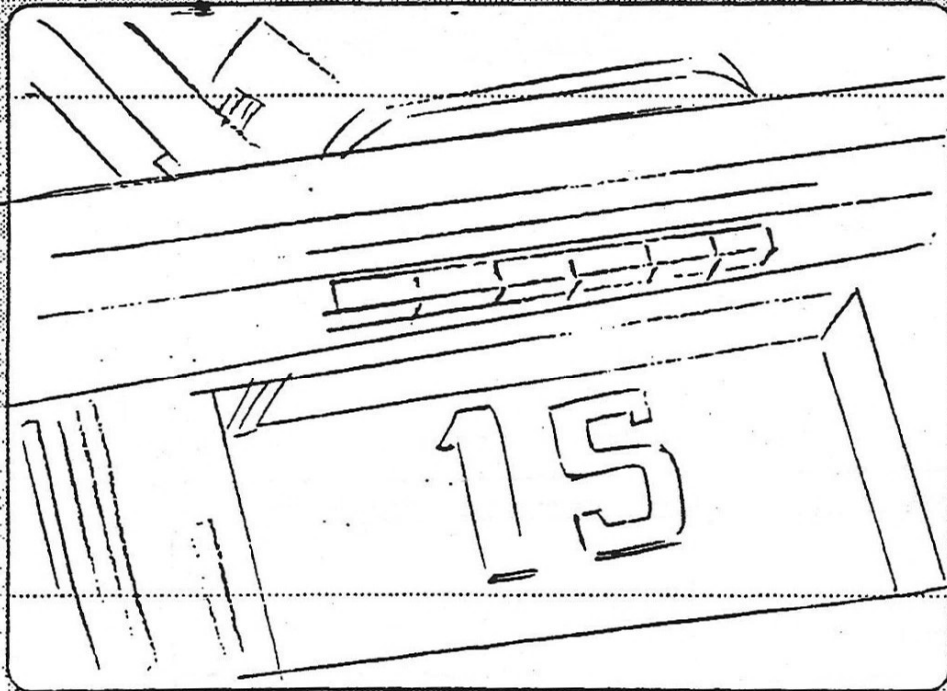
MUSIC/SFX

CAMERA

SC. 22-9 CONT

SC.

Page 7A.



CTION ...TO 15.

AL

USIC SFX

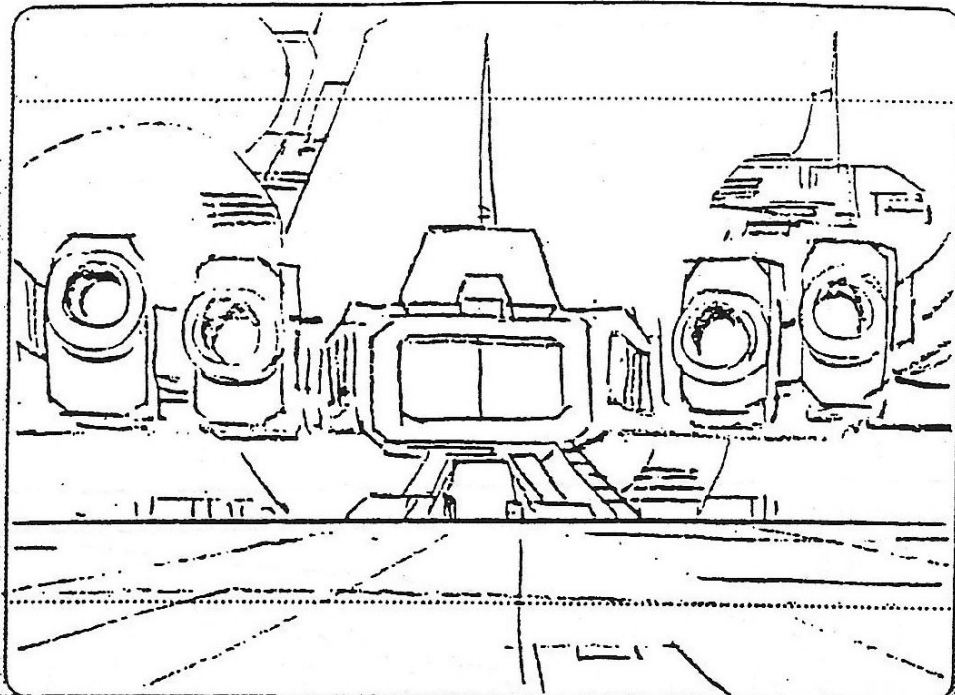
ACTION

DIAL

MUSIC/SFX

CAMERA

SC. 2270



ACTION M.S. SPIKE'S SMALL SPACE SHIP.

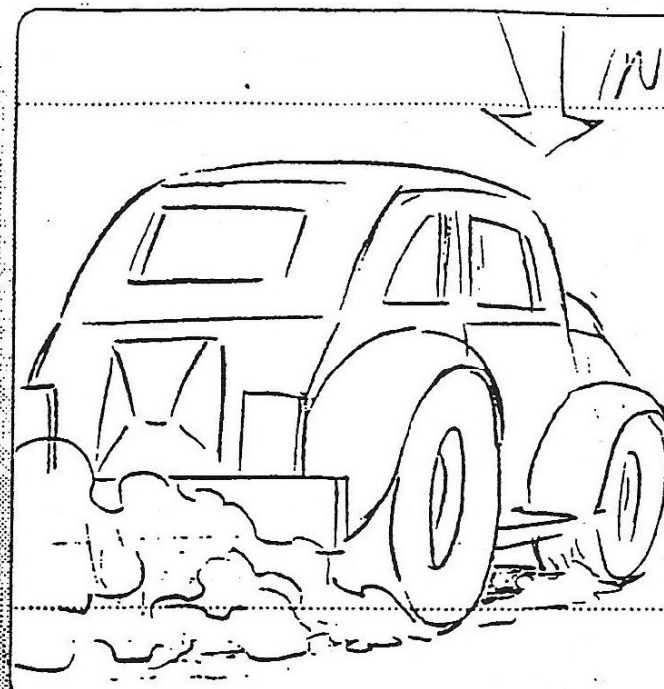
DIAL

MUSIC/SFX

TFRW

From Generation 1 to Beast Hunters and Beyond!!!!

SC. 2271



ACTION BUMBLEBEE ENTERS THE SCENE AND RACES TOWARD THE SPACESHIP.

DIAL

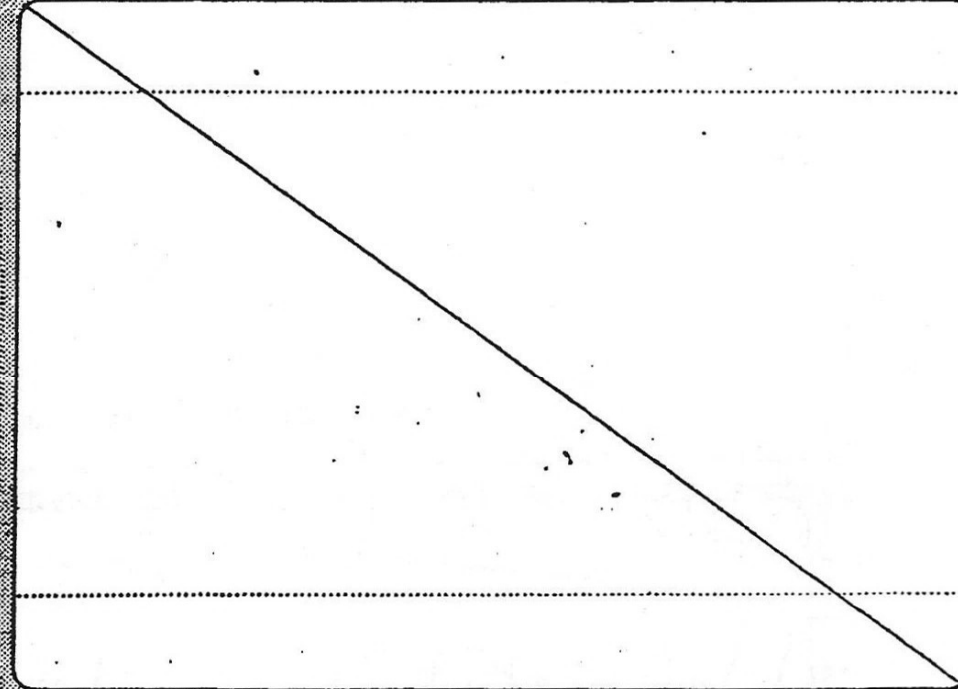
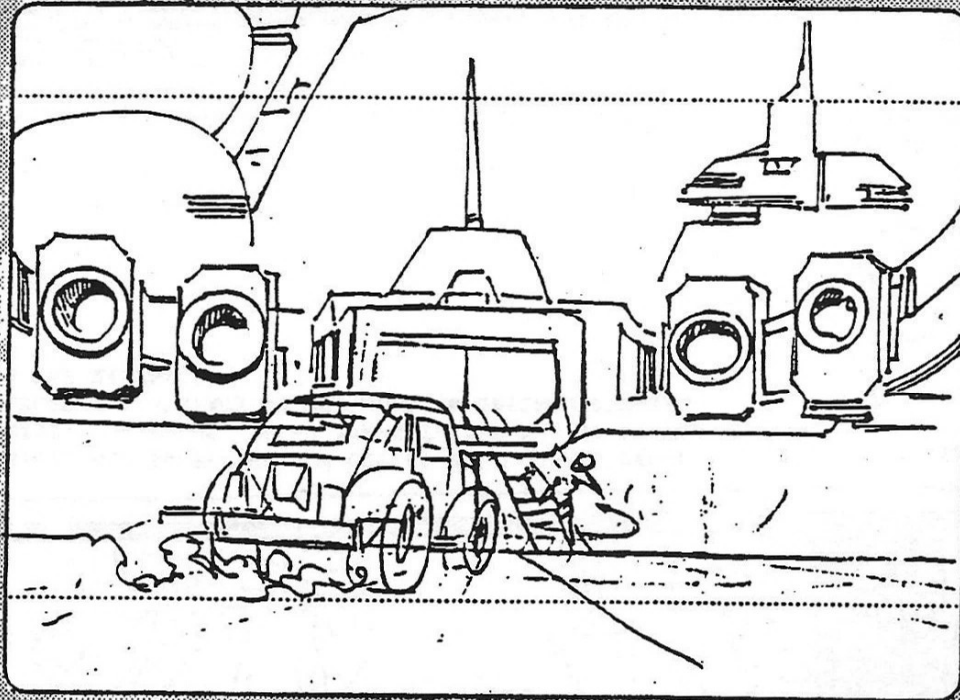
MUSIC/SFX

SC. 22-10 CONT

SC.

SEQ. 22 Page

9



ACTION SPIKE JUMPS OUT AS BUMBLEBEE TRANSFORMS INTO ROBOT MODE.  
THEY BOTH RUN INTO THE SHIP.

DIAL

MUSIC/SFX

CAMERA

ACTION

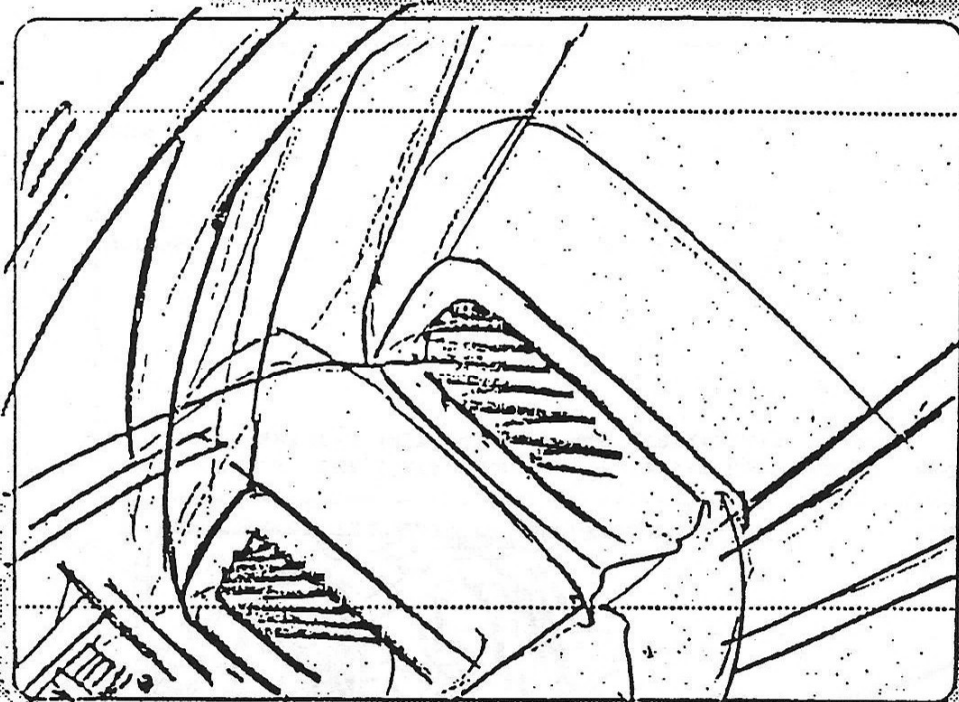
DIAL

MUSIC/SFX

CAMERA



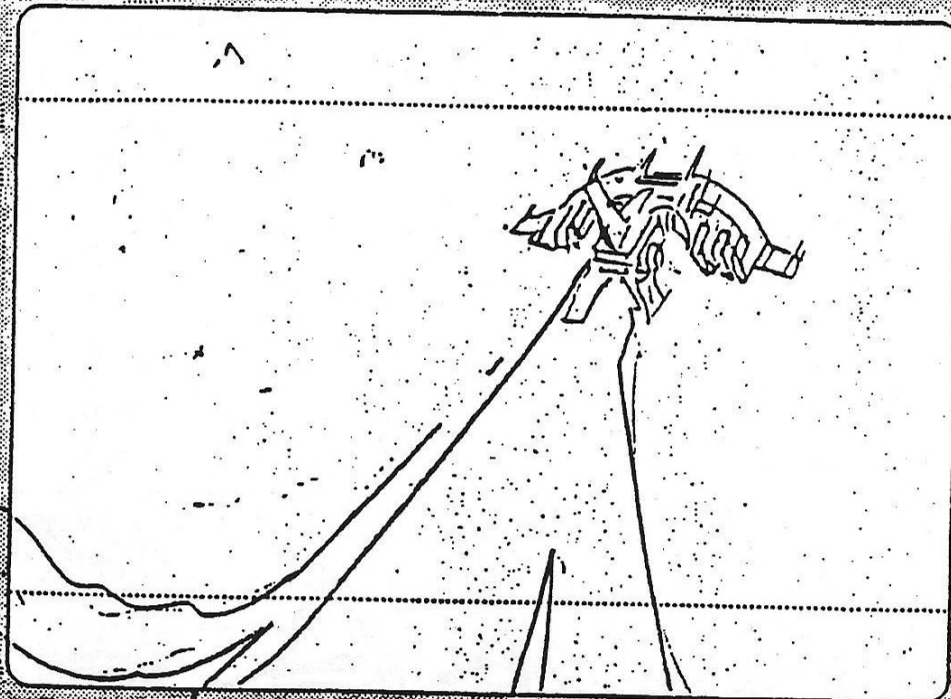
SC. 22-11



SC. CONT

SEQ. 22

Page 10



ACTION X.C.U. SPIKE'S SPACE SHIP. ENGINE NOZZLES IGNITE.

DIAL

MUSIC/SFX

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION IT BLASTS AWAY FROM THE MOON'S SURFACE.

DIAL

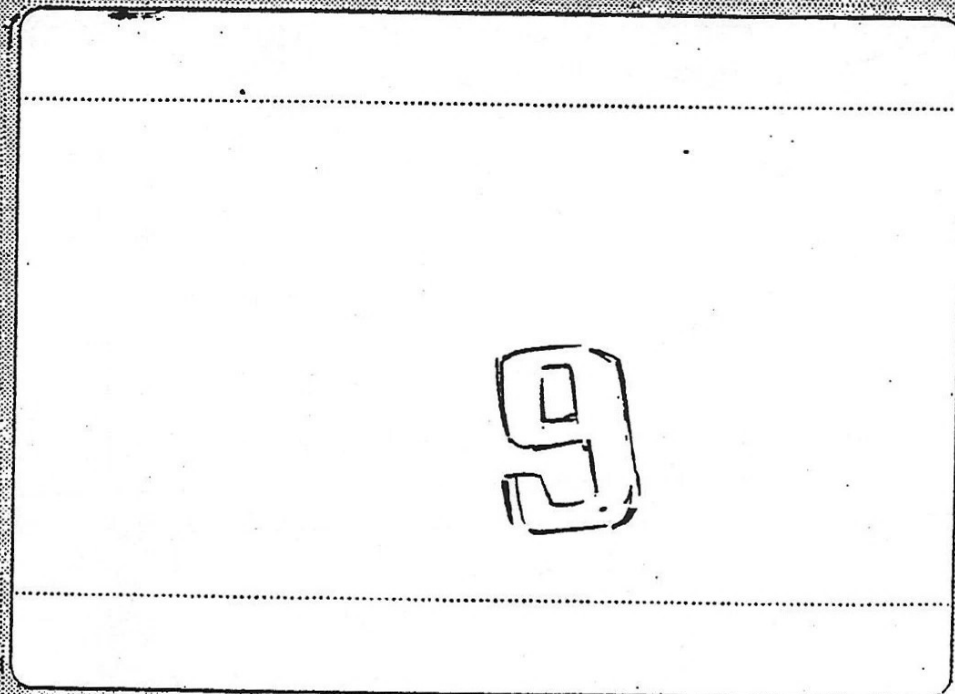
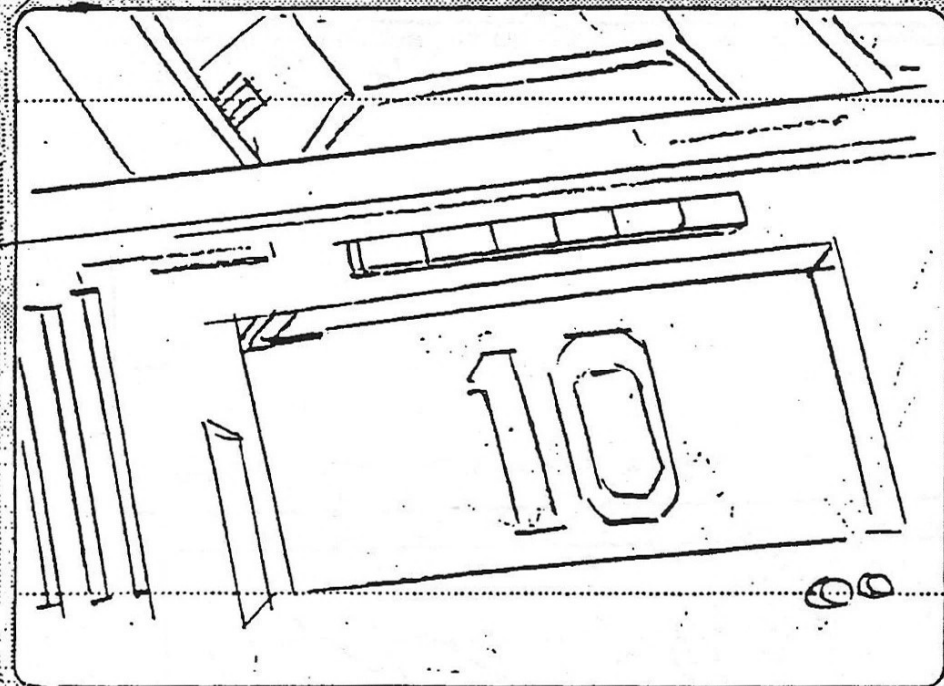
MUSIC/SFX

SC. 22-12

SC. CONT.

SEQ. 22

Page 11



ACTION X.C.U. THE TIMER NOW READING 10 SECONDS.

DIAL

MUSIC/SFX

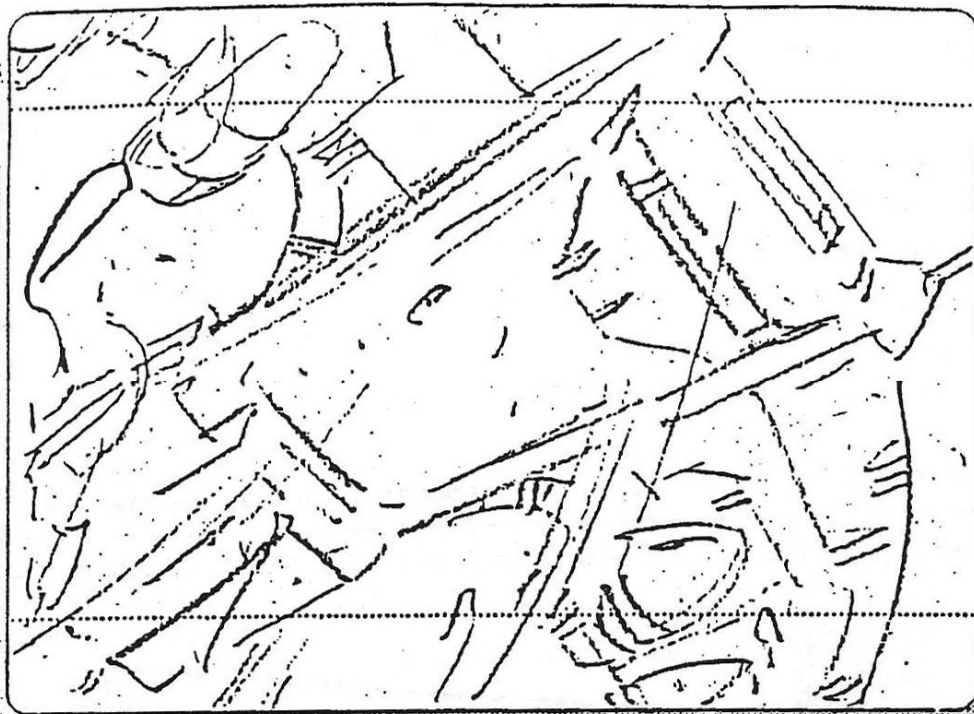
ACTION THEN NINE SECONDS.

DIAL

MUSIC/SFX

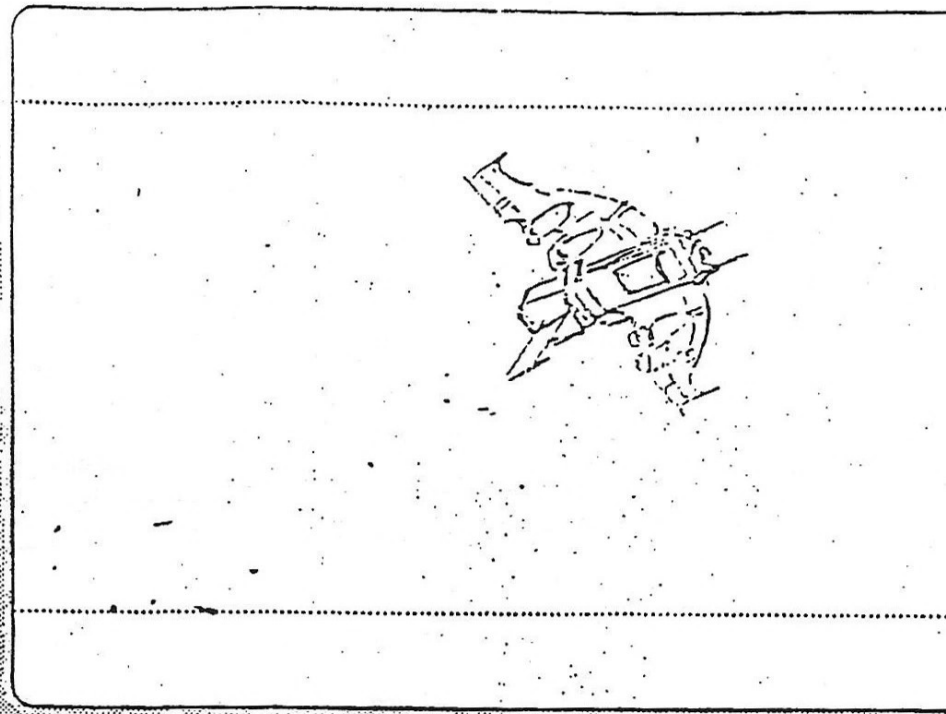
CAMERA

SC. 1.1



SC. 1.2

SC. 2



ACTION C.U. SPIKE'S SPACE SHIP AS IT ZOOMS UP...

DIAL

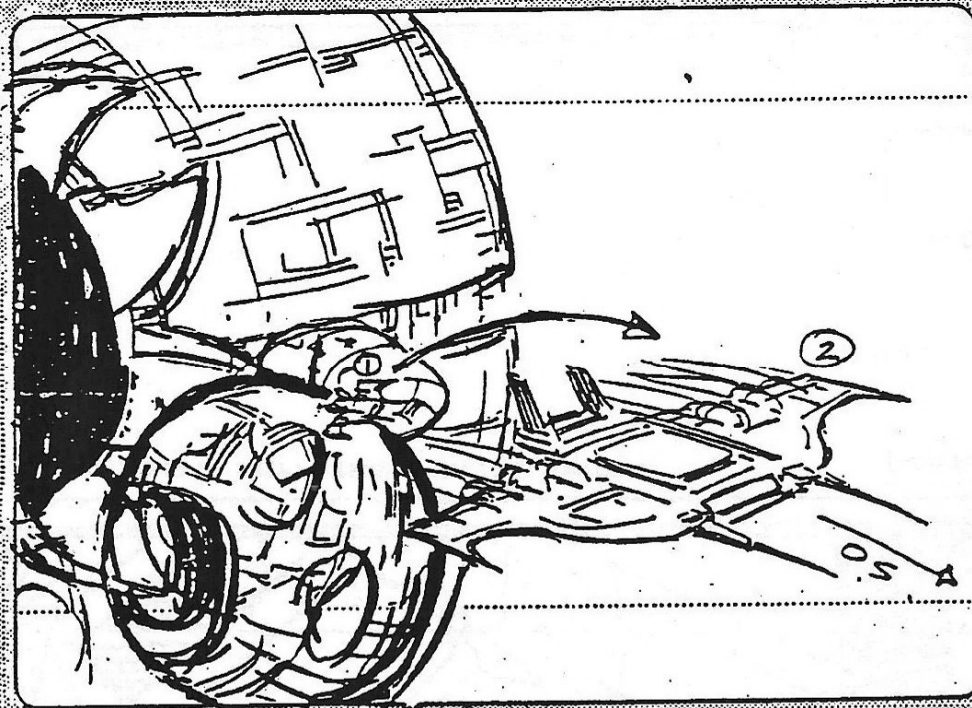
MUSIC/SFX

ACTION ...HIGH INTO SPACE.

DIAL

MUSIC/SFX

SC. 22-14



ACTION X.L.S. THE INNER MOON, ALMOST IN THE CLUTCHES OF UNICRON, AS SPIKE'S SHIP SAILS UP AND STREAKS AWAY FROM IT.

DIAL

MUSIC/SFX

CAMERA

SC.22-15 CAM SHAKE SEQ.22 Page 13



ACTION M.S. UNICRON CLOSES IN ON THE MOON IN THE FOREGROUND. ITS BEAKS START TO CLOSE AS IT BEGINS TO BITE THE MOON.

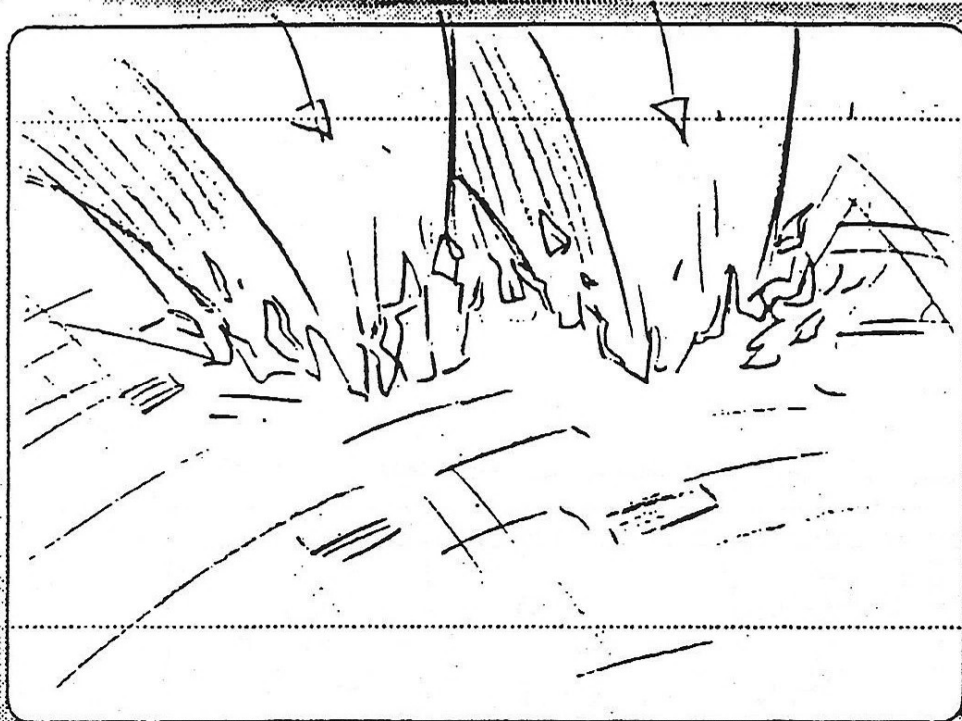
DIAL

MUSIC/SFX

CAMERA



SC. 22-16



ACTION C.U. THE MOON'S SURFACE, AS ONE OF UNICRON'S BEAKS ENTERS THE SCENE AND PIERCES ITS SURFACE.

DIAL BUMBLEBEE (V.O.)

Five...

MUSIC/SFX

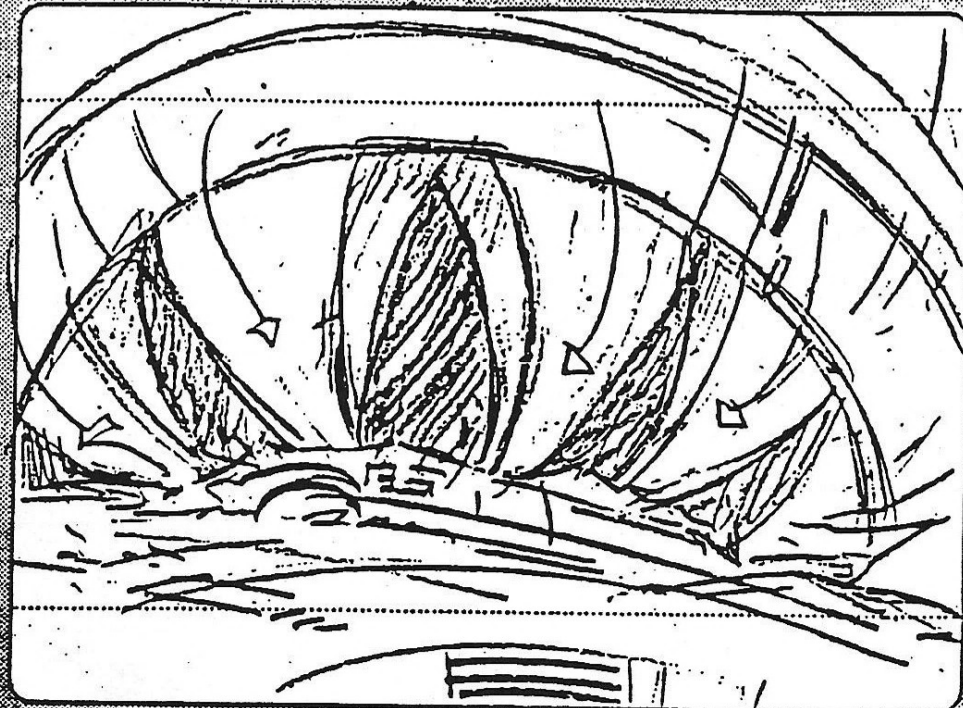
CAMERA

From Generation 1 to Beast Hunters and Beyond!!!!

SC. 22-17

SEQ. 22 Page

14



ACTION M.S. UNICRON BITES DEEP INTO THE MOON.

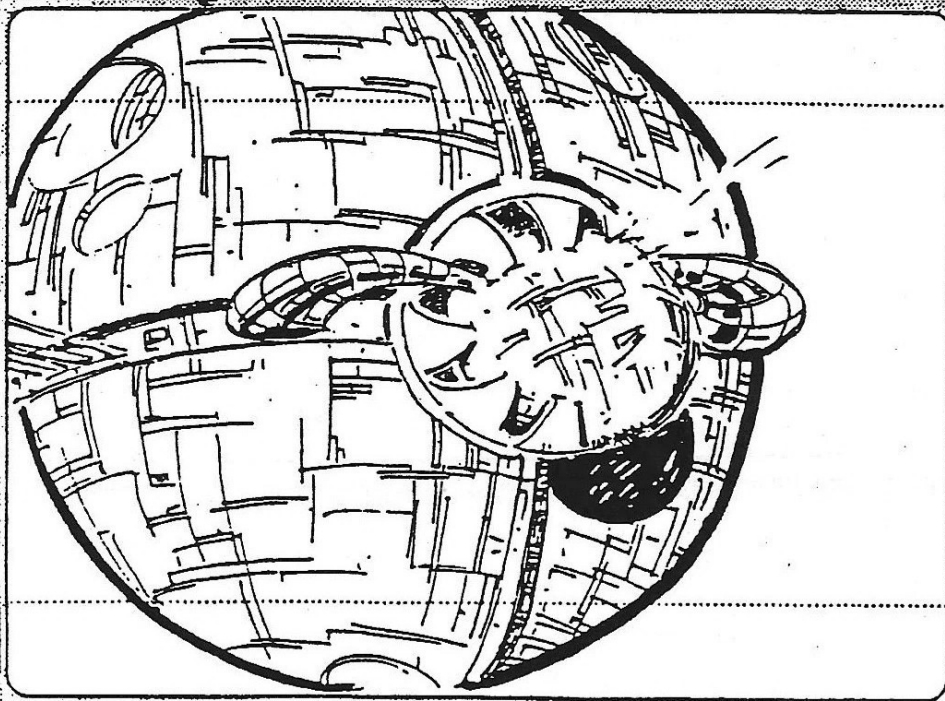
DIAL BUMBLEBEE (V.O.) (CONT)

Four...

MUSIC/SFX

CAMERA

SC. 22-18



ACTION ...ENGULFS IT WITH ITS BEAKS.

DIAL BUMBLEBEE (V.O.) Three...two...

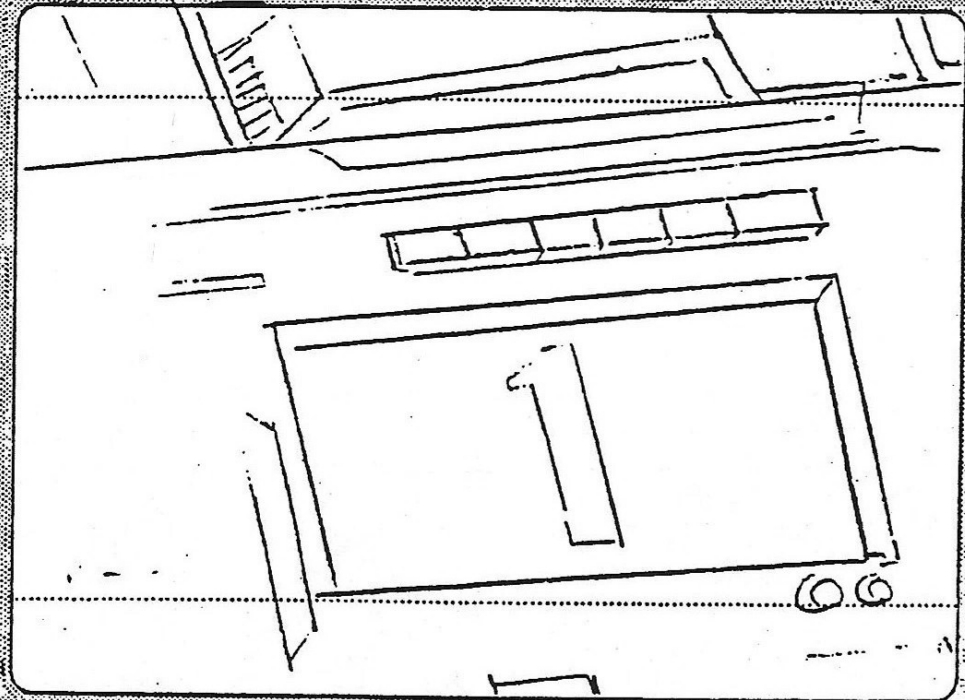
MUSIC/SFX

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 22-19

SEQ. 22

Page 15



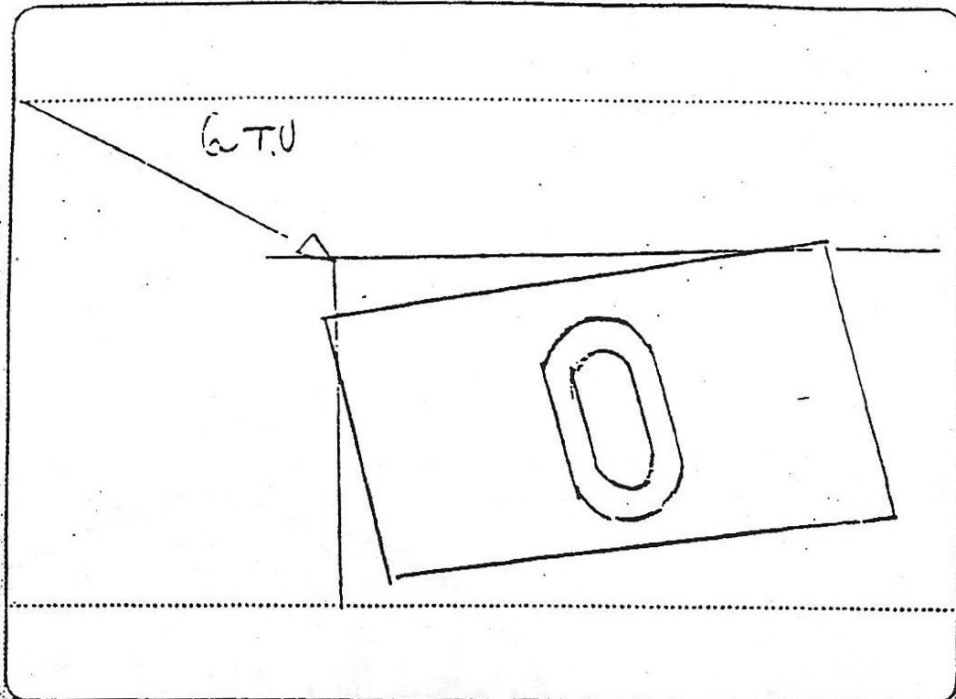
ACTION X.C.U. THE TIMER CHANGES FROM ONE TO...

DIAL BUMBLEBEE (V.O.) (CONT) ...one.

MUSIC/SFX

CAMERA

SC. 1-1-1



SC. 1-1-2

SEQ. 1-1-2



ACTION ...ZERO.

DIAL

MUSIC/SFX

ACTION L.S. UNICRON AS THE MOON EXPLODES IN HIS MOUTH!

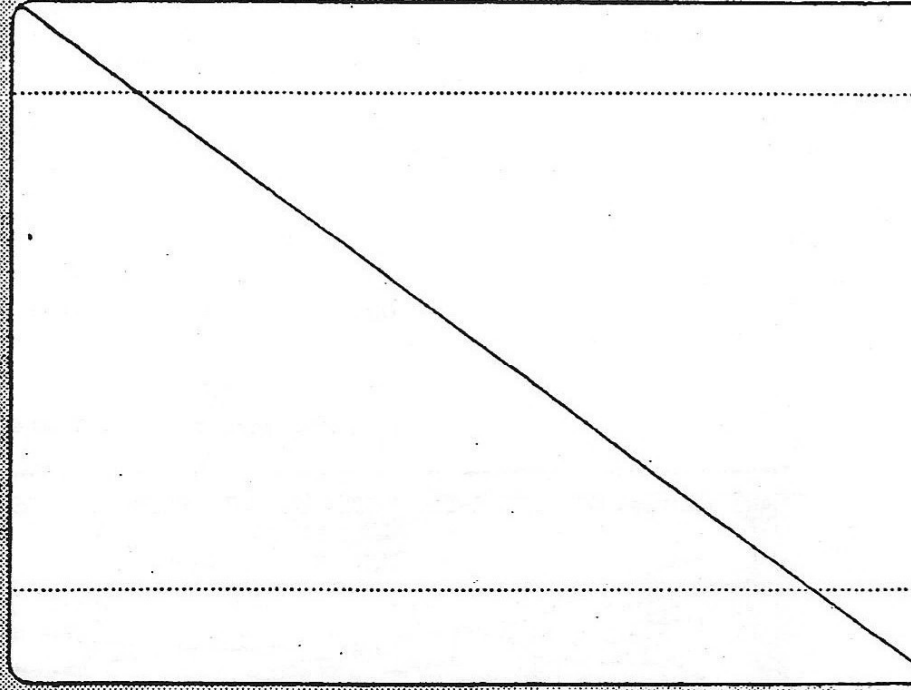
DIAL

MUSIC/SFX

SC. 22-20 CONT

SC.

SEQ. 22 Page 17



ACTION SENDS OUT DEBRIS AND SHOCKWAVES THAT FILL THE SCENE.

DIAL

MUSIC/SFX

CAMERA

ACTION

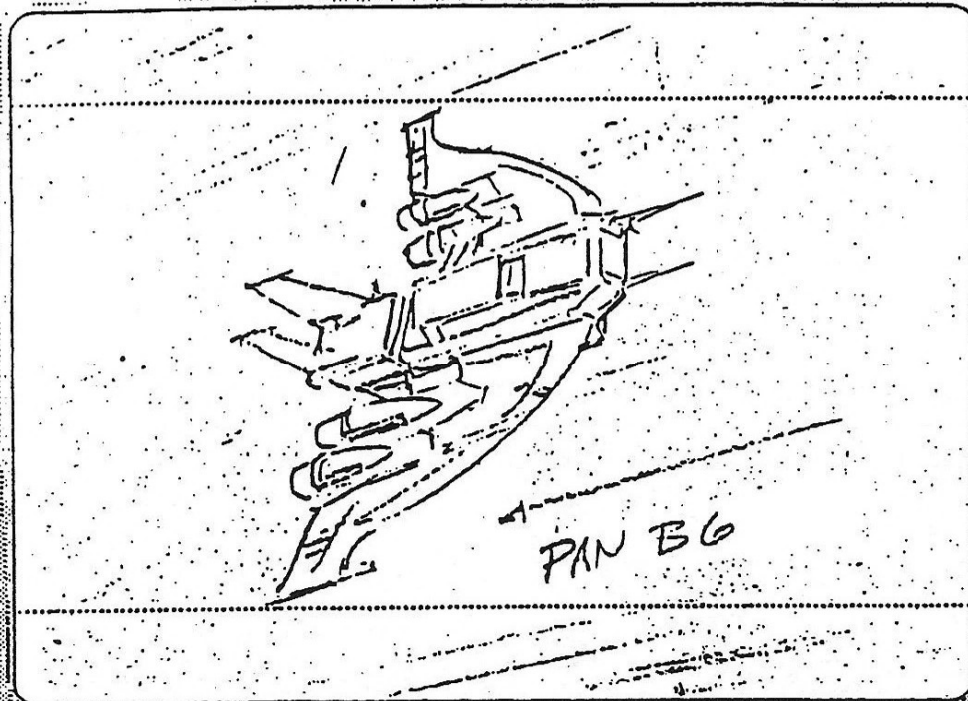
DIAL

MUSIC/SFX

CAMERA



SC. 22-21



ACTION L.S. SPIKE'S SPACE SHIP. WE FOLLOW IT ALONG AS THE BLAST FROM UNICRON HITS IT...

DIAL

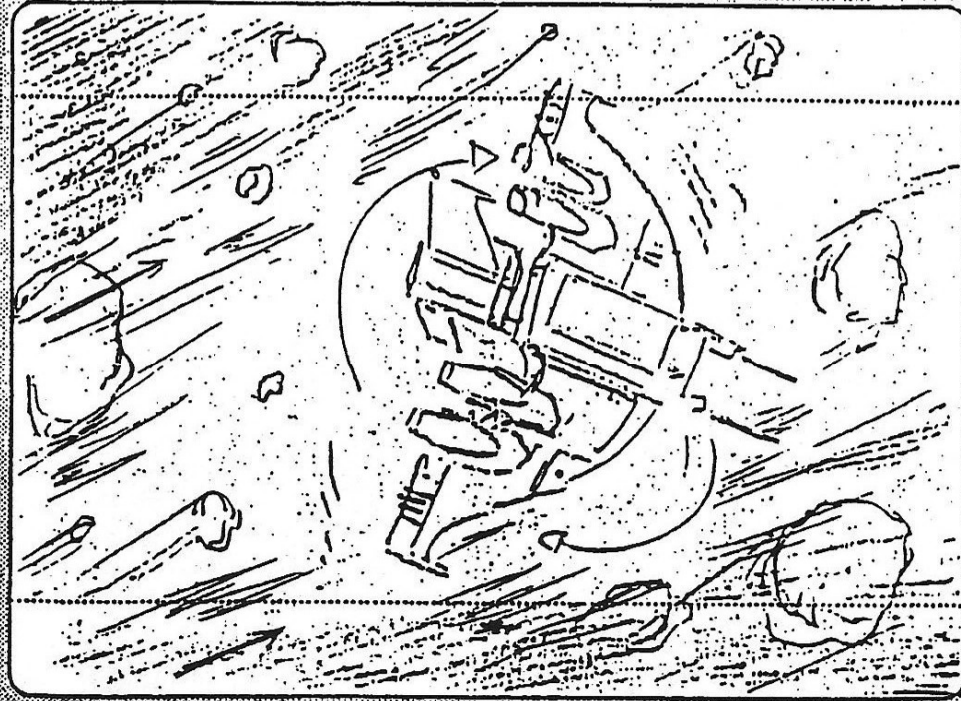
MUSIC/SFX

CAMERA

TFRAW  
From Generation 1 to Beast Wars and beyond!!!

SC. CONT

SEQ. 22 Page 18



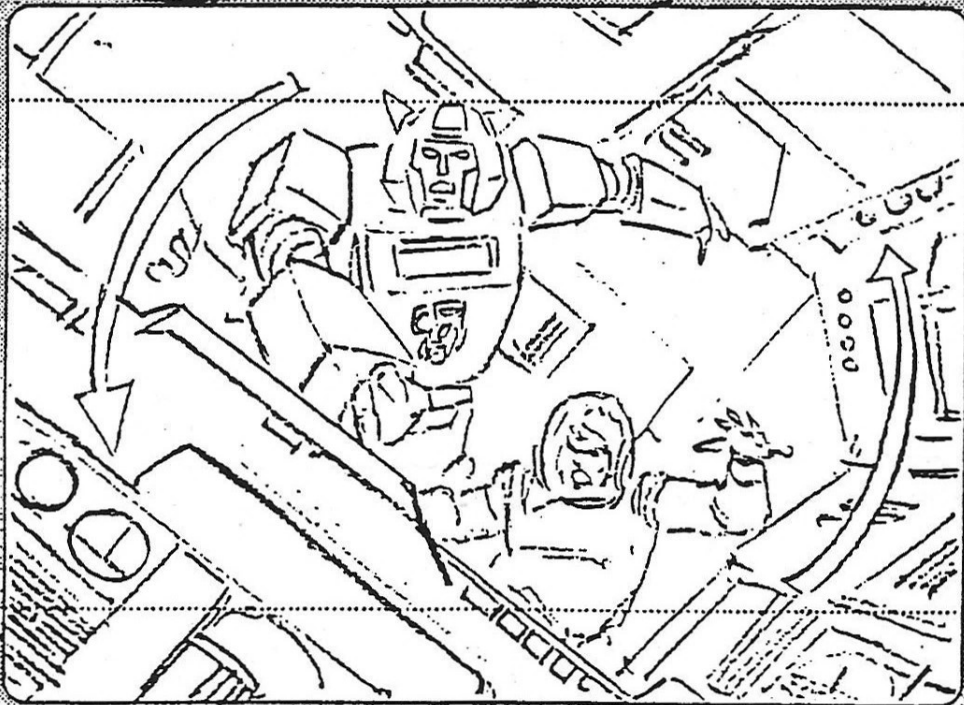
ACTION ...SENDING IT TUMBLING OUT OF CONTROL.

DIAL

MUSIC/SFX

CAMERA

SC. 22-22



ACTION M.L.S. BUMBLEBEE AND SPIKE TUMBLING INSIDE THE SPACE SHIP. SPIKE WORKS THE CONTROLS TO STABILIZE THE SHIP.

DIAL

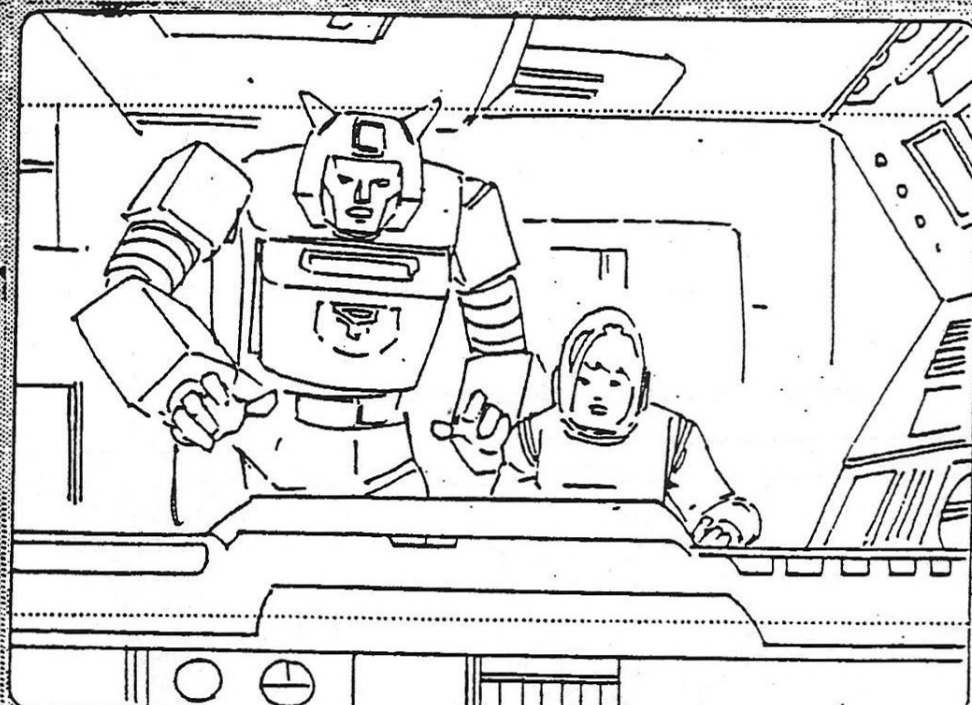
MUSIC/SFX



SC. CONT

SEQ. 22

Page 19

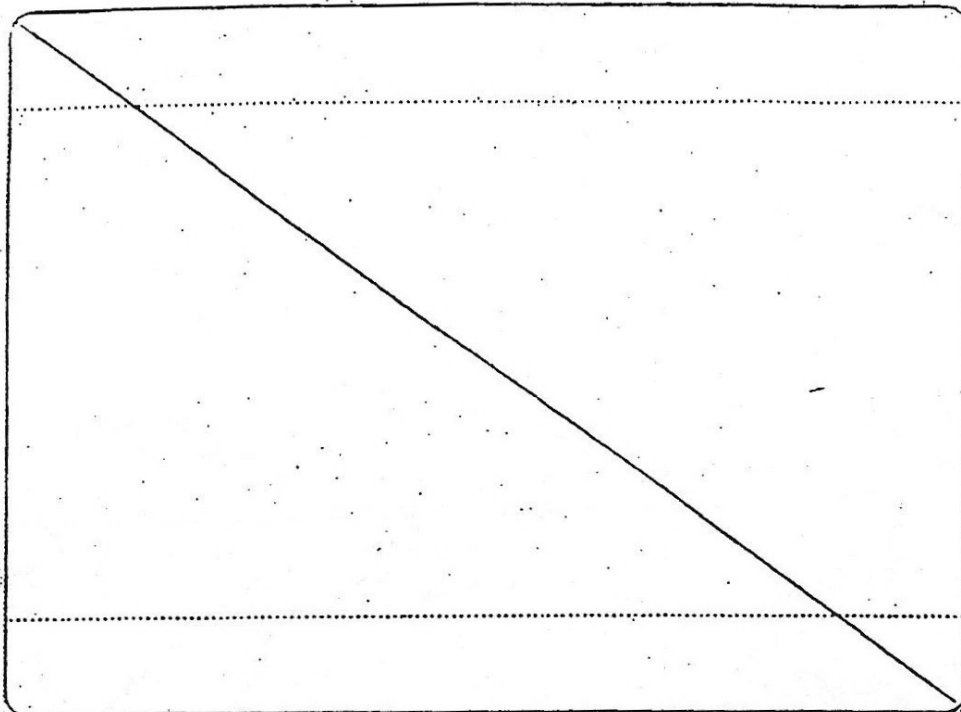


ACTION SPIKE'S SPACE SHIP STOPS SPINNING AND STABILIZES ITS COURSE.

DIAL

MUSIC/SFX

CAMERA



ACTION

DIAL

MUSIC/SFX

**TFRAW**

For CAMERA 1 to Beast Hunters and Beyond!!!!

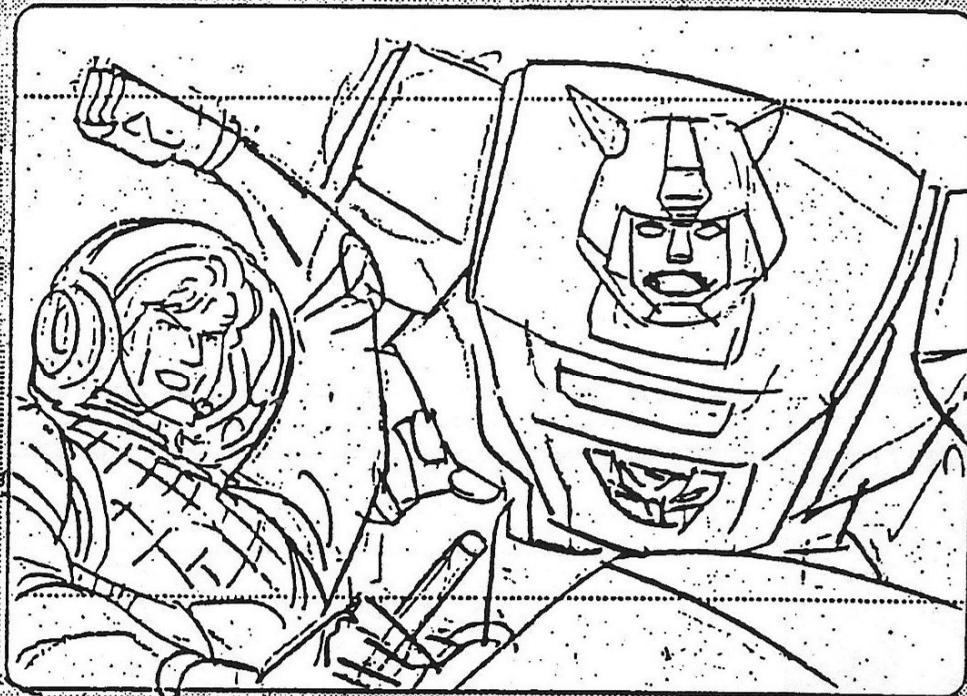
ACTION M.S. SPIKE AND BUMBLEBEE SLAP HANDS IN JOY.

DIAL SPIKE/BUMBLEBEE (CHEER)

MUSIC/SFX

CAMERA

SC. 22-25



SC. 22-26

SEQ. 22 Page 21



ACTION ...AND SPIKE CALLS OUT A CHEER...BUT THEN...

DIAL BUMBLEBEE Spike!

MUSIC/SFX

CAMERA

ACTION ...THEY NOTICE SOMETHING ON THE MONITOR SCREEN THAT SHOCKS THEM.

DIAL SPIKE It isn't even dented.

MUSIC/SFX

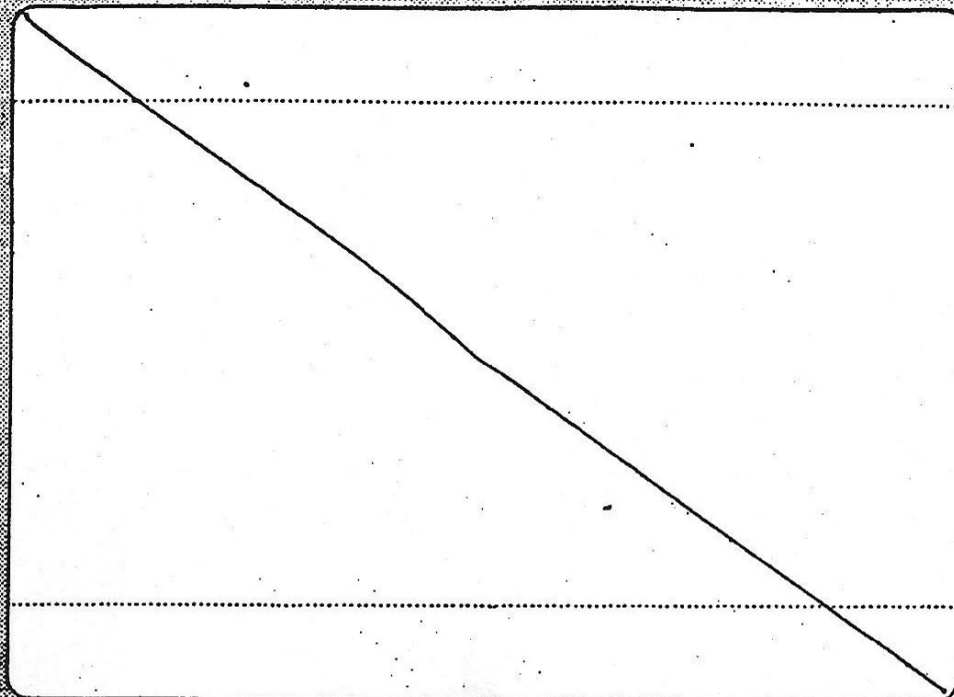
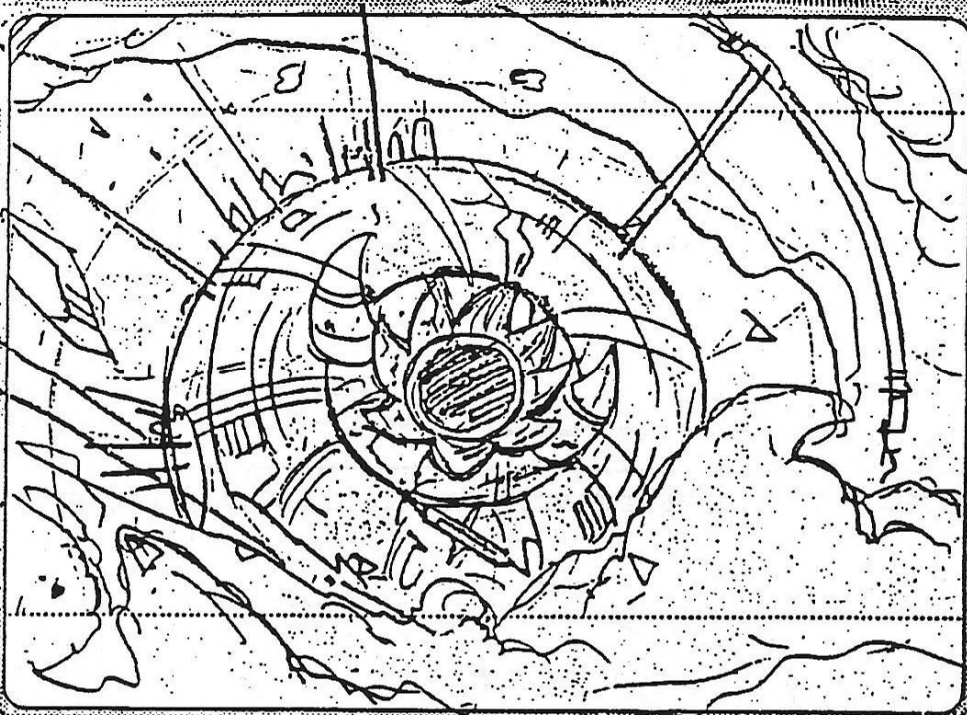
CAMERA



SC. 22-27

SC.

SEQ. 22 Page 22



ACTION L.S. UNICRON AS THE CLOUDS OF SMOKE AND DEBRIS CLEARS.  
WE SEE IT CLEARING. UNDAMAGED IT MOVES FORWARD.

DIAL

MUSIC/SFX

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!  
CAMERA

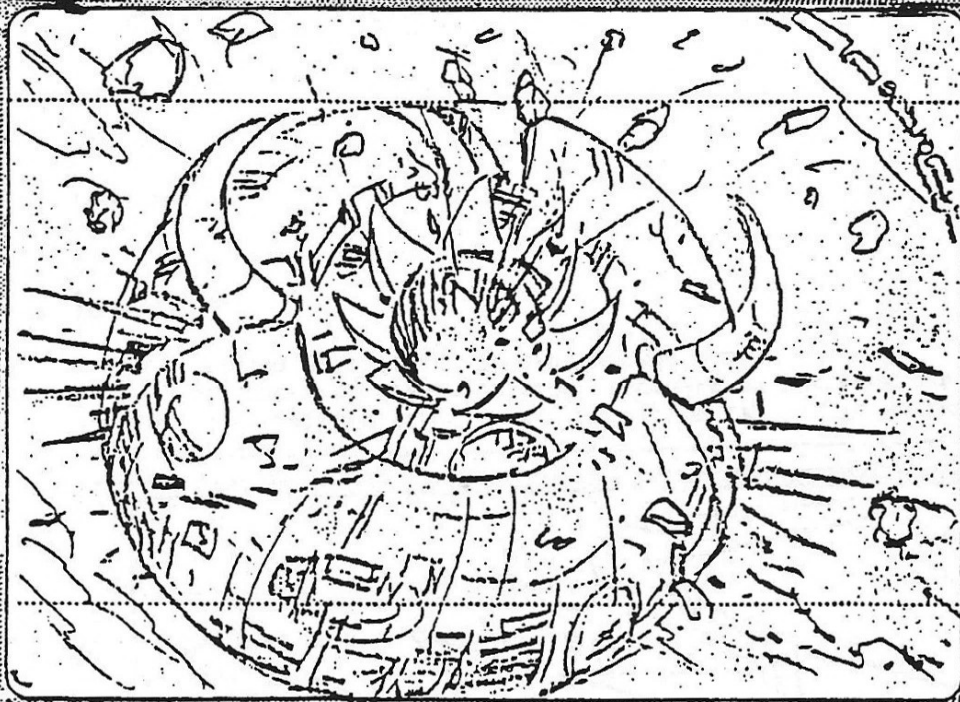
ACTION

DIAL

MUSIC/SFX

CAMERA

SC. 22-28



SC. 22-29

SEQ. 22 Page. 23



ACTION ...AND STARTS TO DRAW INTO ITSELF ALL THE DEBRIS LEFT  
FROM THE EXPLOSION.

AL

MUSIC/SFX

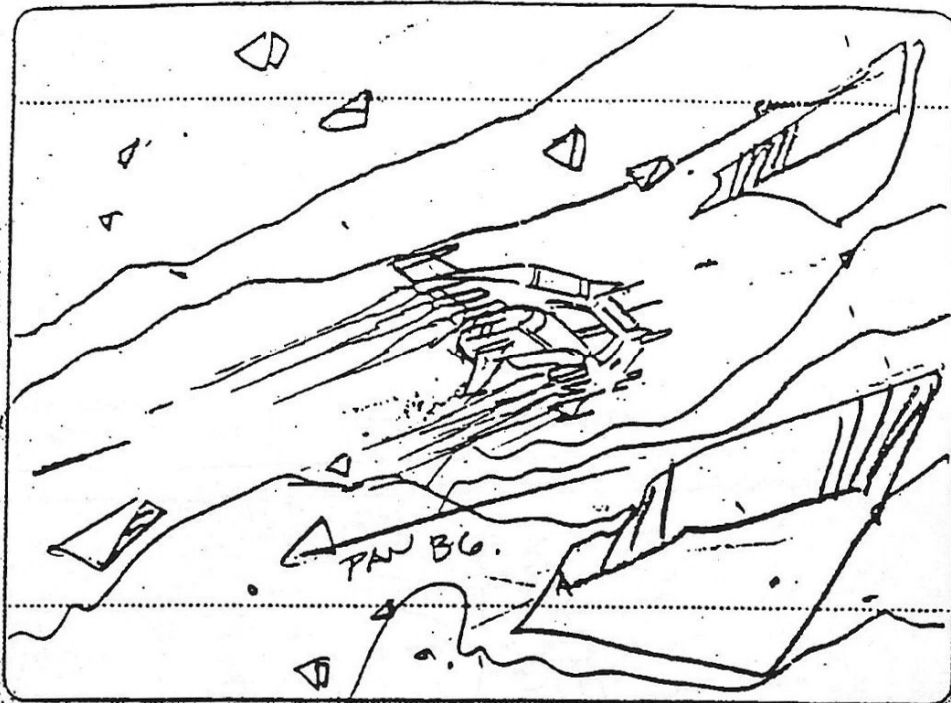
ACTION C.U. UNICRON'S "MOUTH" AS IT PULLS IN ROCKS AND PIECES  
OF THE EXPLODED MOON.

DIAL

MUSIC/SFX

CAMERA

SC. ---



ACTION L.S. SPIKE'S SPACE SHIP. WE FOLLOW IT. IT IS MOVING ON BUT THEN STARTS TO SLOW AS CHUNKS OF THE MOON ARE PULLED PAST IT AND TOWARD UNICRON O.S.

DIAL



SC. ---

SEQ. ---

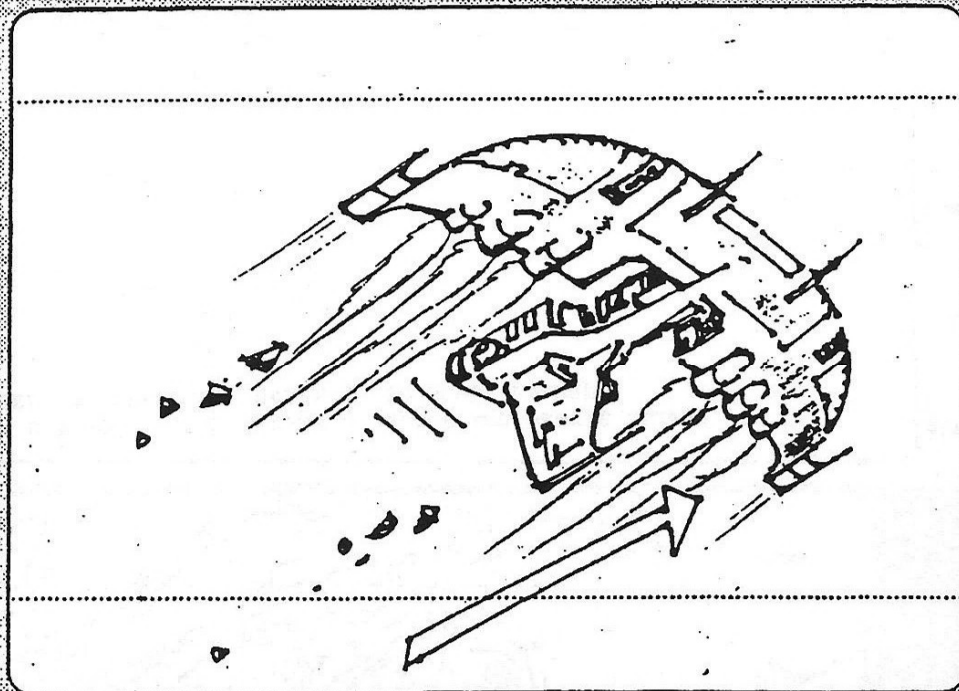


ACTION M.C.U. BUMBLEBEE AND SPIKE. THEY LOOK WORRIED. OUT OF THE WINDOW, BEHIND THEM WE CAN SEE THAT THEIR SHIP IS SLOWING.

DIAL

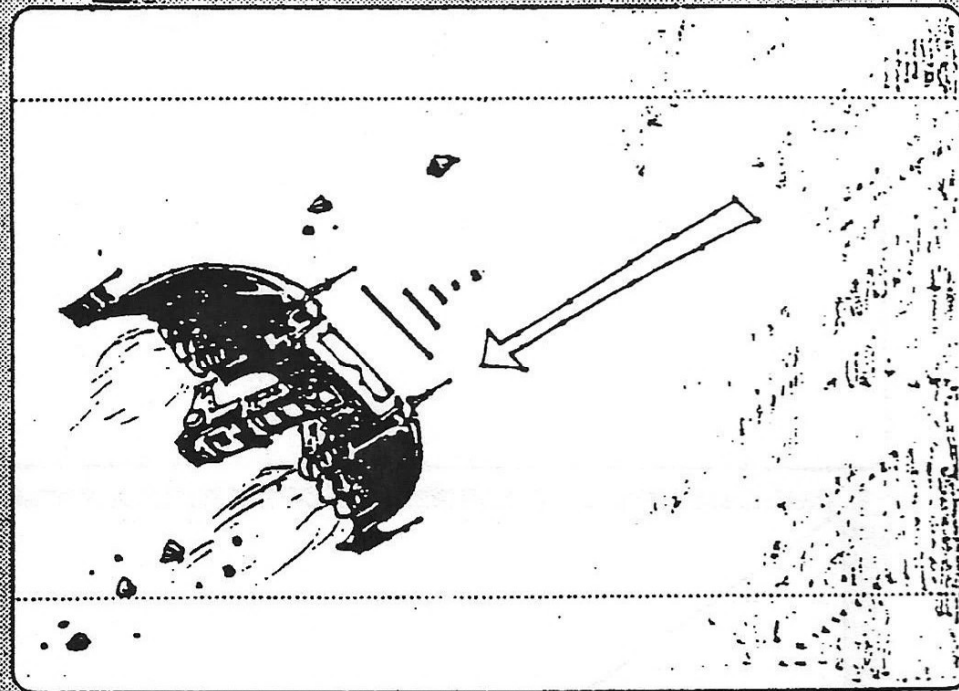
MUSIC/SFX

SC. 22-32



SC. CONT

SEQ. 22 Page 25



ACTION L.S. THE SPACE SHIP. IT VIBRATES TO A STOP THEN AFTER A MOMENT'S PAUSE...

DIAL

MUSIC/SFX

CAMERA

ACTION ...SLOWLY STARTS TO BE PULLED BACK.

THE ROCKETS STRAIN, BUT CAN'T KEEP THE SHIP MOVING FORWARD.

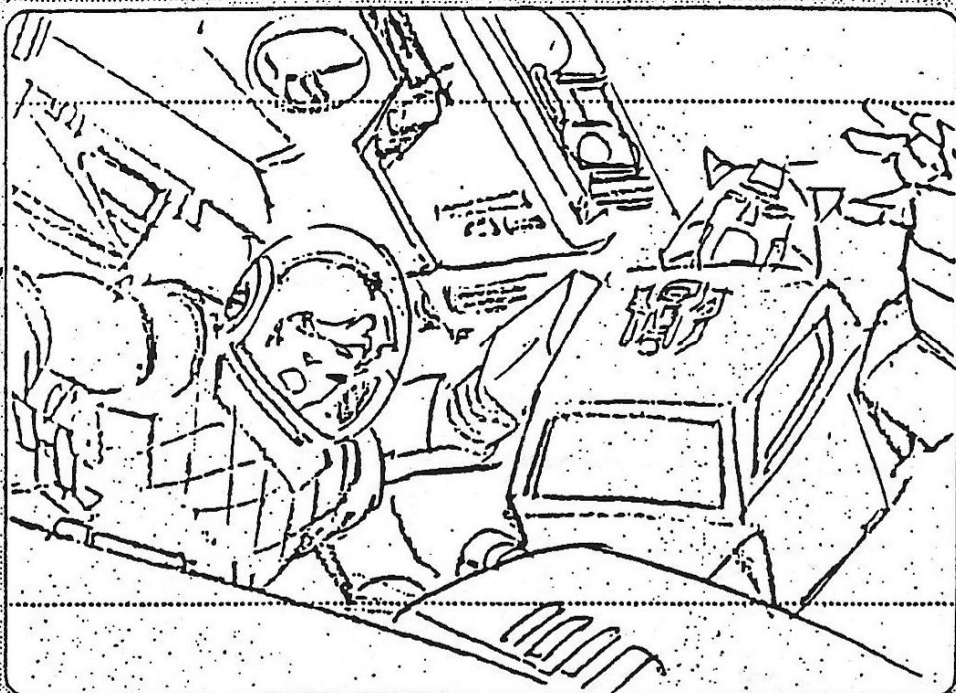
DIAL

MUSIC/SFX

CAMERA



SC. 22-33



ACTION M.S. SPIKE AND BUMBLEBEE. THEY REACT WITH HORROR!

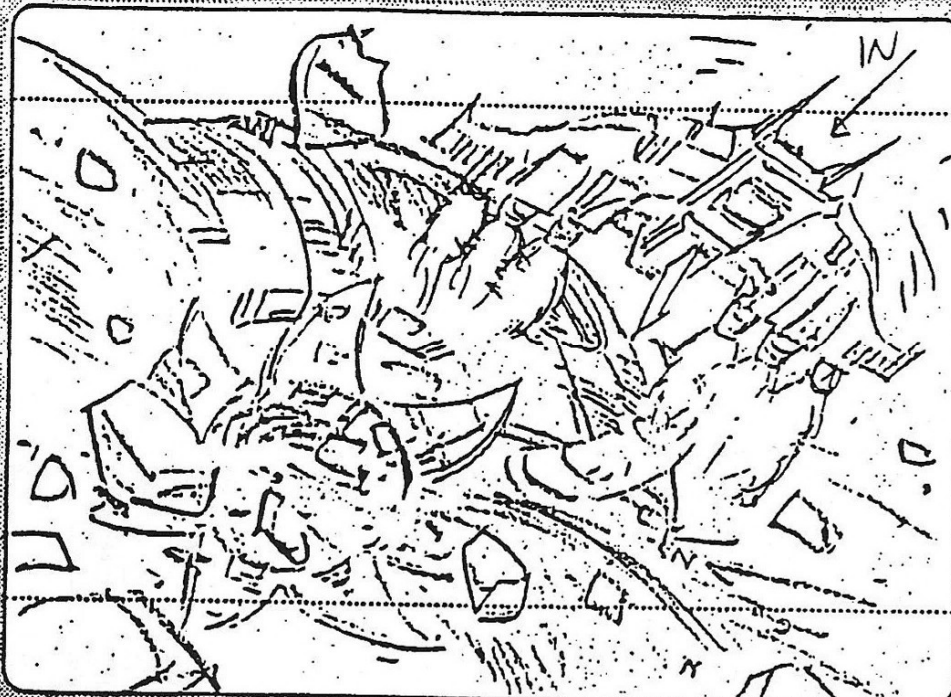
DIAL

MUSIC/SFX

CAMERA *from 1 to Beast Hunters and Beyond!!!!*

SC. 22-34

SEQ. 22 Page 26



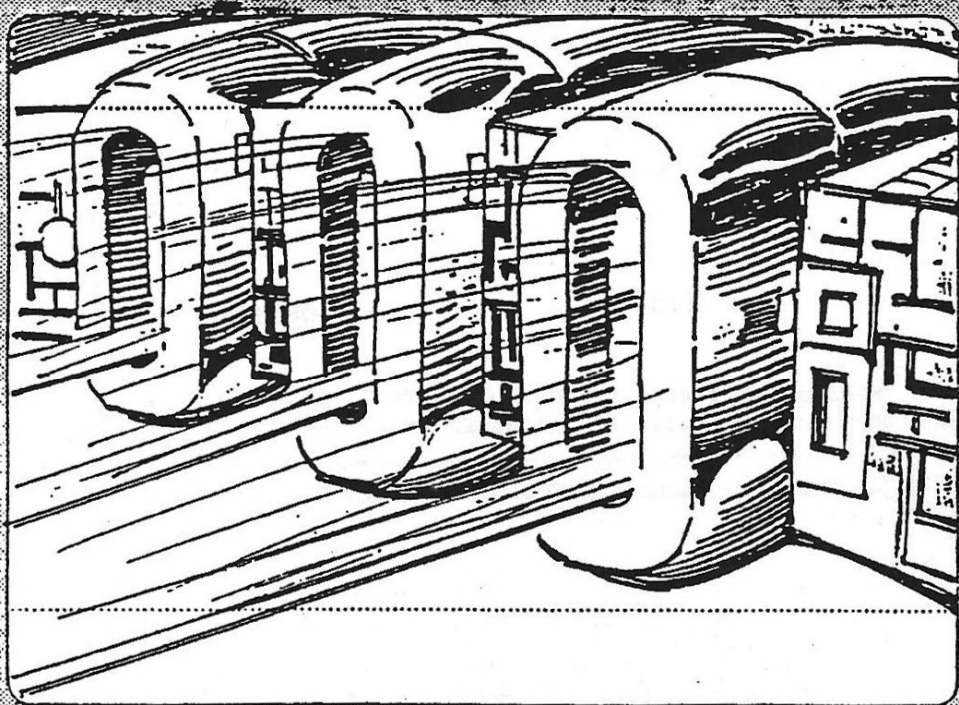
ACTION L.S. SPIKE'S SHIP AS IT IS DRAWN BACK, BACK TOWARD THE MOUTH OF UNICRON.

DIAL

MUSIC/SFX

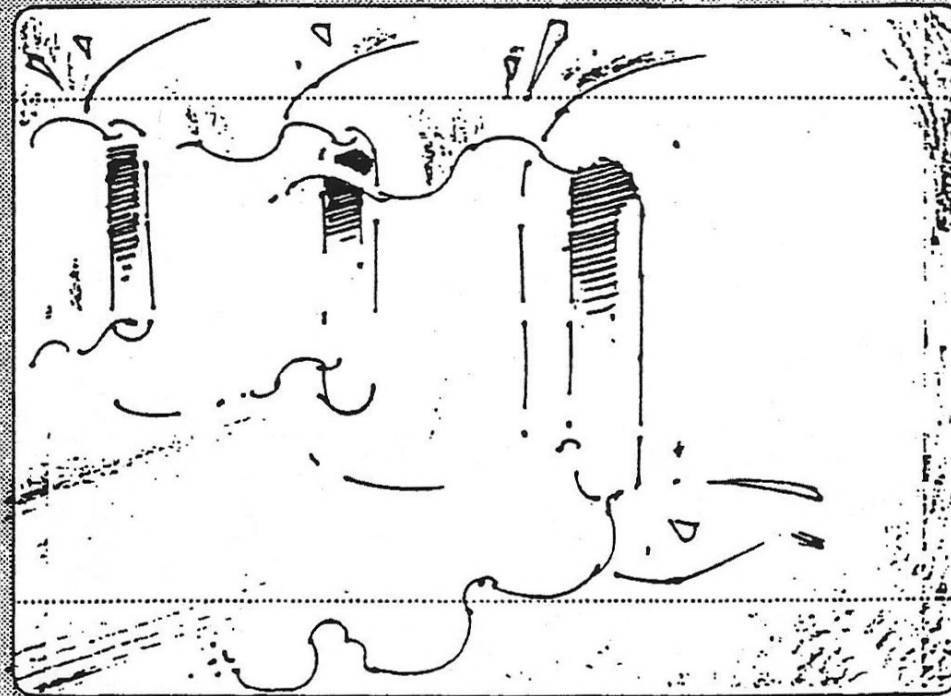
CAMERA

SC. 22-35



SC. CONT

SEQ. 22 Page 27



ACTION C.U. THE ROCKET ENGINES. THE ENGINES FIRE WITH ALL THEIR FORCE, STRAINING AGAINST THE PULL OF UNICRON. THEY SEND OUT A LAST BLAST OF ENERGY...

DIAL

MUSIC/SFX

CAMERA

ACTION ...THEN SPUTTER TO A STOP.

DIAL

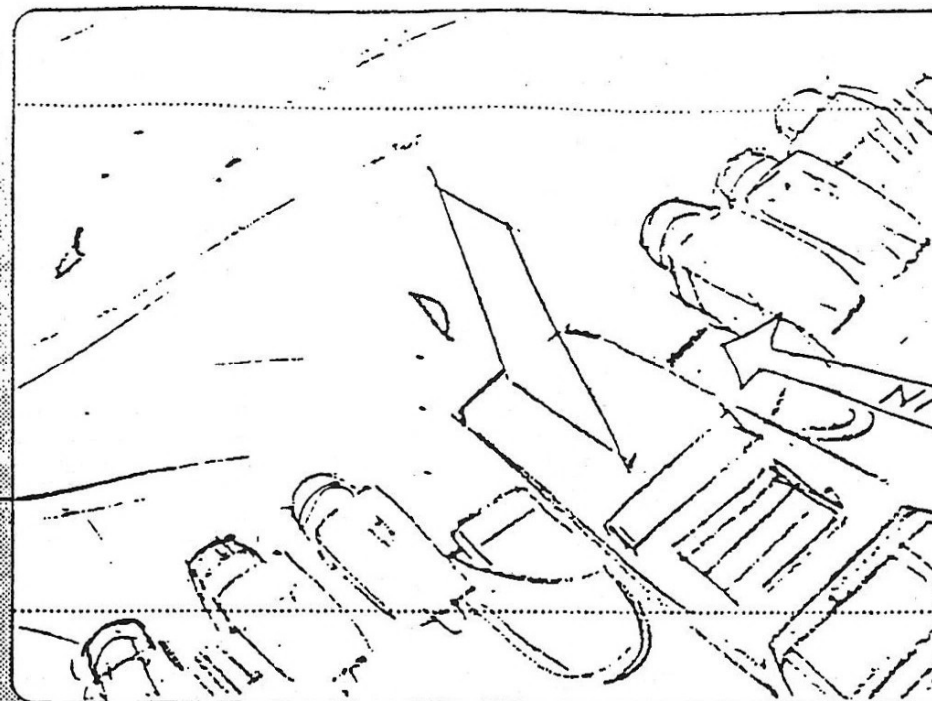
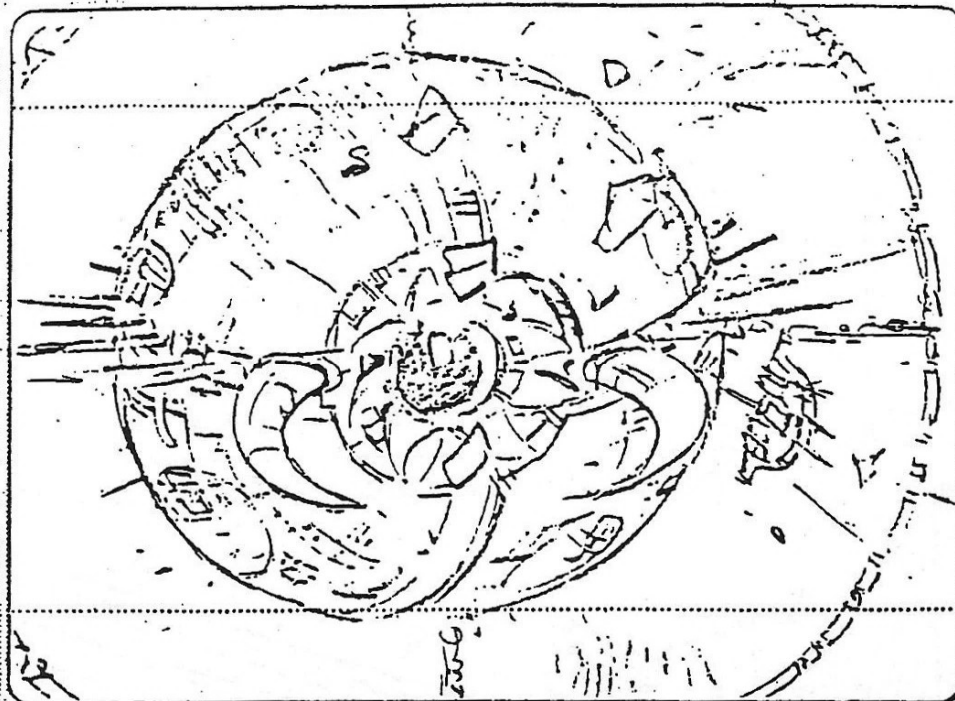
MUSIC/SFX

CAMERA

SC. 2-2-2

STOP

SEQ. 22



ACTION C.U. SPIKE'S SPACE SHIP. IT FALLS AWAY FROM US. WE PAN WITH IT AS IT IS DRAWN TOWARD THE UNDAMAGED UNICRON.

DIAL UNICRON (ROARS!)

MUSIC/SFX

CAMERA

ACTION

DIAL

MUSIC/SFX

CAMERA

SC. 22-37

SC.

SEQ. 22 Page 29



ACTION C.U. SPIKE. HE LOOKS BACK IN FEAR.

DIAL BUMBLEBEE We're being sucked into it!

MUSIC/SFX

CAMERA

ACTION

DIAL

MUSIC/SFX

CAMERA



SC. 22-39

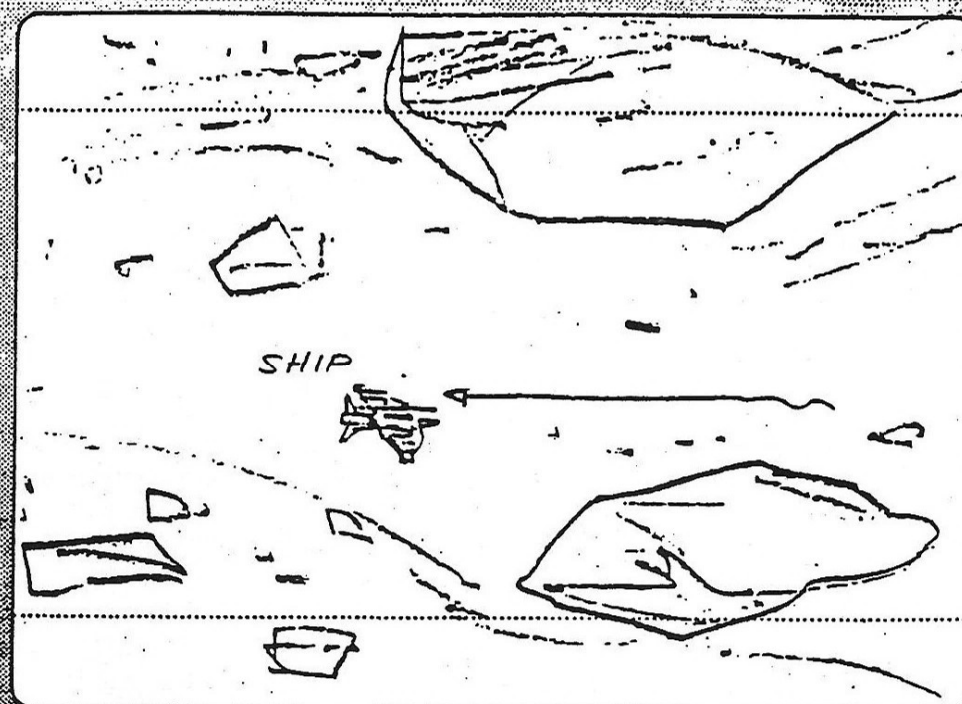
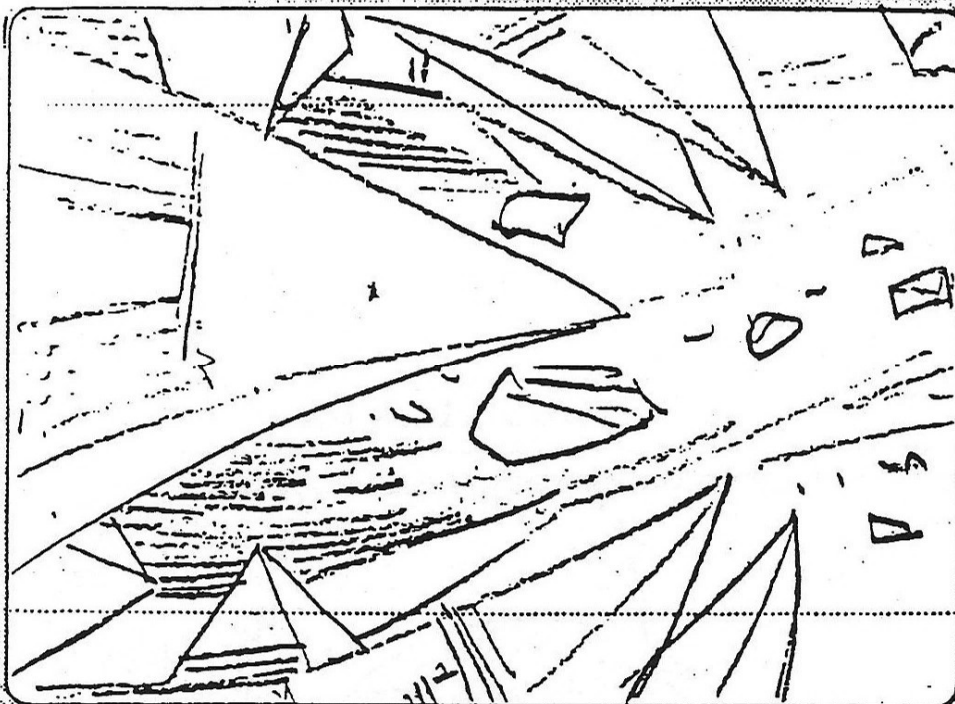
STOP

← PAN

START

SEQ. 22 Page

30



ACTION X.L.S. SPIKE'S SPACE SHIP AS IT IS CARRIED THE FINAL DISTANCE TOWARD UNICRON'S WAITING MOUTH. PAN FORWARD TO SEE PIECES OF THE MOON ARE PULLED INTO UNICRON'S MOUTH.

DIAL

MUSIC/SFX

CAMERA *ation 1 to Beast Hunters and Beyond!!!!*

ACTION

DIAL

MUSIC/SFX

CAMERA

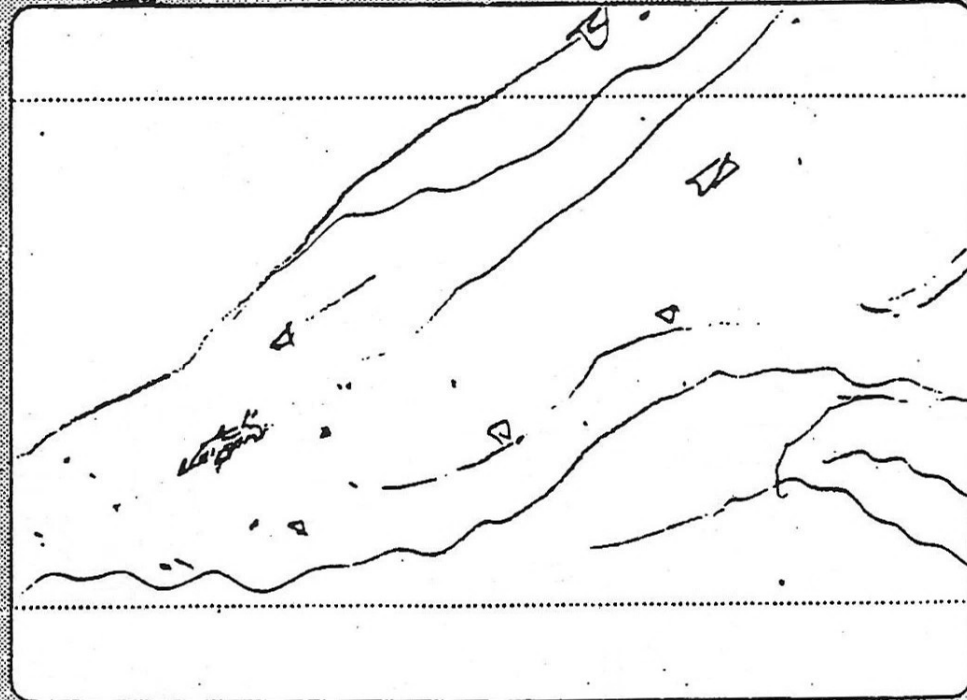
SC. 22-40



SC. CONT

SEQ. 22 Page

31



ACTION X.C.U. UNICRON'S MOUTH AS SPIKE'S SHIP ENTERS THE SCENE.

DIAL

MUSIC/SFX

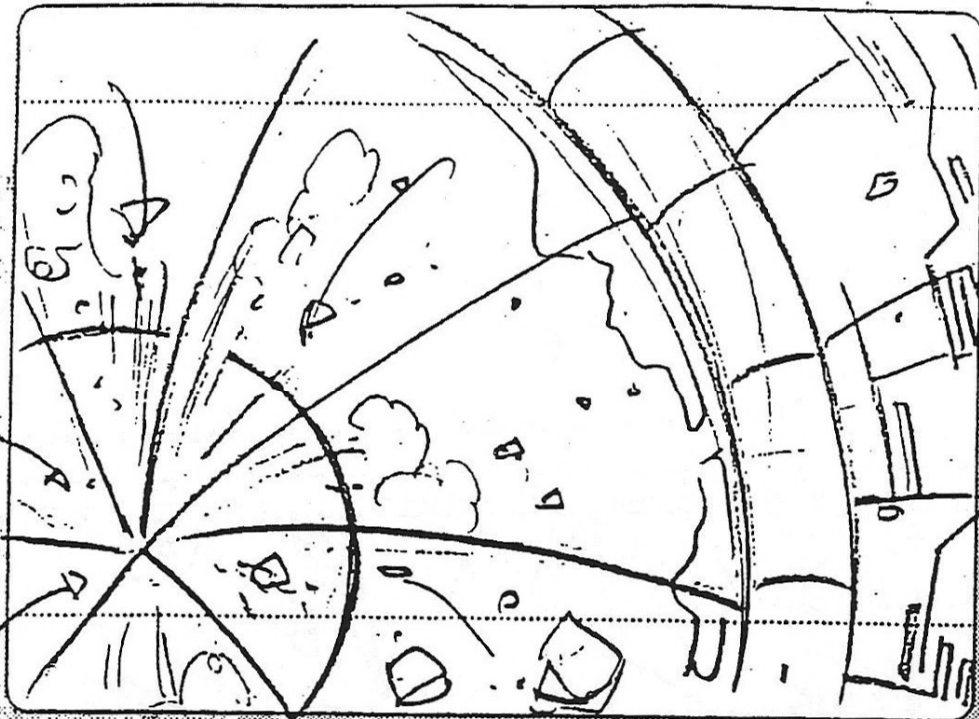
ACTION ...AND IS PULLED INSIDE.

DIAL

MUSIC/SFX

CAMERA

SC. 1111 11111



ACTION THE BEAKS OF THE MOUTH CLOSE...

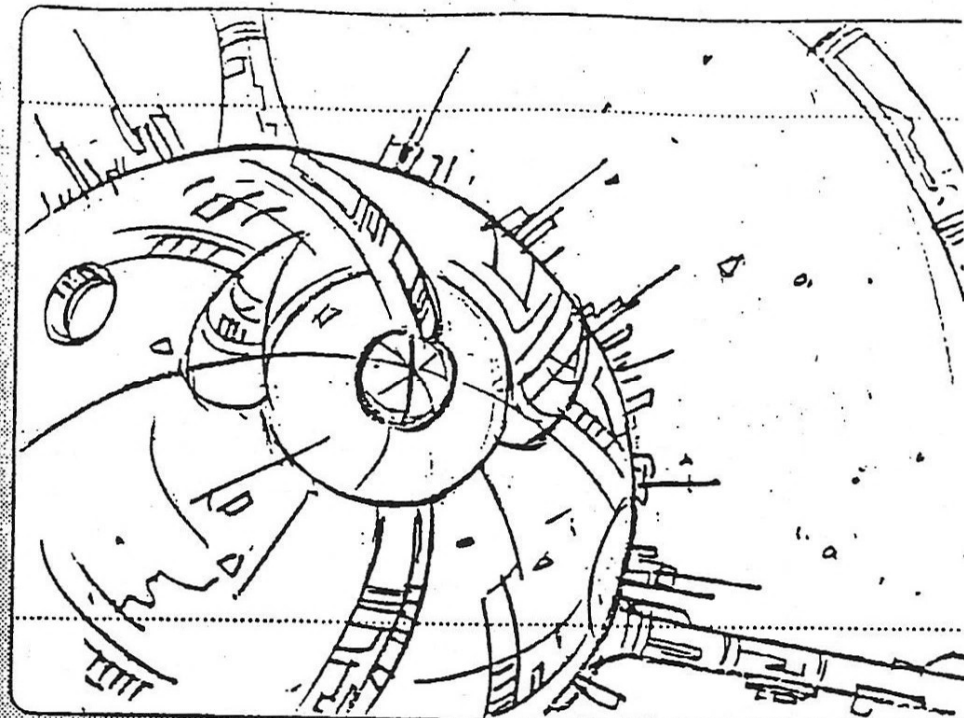
DIAL

MUSIC/SFX

**TIFRAW**  
CAMERA ration 1 to Beast Hunters and Beyond!!!!

SC. 1111 11111

SEQ. 22



ACTION ...UNICRON THEN PULLS BACK...

DIAL

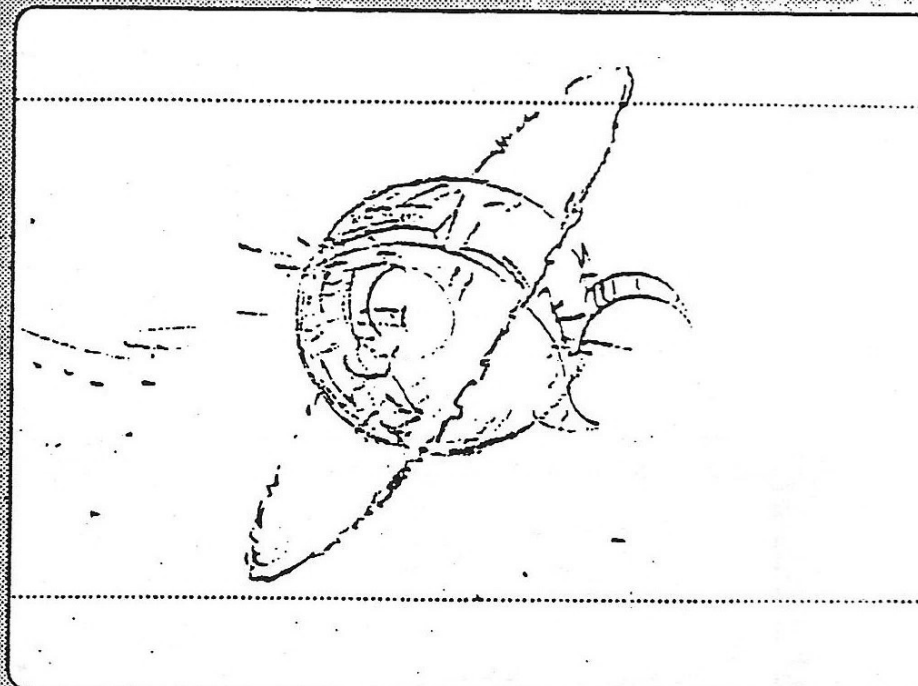
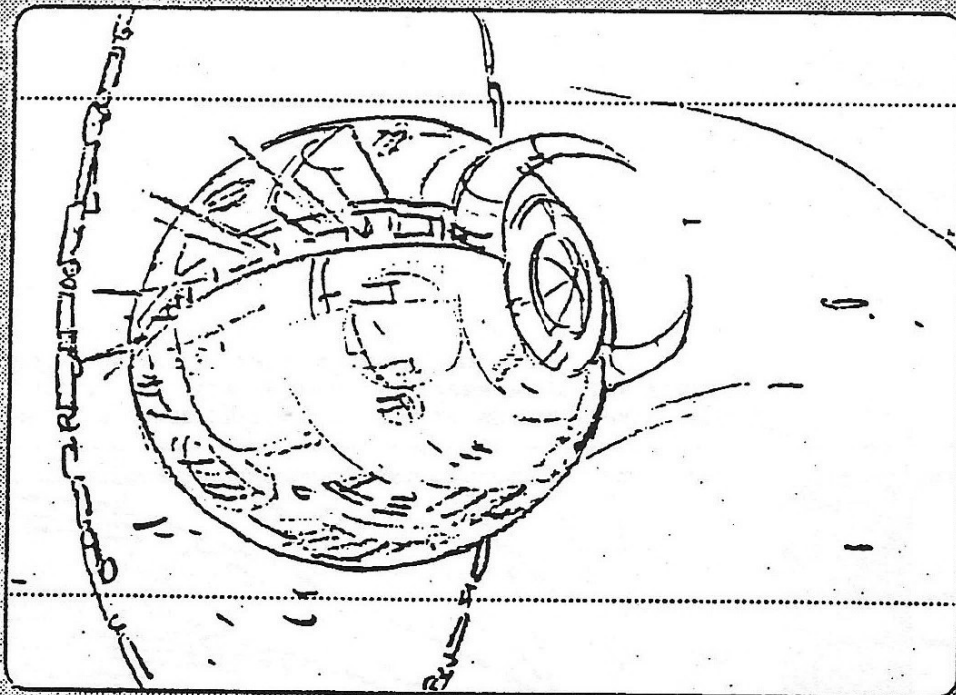
MUSIC/SFX

CAMERA

SC. CONT 22-40 :START

FOLLOW PAN LEFT →

SEQ. 22  
STOP PAN . Page 33



ACTION ...TURNS AND WE PAN WITH IT AS IT...

DIAL

MUSIC/SFX

CAMERA

ACTION ...MOVES THROUGH SPACE.

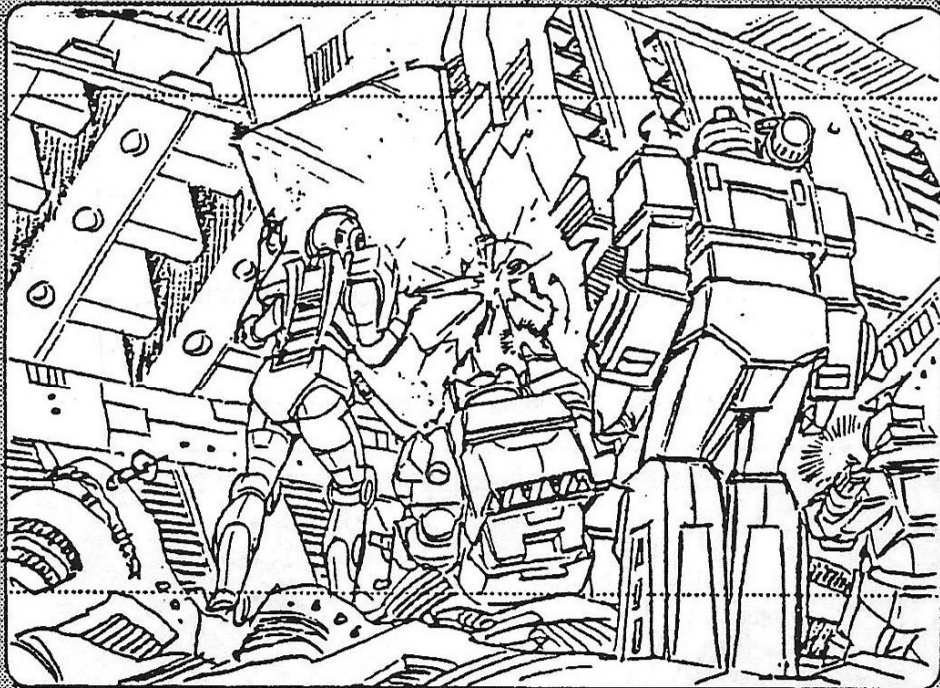
DIAL

MUSIC/SFX

CAMERA

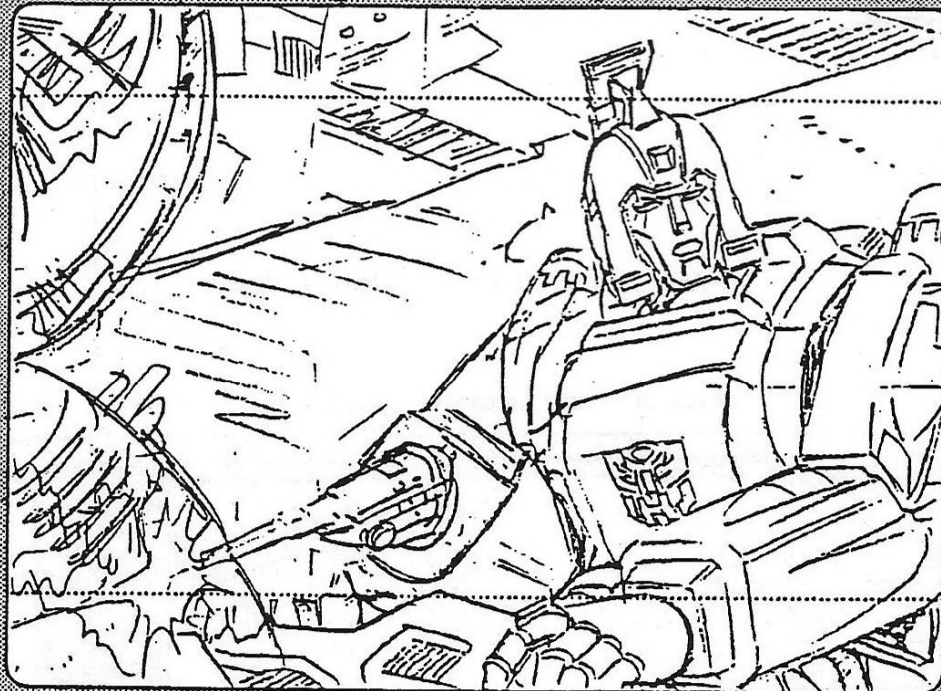


SC. 23-1



SC. 23-2

SEQ. 23 Page 1



ACTION M.L.S. ULTRA MAGNUS, ARCEE AND SPRINGER WORK ON REPAIRING THE SHUTTLE WHILE PERCEPTOR WATCHES.

DIAL PERCEPTOR Be sure the fittings are securely welded!

MUSIC/SFX

CAMERA

IFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

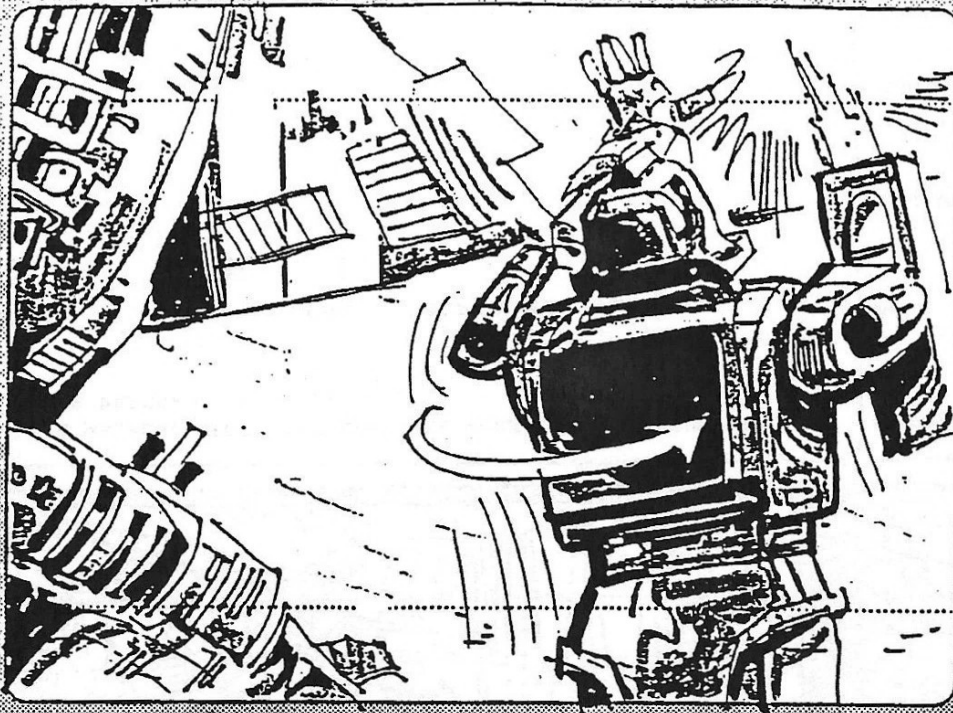
ACTION M.S. BLURR WITH DANIEL IN B.G. BLURR USES HIS FINGERTIP TORCH TO WELD JOINTS WHERE NEW CANOPY IS FITTED. BLURR LOOKS UP AT O.S. PERCEPTOR.

DIAL BLURR (VERY FAST, AS USUAL) Absolutely, positively, definitely...

MUSIC/SFX

CAMERA

SC. 15-1 CONT



ACTION BLURR ZOOMS AROUND FROM ONE PLACE...

DIAL BLURR (CONT) I wouldn't do it...

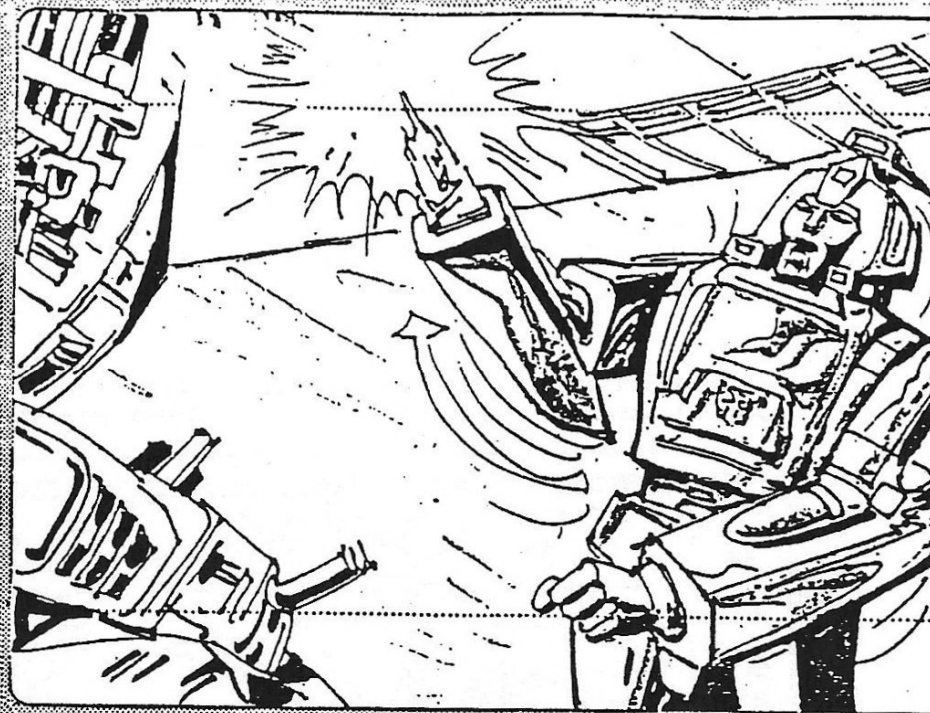
MUSIC/SFX

TRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

SEQ. 23

Page 17

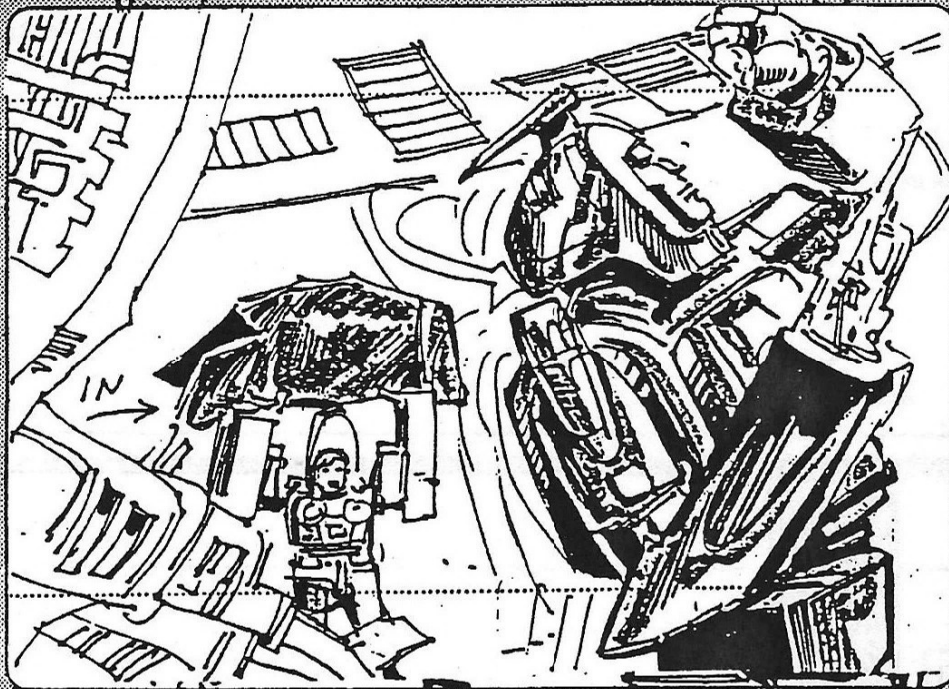


ACTION ...TO ANOTHER, WELDING HERE AND THERE...

DIAL BLURR (CONT) ...any other way...

MUSIC/SFX

SC. CONT 23-2



ACTION ...FIXING AND PATCHING THE SHUTTLE. DANIEL ENTERS THE SCENE, CARRYING A HUGE SHEET OF METAL HIGH OVER HIS HEAD.

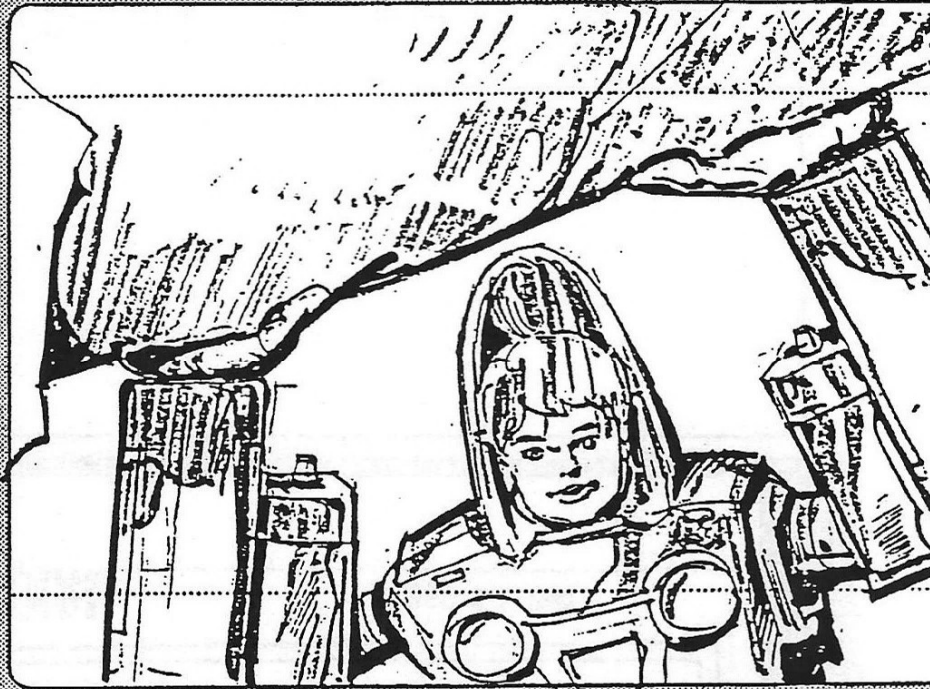
DIAL BLURR (CONT) ...any other way at at all.

MUSIC/SFX

CAMERA

SC. 23-2A

Page 1B



ACTION M.S. DANIEL. HE HOLDS UP THE METAL, ENJOYING THE STRENGTH HE HAS USING THE EXO SUIT.

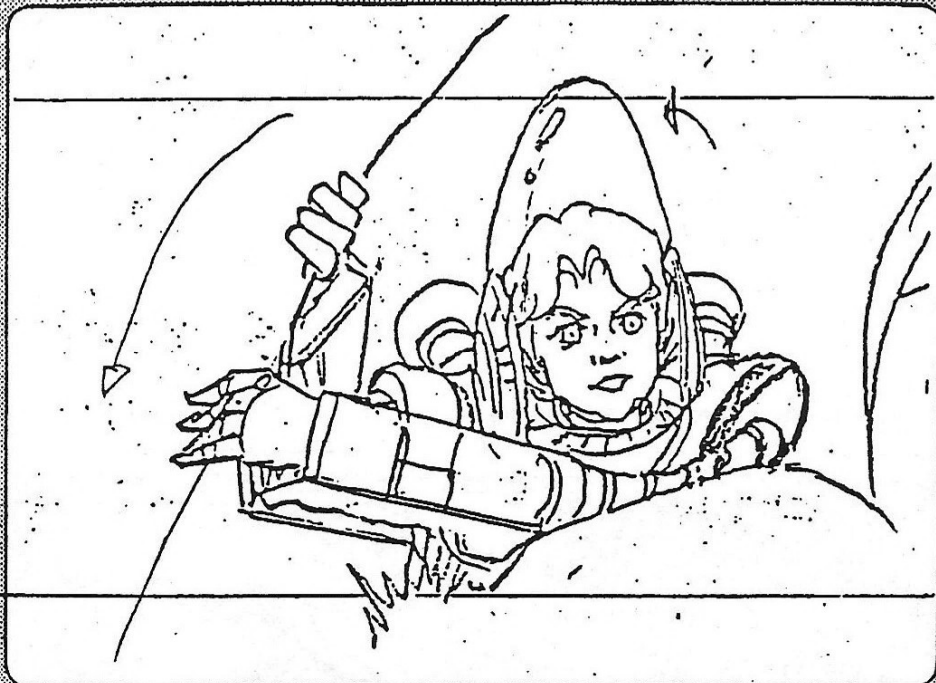
DIAL DANIEL This exo suit is fantastic!

MUSIC/SFX

CAMERA

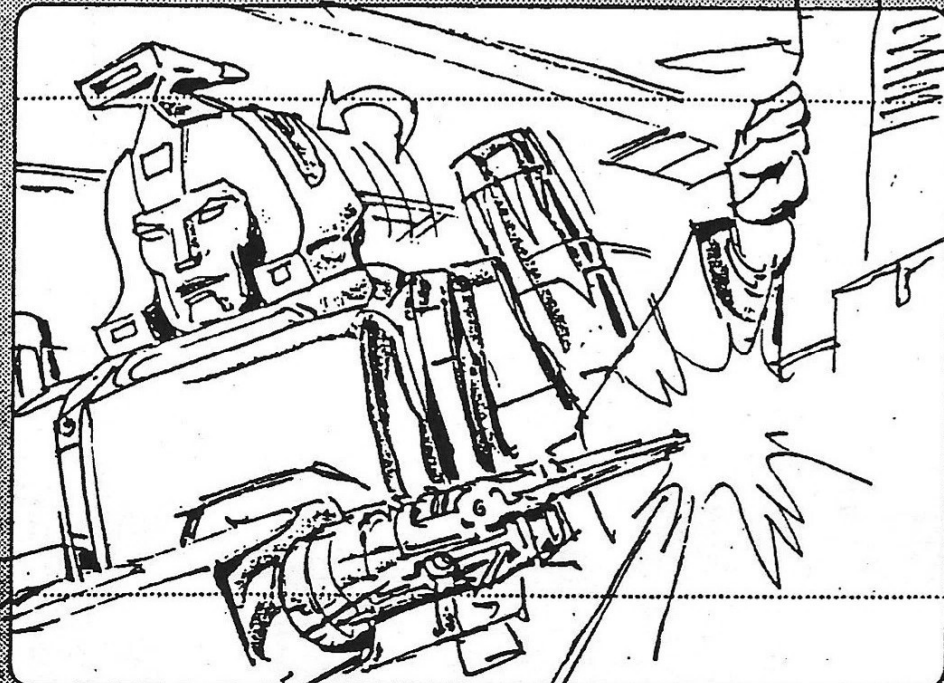


SC. 23-2A. CONT



SC. 23-2B

SEQ. 23 Page 2



ACTION DANIEL PUTS DOWN THE HEAVY SHEET OF METAL.

DIAL DANIEL  
Want me to help?

MUSIC/SFX

**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION BLURR LOOKS AT DANIEL, THEN AT THE JOB, THEN BACK TO DANIEL.

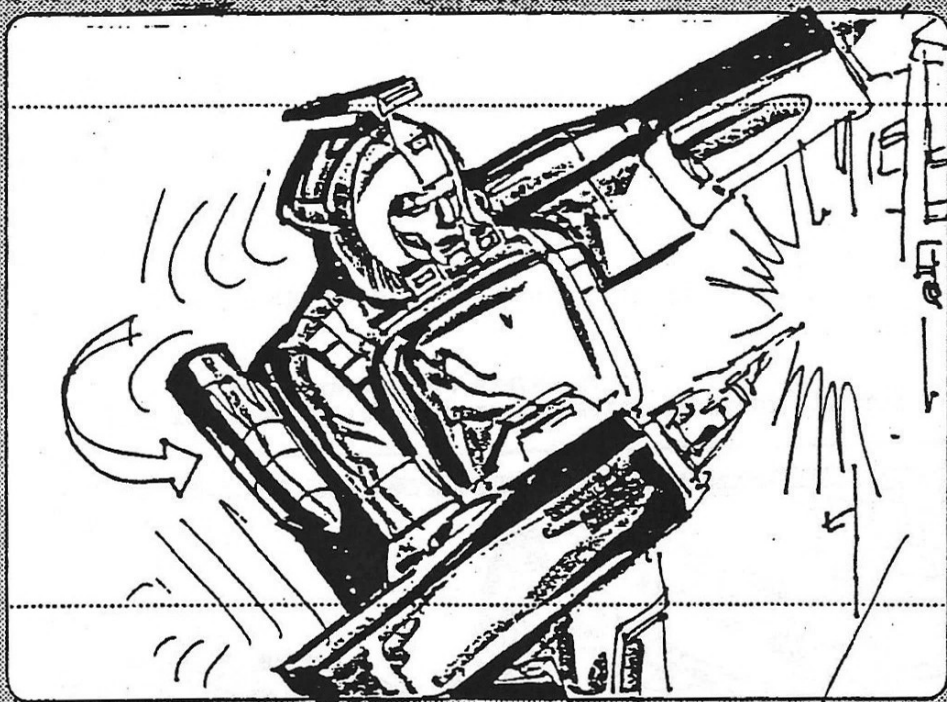
DIAL BLURR  
Weld? You? Really?

MUSIC/SFX

CAMERA



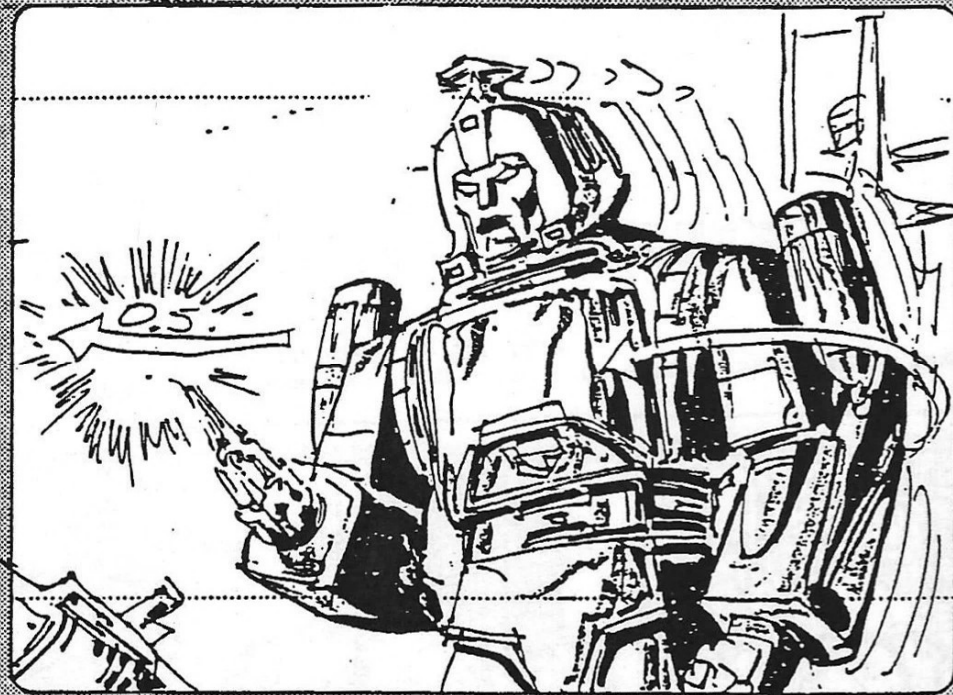
SC. 23-2B CONT



SC. CONT

SEQ. 23

Page 2A



ACTION THEN HE ZOOMS OVER AND WORKS IN ANOTHER AREA.

DIAL BLURR (CONT) Why not give it a try.

MUSIC/SFX

CAMERA

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

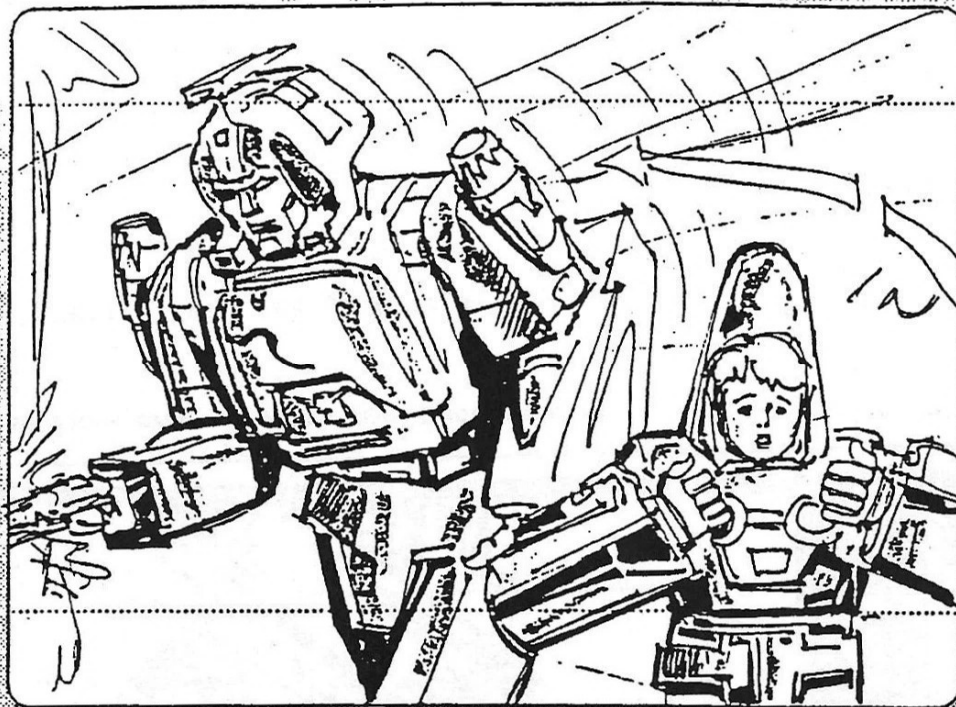
ACTION ...THEN TURNS AND SPEAKING TO DANIEL, ZIPS O.S.

DIAL BLURR (CONT) But think it through first.

MUSIC/SFX

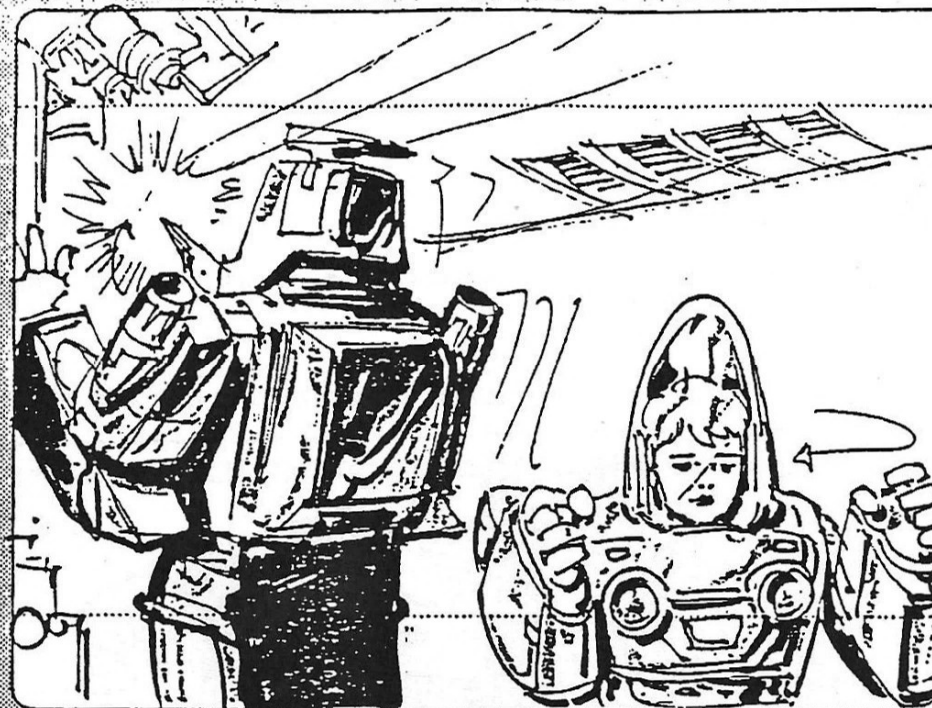
CAMERA

SC. 23-1



SC. CONT

SEQ. 23 Page 2



ACTION M.S. DANIEL. HE CONCENTRATES ON USING THE SUIT,  
AS BLURR ZIPS IN BEHIND HIM...

DIAL BLURR (CONT) Think it through first.

MUSIC/SFX

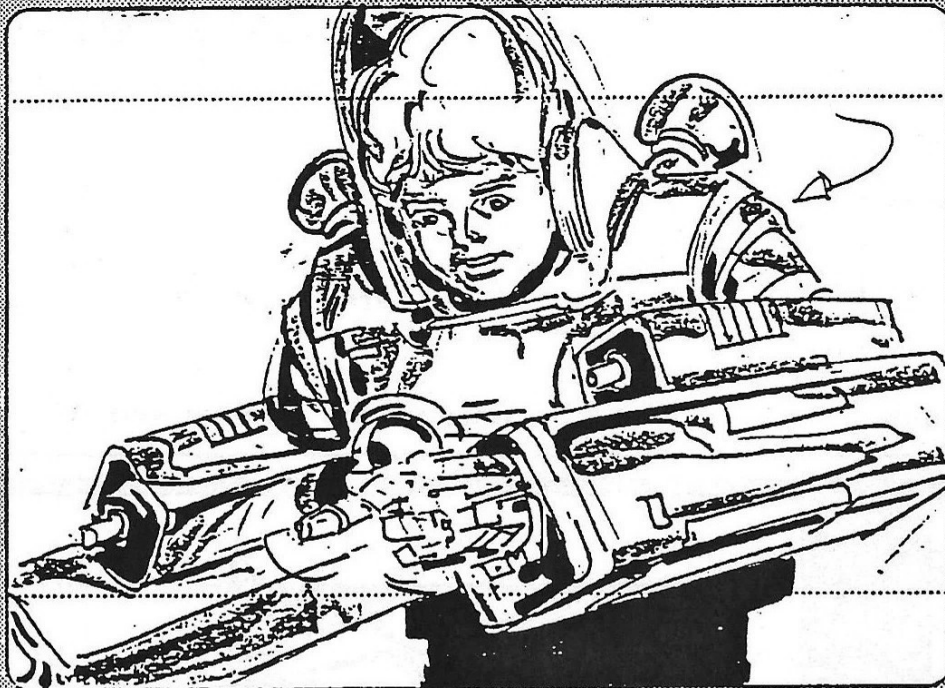
ACTION ...AND CONTINUES WELDING ON VARIOUS SECTIONS OF THE SHIP.  
DANIEL TURNS TO THE LEFT.

DIAL BLURR (CONT) Think it through.  
Think it through.

MUSIC/SFX

TF RAW  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 23-3



ACTION M.C.U. DANIEL. HE SMILES AS THE ONE HAND OF HIS EXO SUIT...

DIAL

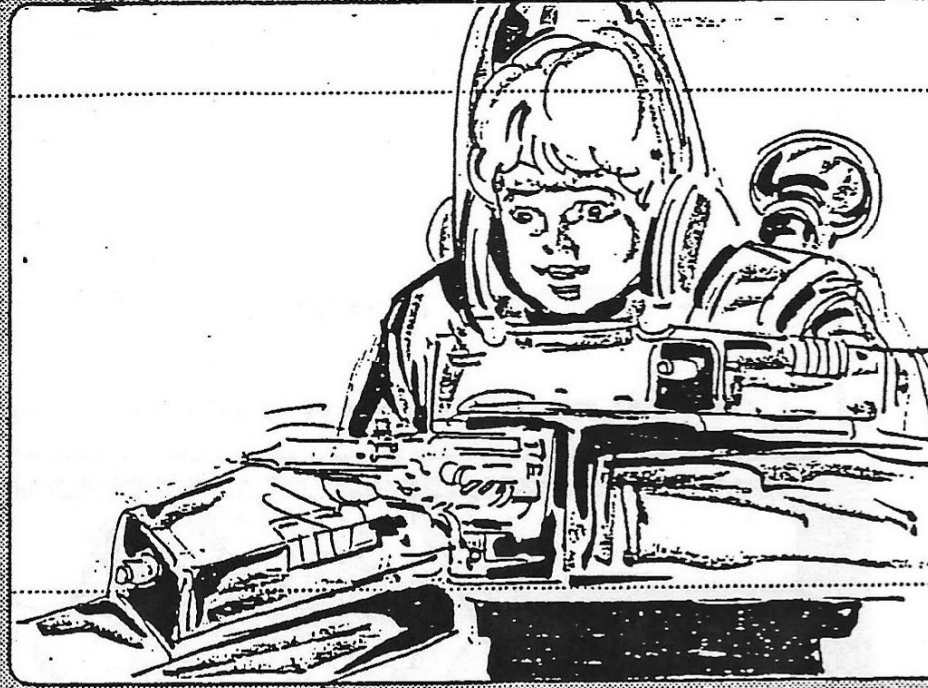
MUSIC/SFX

CAMERA

SC. CONT

SEQ. 23

Page 3



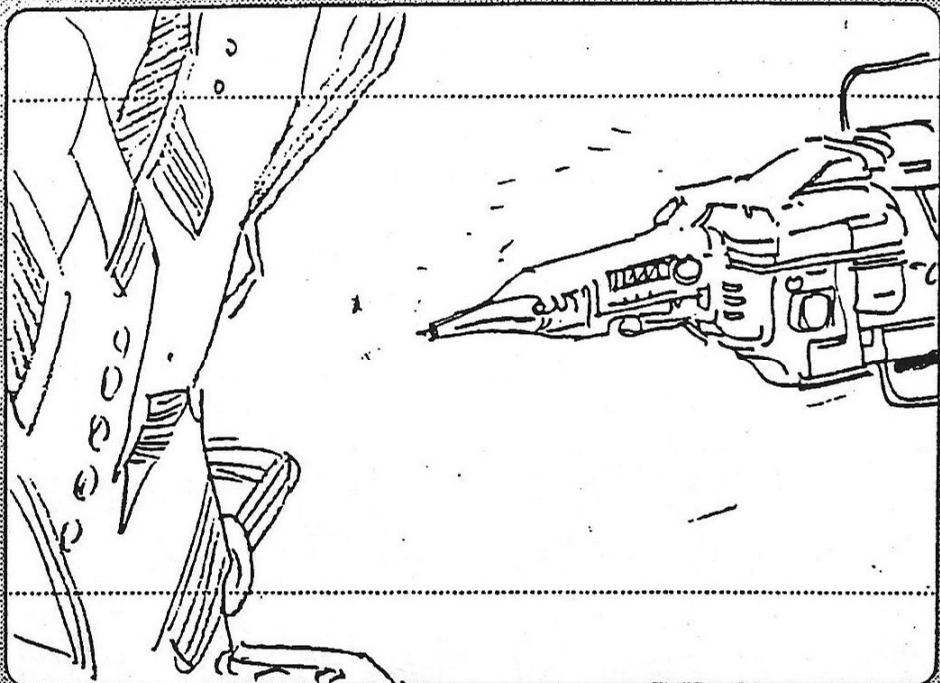
ACTION ...TRANSFORMS INTO A WELDING TORCH.

DIAL

MUSIC/SFX

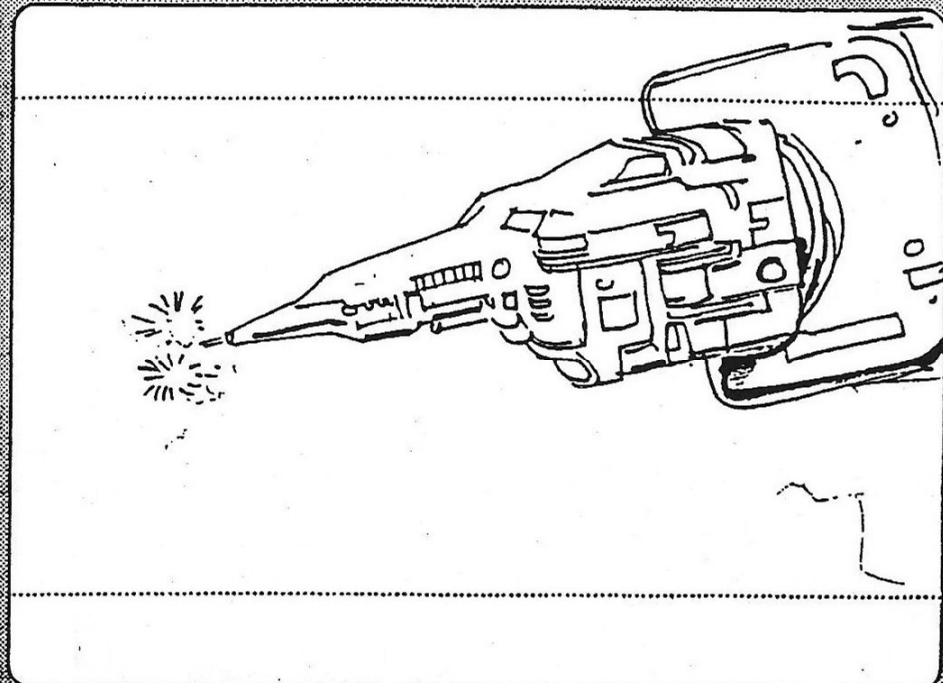
CAMERA

SC. 23-4



SC. CONT

SEQ. 23 Page 4



ACTION X.C.U. EXO-GLOVE WELDING TORCH, IT QUIVERS...

DIAL

MUSIC/SFX

CAMERA

ACTION ...AND THEN SHOOTS OUT A TINY FLAME WHICH SPUTTERS...

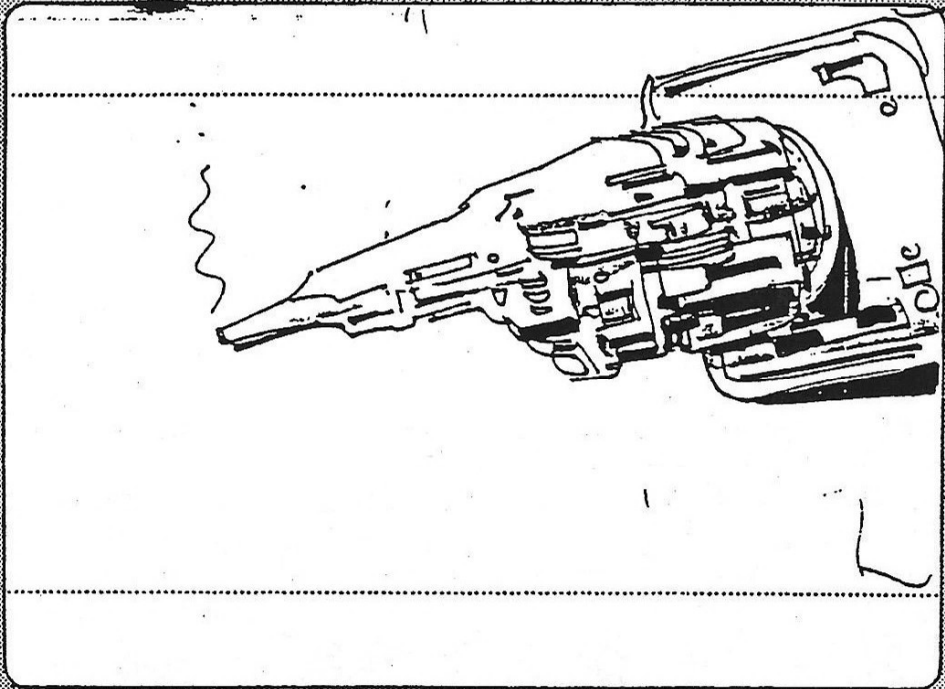
DIAL

MUSIC/SFX

CAMERA

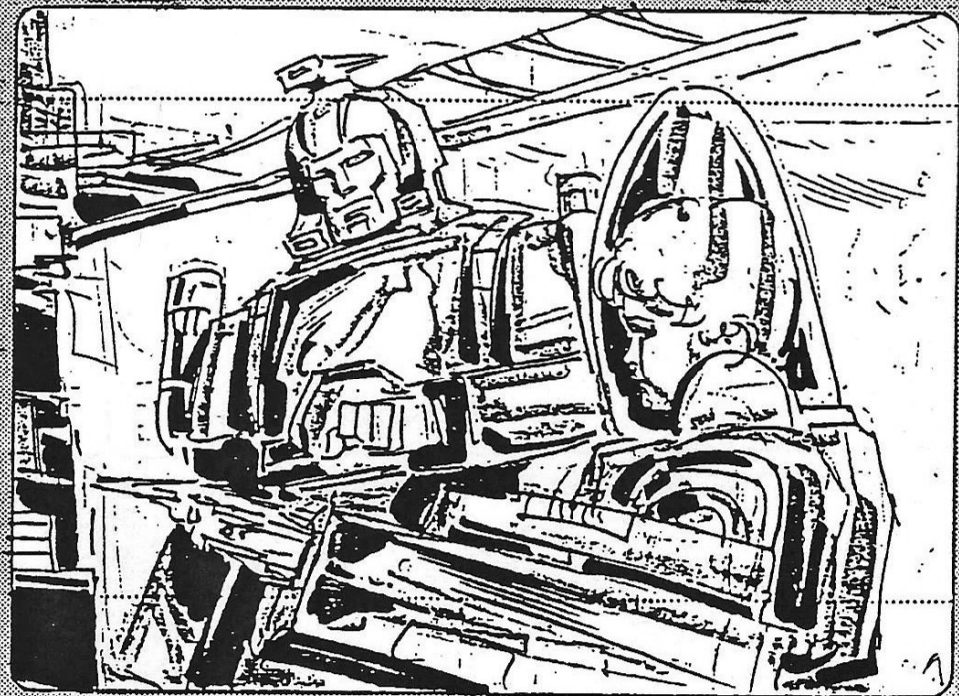


SC. CONT 23-4



SC. 23-5

SEQ. 23 Page 5



ACTION ...GOES OUT LIKE A WET MATCH.

DIAL

MUSIC/SFX

CAMERA

ACTION M.S. DANIEL AND BLURR AS DANIEL PRACTICES WITH EXO-GLOVE. TRUCK OUT TO INCLUDE BLURR.

DIAL DANIEL I can't seem to do it.

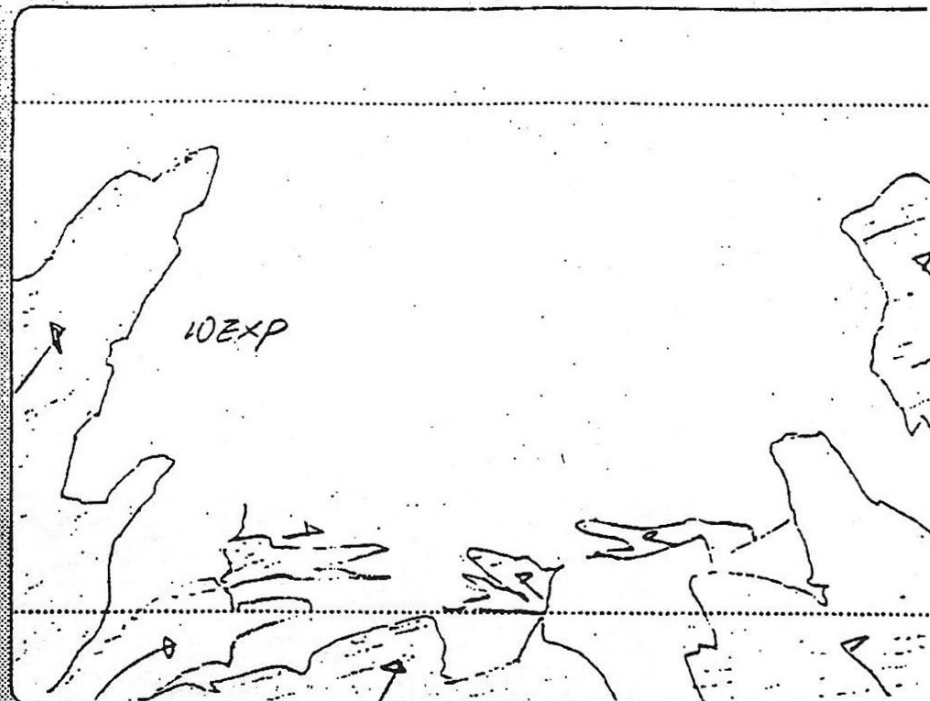
BLURR You can do it. You can do it.  
Practice. Practice. Practice.

CAMERA

SC. 10-10

SC. CONT

SEQ. 23 Page 2



ACTION L.S. THE AUTOBOT SHUTTLE. AS WE SEE IT IN THE DISTANCE.

DIAL

MUSIC/SFX

CAMERA

ACTION OMINOUS SHADOWS SLIDE IN.

DIAL

MUSIC/SFX

CAMERA

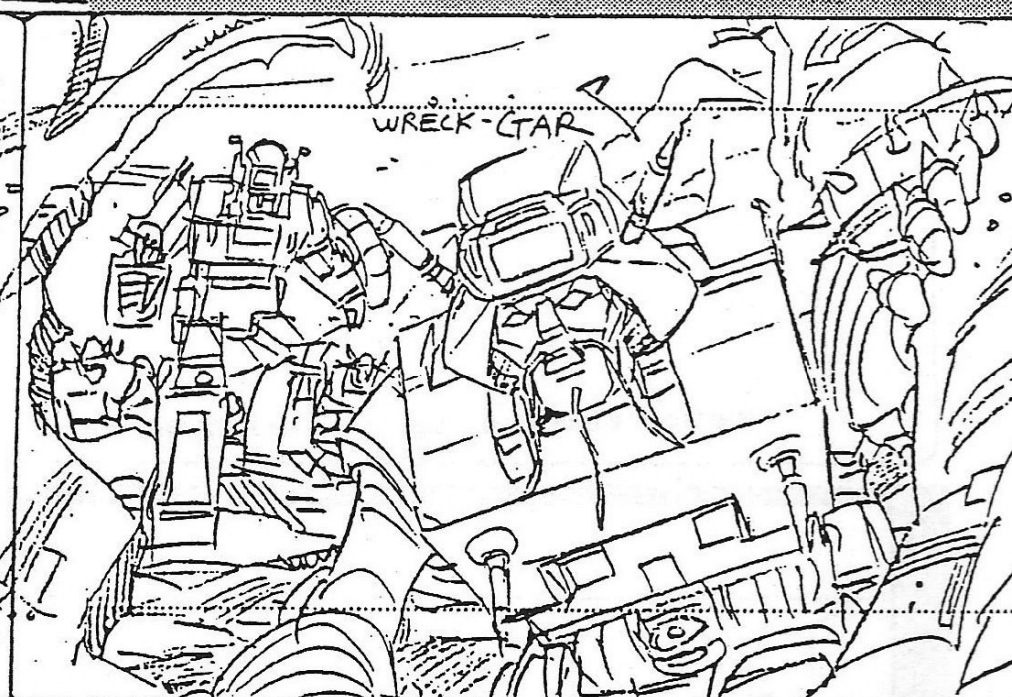
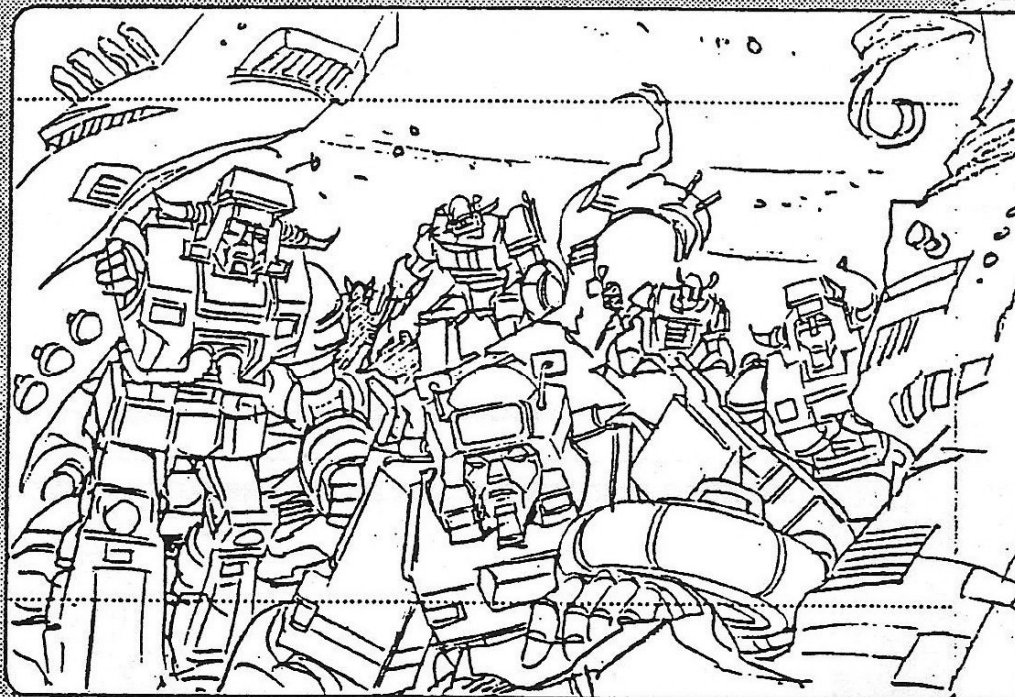
SC. 23-7

START DAN

SC.

STOP

Page 7



ACTION WIDE SHOT OF WRECK GAR AND JUNKIONS IN HIDING. WE PAN OVER TO WRECK GAR WHO MOTIONS...

DIAL

MUSIC/SFX

CAMERA

ACTION ...THEM TO ATTACK.

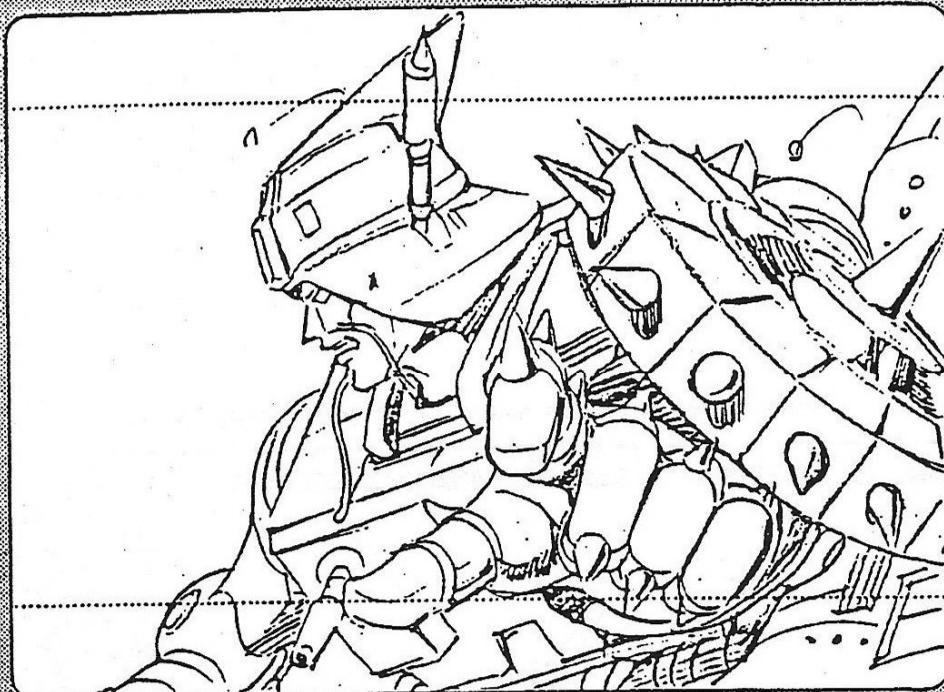
DIAL WRECK-GAR

Forward, avanti, and like, ...

MUSIC/SFX

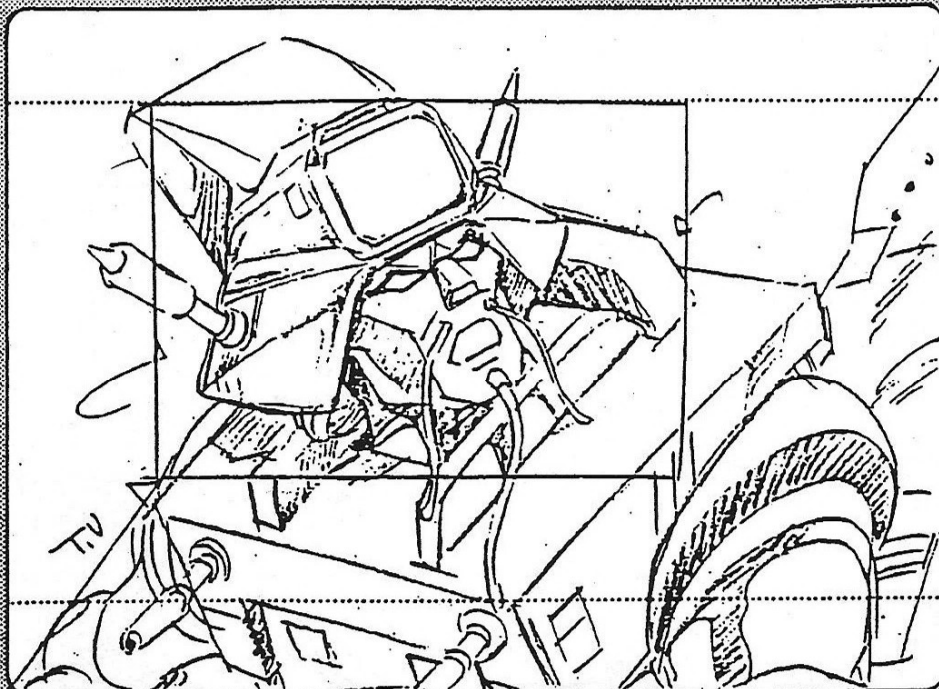
CAMERA

SC. CONT 23-7



SC. CONT

SEQ. 23 Page 8



ACTION WRECK GAR POINTING FOWARD. HE TURNS AND LOOKS DOWN, THEN...

DIAL WRECK-GAR (CONT) ... go for the gusto...

ACTION ...HE STOPS AND LOOKS TO THE SIDE AND UP AS HE HEARS OMINOUS ROAR.

DIAL WRECK-GAR Hang on,...

MUSIC/SFX



SC. 23-8



ACTION L.S. WRECK GAR'S POV. AT GALVATRON AND HUGE DECEPTICON FORCE.

DIAL WRECK-GAR (V.O.) ... this be industrial strength. We watch....

MUSIC/SFX

CAMERA

TFRAW

From Generation 1 to Beast Hunters and Beyond!!!!

SC. 23-9

SEQ. 23 Page

9



ACTION WIDE SHOT ULTRA MAGNUS, DANIEL, AND SPRINGER ALL LOOKING UP AS THEY TOO HEAR ROAR AND THEN THEY SEE DECEPTICON FORCE. THEY THEN...

DIAL ULTRA MAGNUS Decepticons! (TO SPRINGER) We've got to draw them off and then double back to the shuttle!

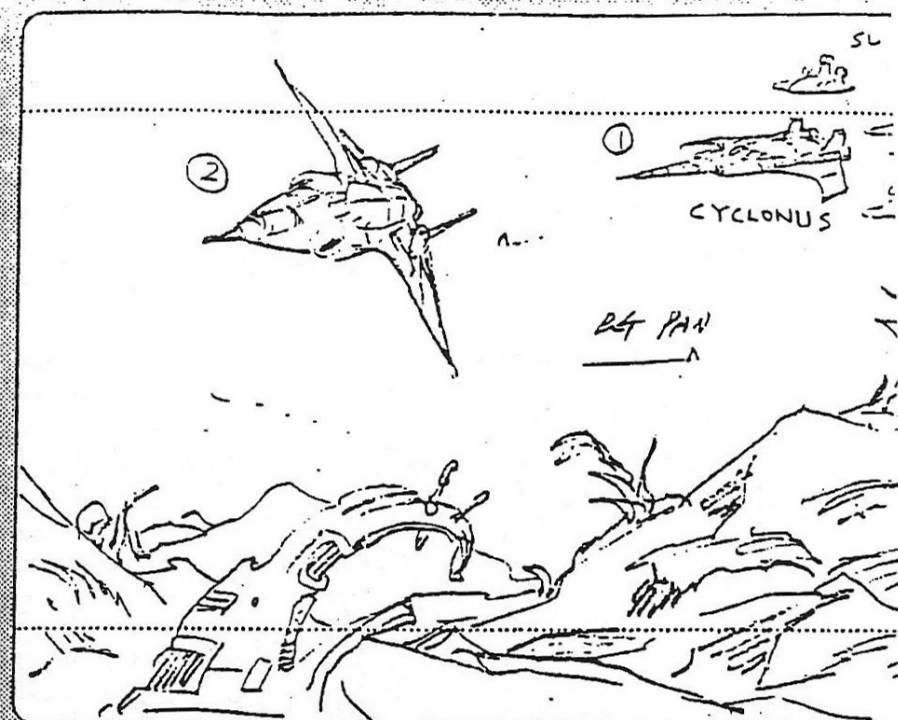
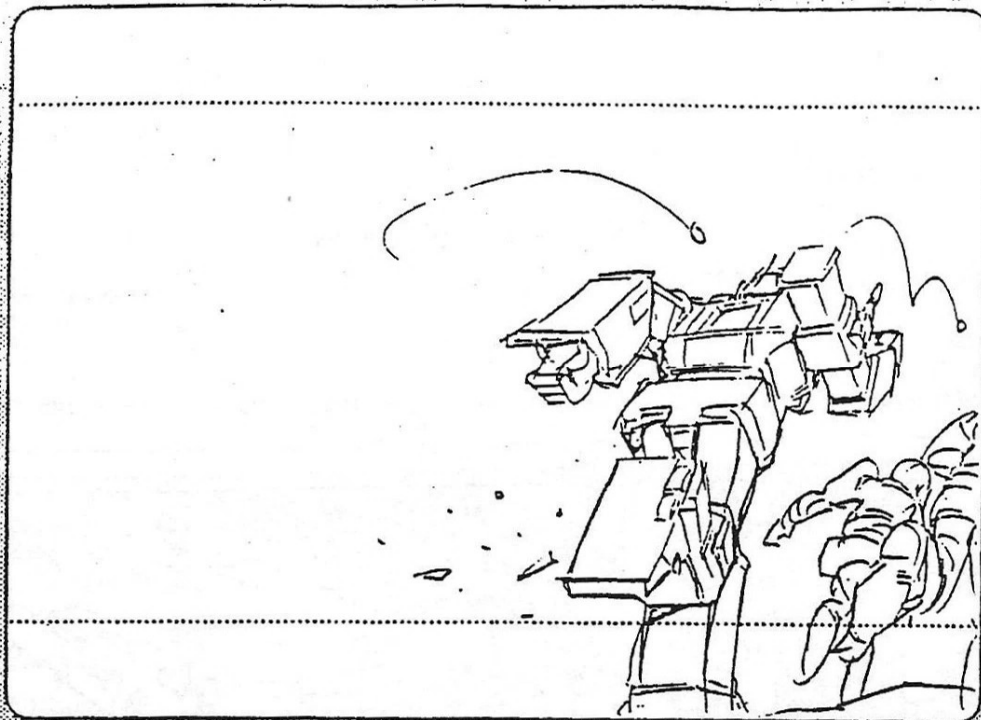
MUSIC/SFX

CAMERA

SC. 23-10

SC. 23-10

SEQ. 23 Page 10



ACTION ...RUN OUT OF FRAME.

DIAL

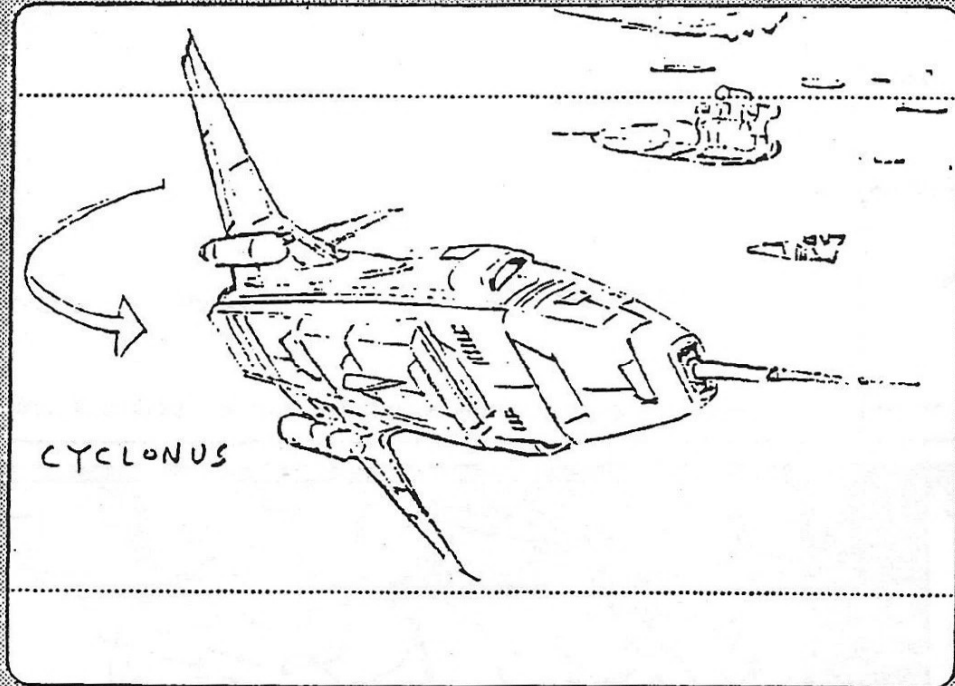
MUSIC/SFX

ACTION ANGLE ON CYCLONUS WITH SWEEPS FOLLOWING. HE BANKS AND DIVE TOWARD THE O.S. AUTOBOTS.

DIAL

MUSIC/SFX

SC. CONT 23-10



ACTION UNDER SHOT OF CYCLONUS CIRCLING PAST CAMERA.

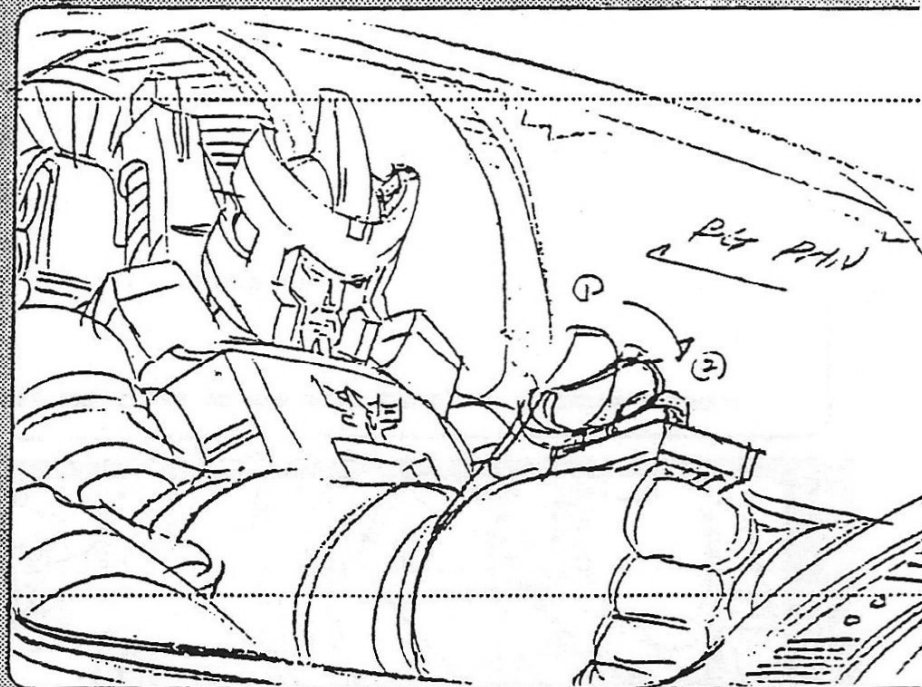
DIAL

MUSIC/SFX

CAMERA

SC. 23-11

SEQ. 23 Page 11



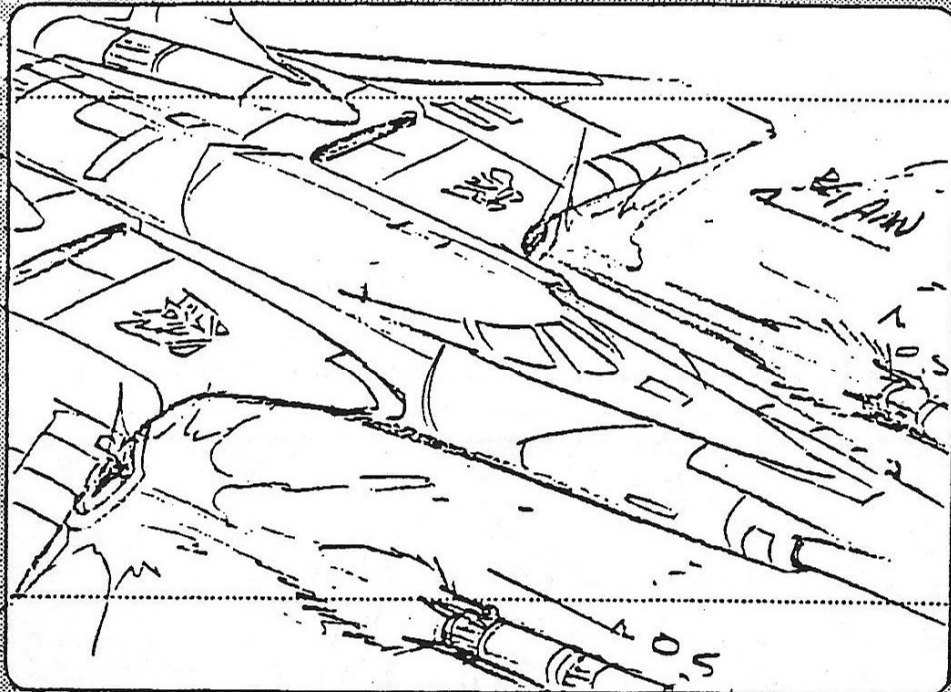
ACTION C.U. GALVATRON PILOTING SHIP. HE PRESSES THE FIRING BUTTON ON THE JOY STICK.

DIAL

MUSIC/SFX

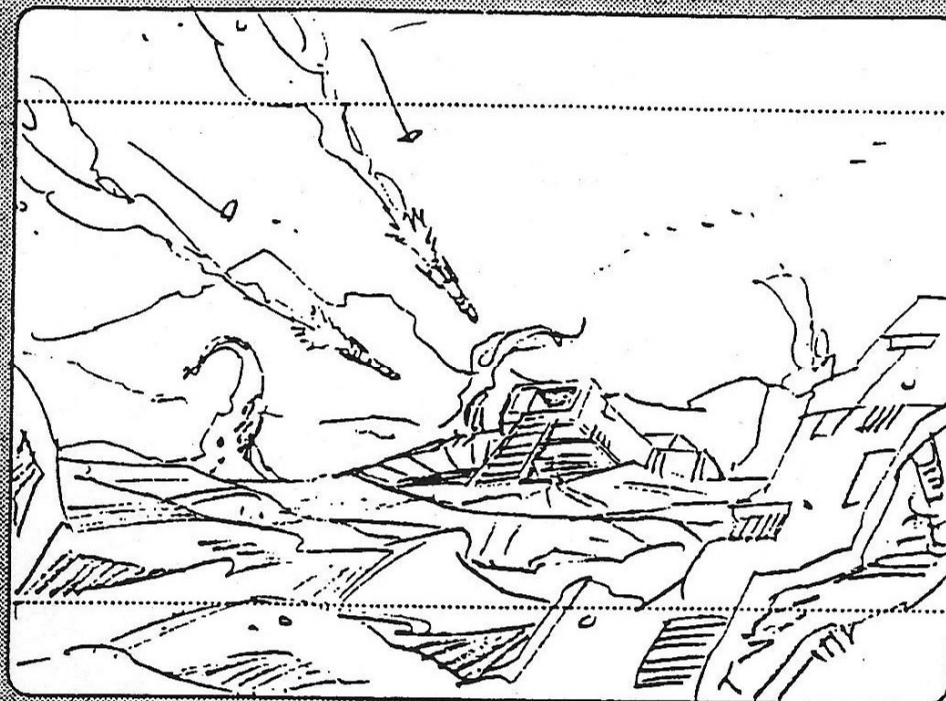
CAMERA

SC. 23-12



SC. 23-13

SEQ. 23 Page 12



ACTION C.U. CYCLONUS. WE FOLLOW HIM. HE IS SHOOTING MISSILES WHICH STREAK O.S.

DIAL

MUSIC/SFX

**IFRAW**  
CAMERA Von 1 to Beast Hunters and Beyond!!!!

ACTION X.L.S. THE AUTOBOT SHUTTLE. WE SEE MISSILES SHOOTING INTO SCENE FROM ABOVE, HEADED TOWARD IT.

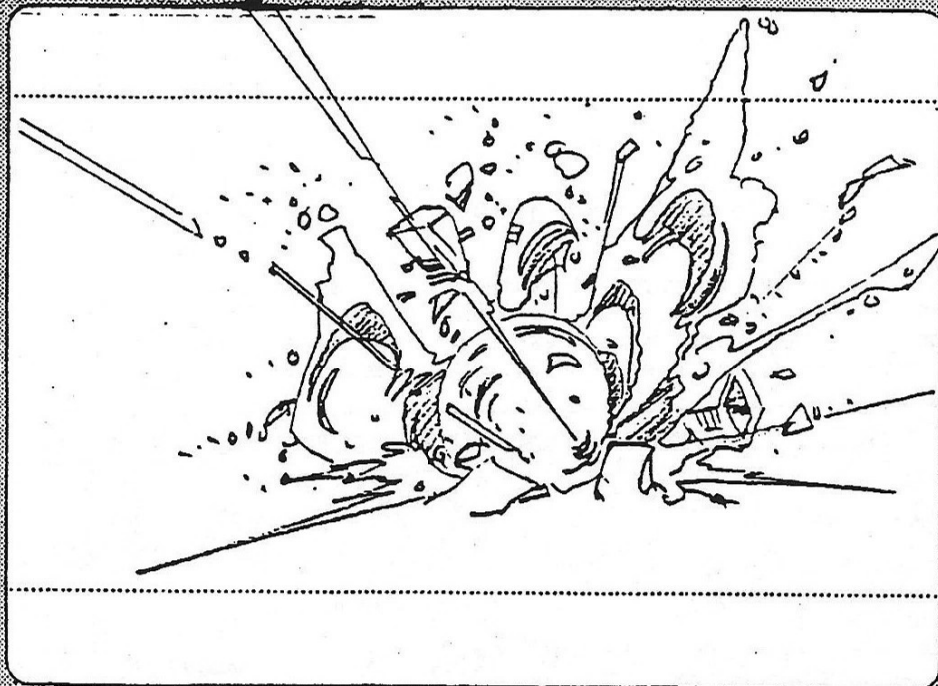
DIAL

MUSIC/SFX

CAMERA



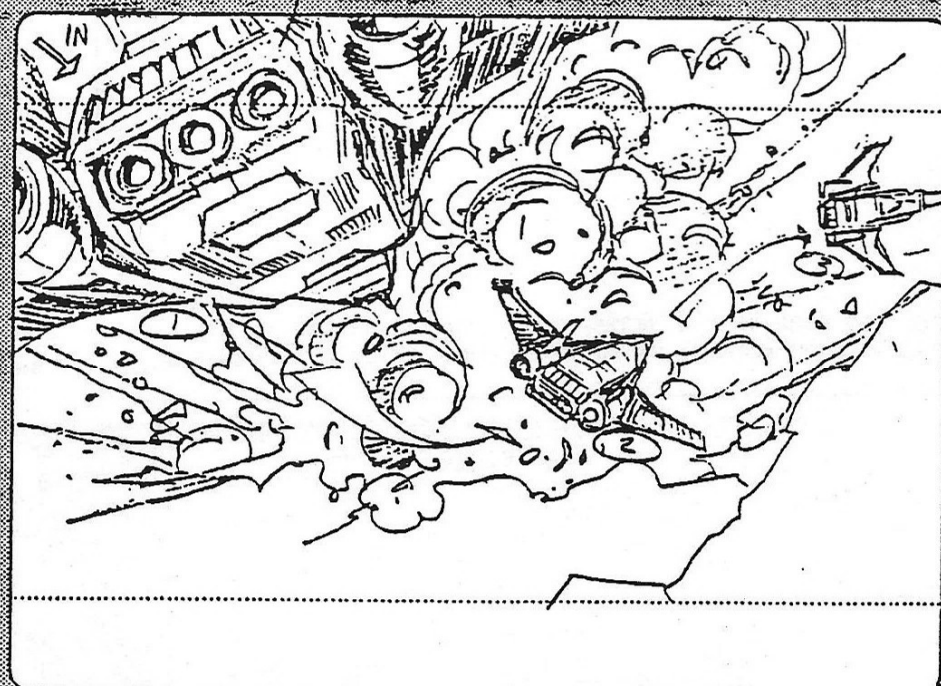
SC. CONT 23-13



SC. CONT

CYCLONUS

SEQ. 23 Page 13



ACTION THE SHIP EXPLODES AND TURNS INTO JUNK.

DIAL

MUSIC/SFX

CAMERA

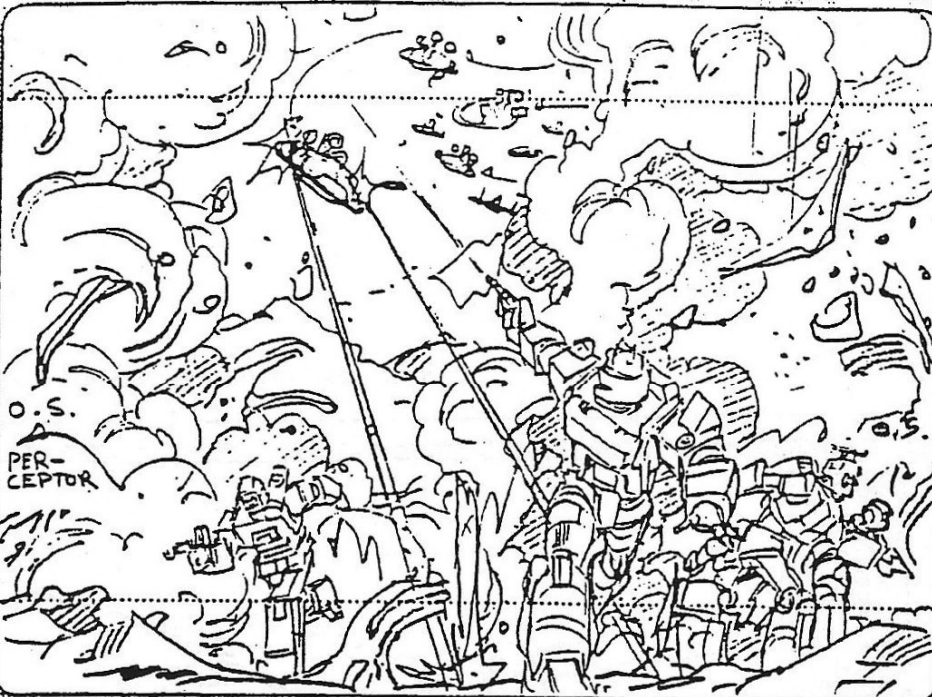
ACTION ...AS CYCLONUS SHOOTS INTO AND THROUGH SCENE.

DIAL

MUSIC/SFX

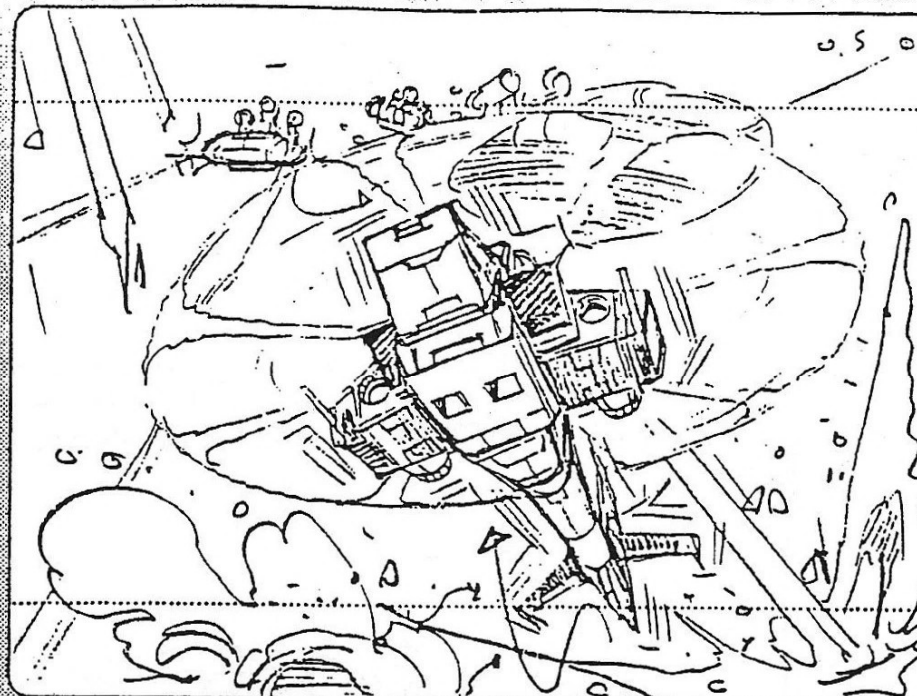
CAMERA

SC. 20.17



SC. CONT

Page 17



ACTION WIDE ON AUTOBOTS RUNNING AWAY FROM SWEEPS AND OTHER DECEPTICONS, WHO STRAFE THE JUNK TERRAIN WITH LASER BLASTS. PERCEPTOR, BLURR, ARCEE AND DANIEL RUN O.S. SPRINGER RUNS TOWARD CAM., FIRING BACK UP AT DECEPTICONS AS HE CALLS TO THE OTHERS.

DIAL

SPRINGER Cancel that last order.

MUSIC/SFX

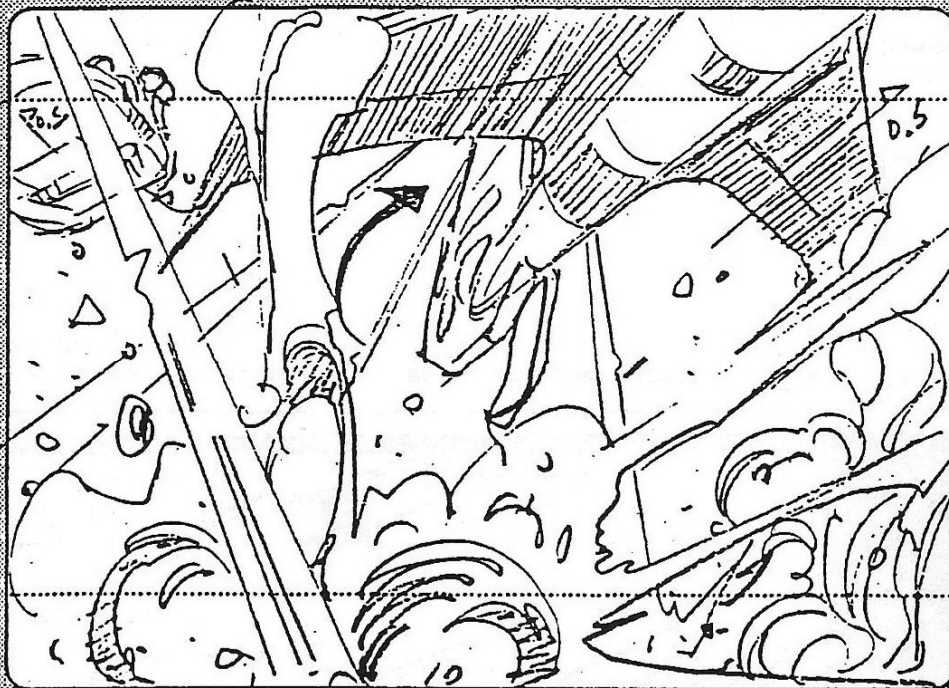
TFRAW  
From the CAMERAs Beast Hunters and Beyond!!!!

ACTION SPRINGER QUICKLY TRANSFORMS TO HELICOPTER MODE AS THE JUNK BENEATH HIM IS HIT BY LASERS. THE SWEEPS FLY THROUGH SC. OVERHEAD, FIRING.

DIAL

MUSIC/SFX

CAMERA



END OF  
SEQ 23

ACTIC SPRINGER BANKS, DODGING MORE BEAMS WHICH TEAR UP THE JUNK.  
HE RACES UP AND O.S.

DIAL

MUSIC/SFX

CAMERA

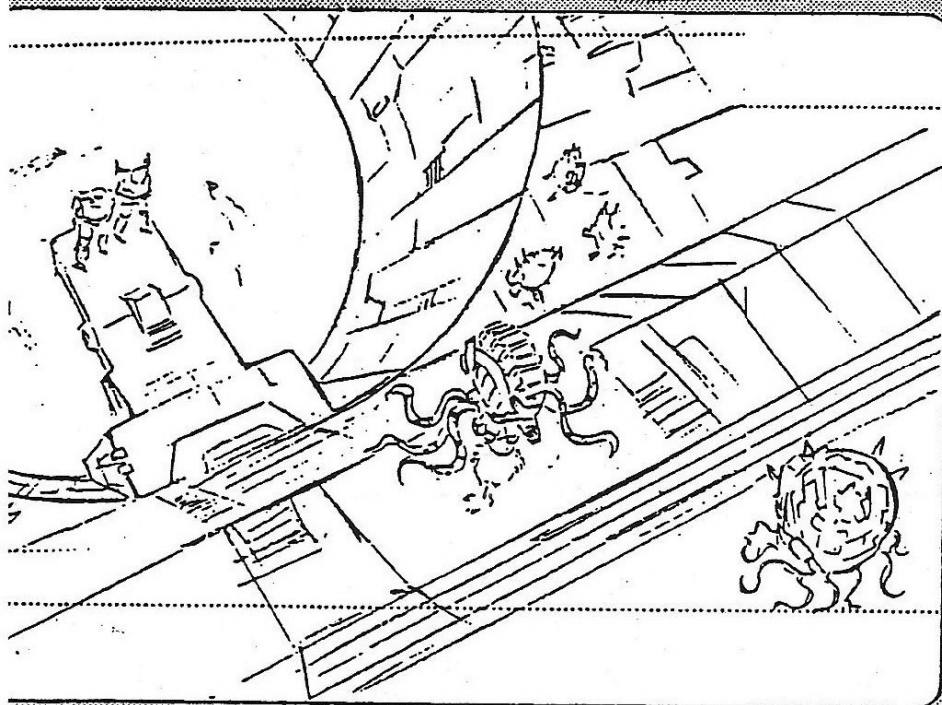
ACTION

DIAL

MUSIC/SFX

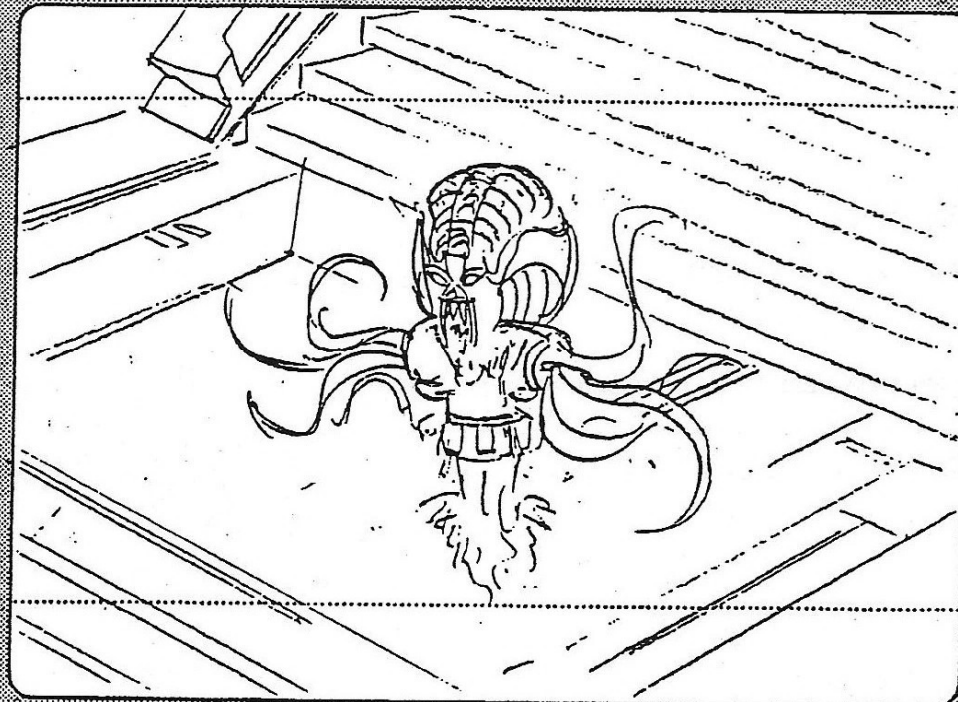
CAMERA

SC. Z4-1



SC. Z4-2

SEQ. Z4 Page 1



ON X.L.S. HOT ROD AND KUP STAND ON THE GANGPLANK ABOVE THE SHARKTICON PIT. A FEW QUINTESSON GUARDS STAND NEAR THEM.

QUINTESSON LEADER (V.O.) Before his Imperial Magistrate

C/SFX

ACTION L.S. THE LEAD QUINTESSON.

DIAL QUINTESSON LEADER

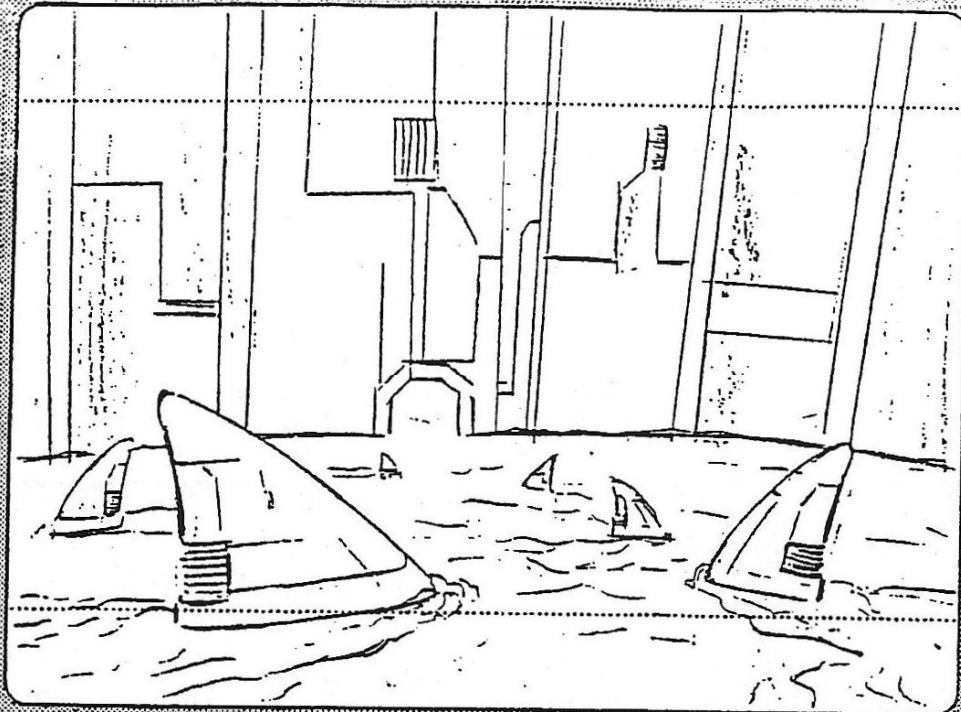
(CONT) delivers 'a verdict,'

MUSIC/SFX

CAMERA



SC. Z7-3



ACTION THE SHARKTICON PIT: THE SHARKTICONS SWIM ABOUT IN CIRCULAR PATTERNS. THEIR DORSAL FINS CUTTING THROUGH THE SURFACE OF THE WATER.

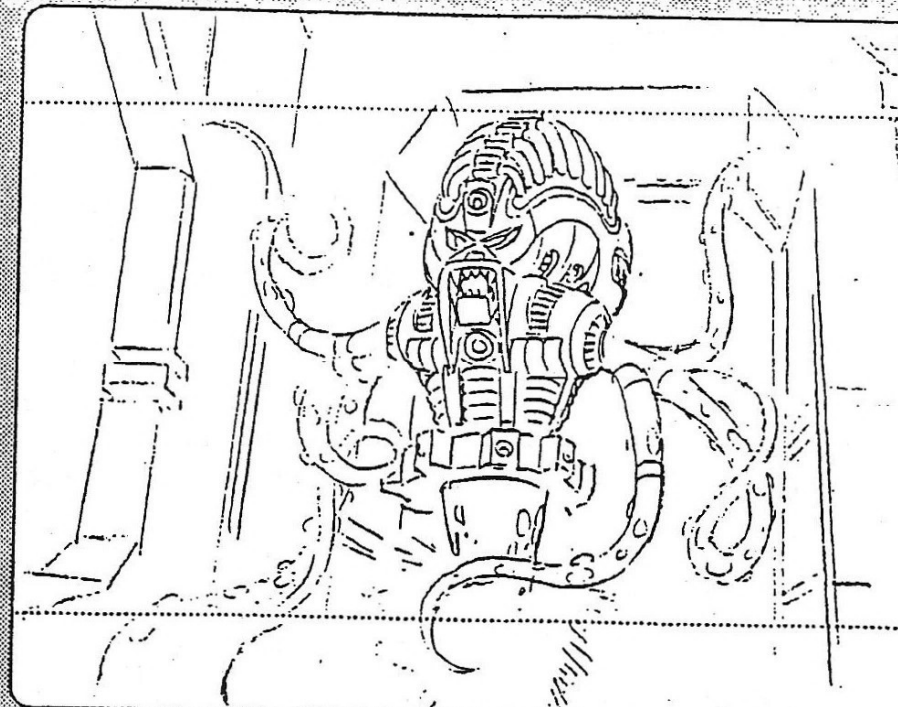
DIA QUINTESSON LEADER (CONT) would you like to beg for your lives?  
(V.O.)

MUSIC/SFX

CAMERA

SC. Z7-4

SEQ. Z7 Page 2



ACTION M.L.S. THE LEAD QUINTESSON. HE ADDRESSES HOT ROD AND KUP.

DIAL QUINTESSON LEADER (CONT) It sometimes helps but, not often.

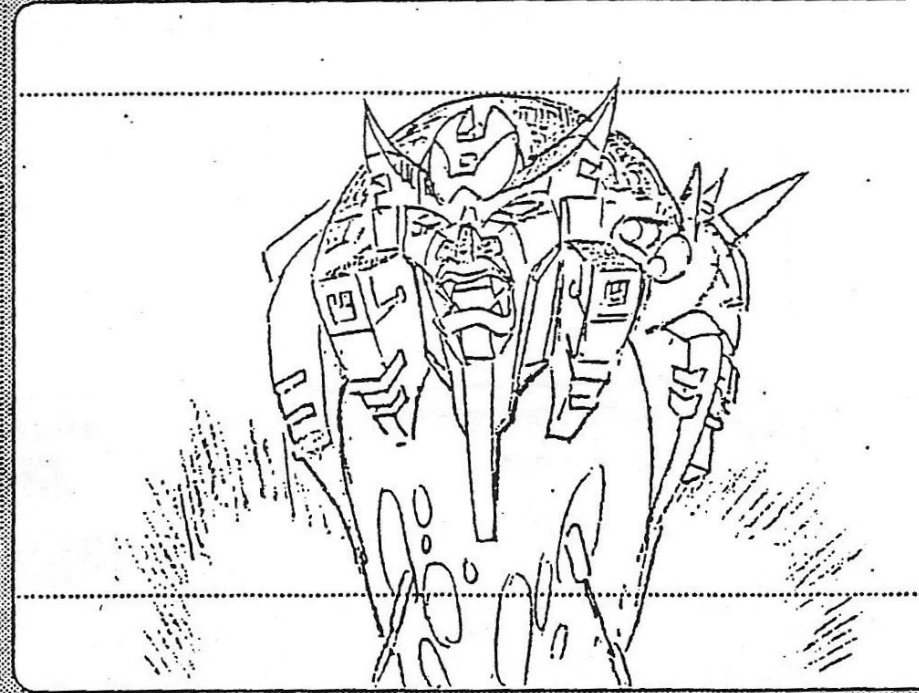
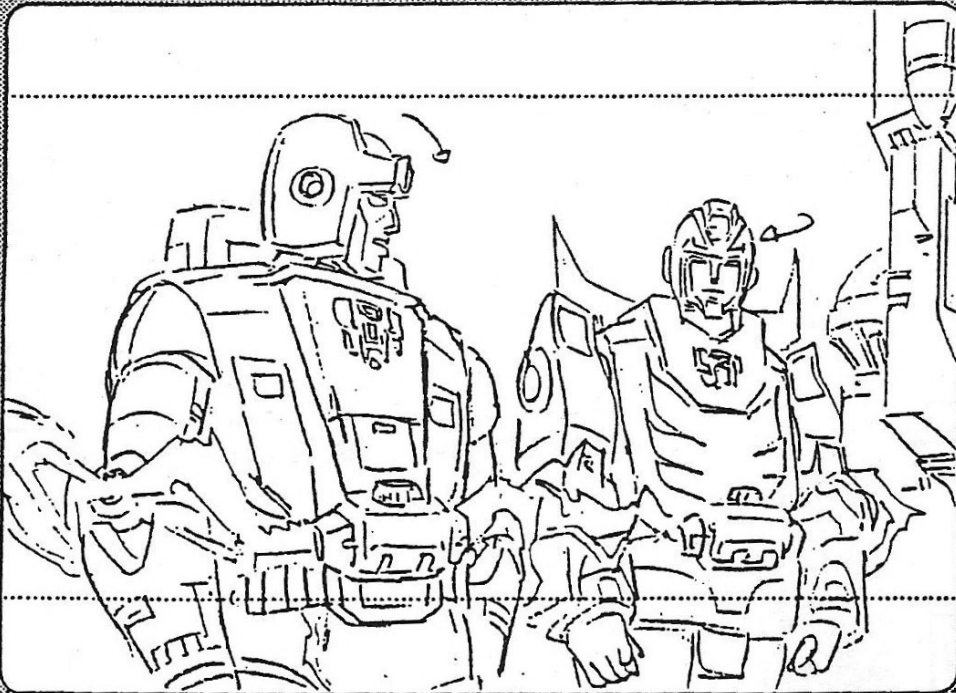
MUSIC/SFX

CAMERA

SC. Z4-5

SC. Z4-6

SEQ. Z4 Page 3



ACTION M.S. HOT ROD AND KUP. THEY TURN AND SPEAK TO ONE ANOTHER.

DIAL KUP I can't transform.

HOT ROD Keep trying.

MUSIC/SFX

CAMERA

ACTION M.C.U. THE QUINTESSON JUDGE. HE COMMANDS THE PRISONERS TO BE QUIET.

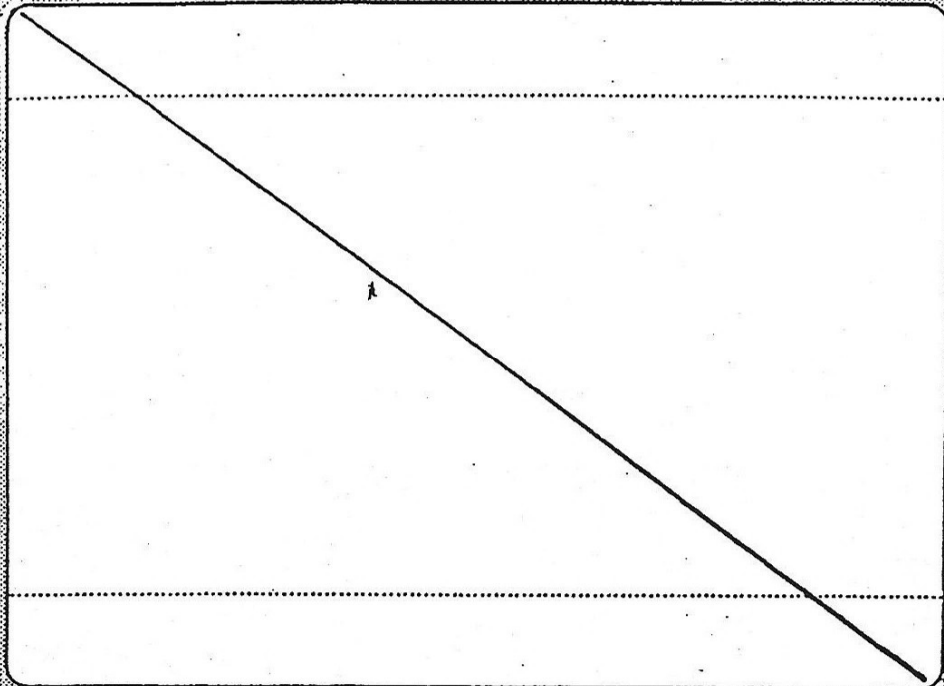
DIAL QUINTESSON JUDGE Silence!

Or you'll be held  
in contempt of this  
court.

MUSIC/SFX

CAMERA

SC.



SC. Z4-8

SEQ. Z4

Page

4



ACTION

DIAL

MUSIC/SFX

CAMERA

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!

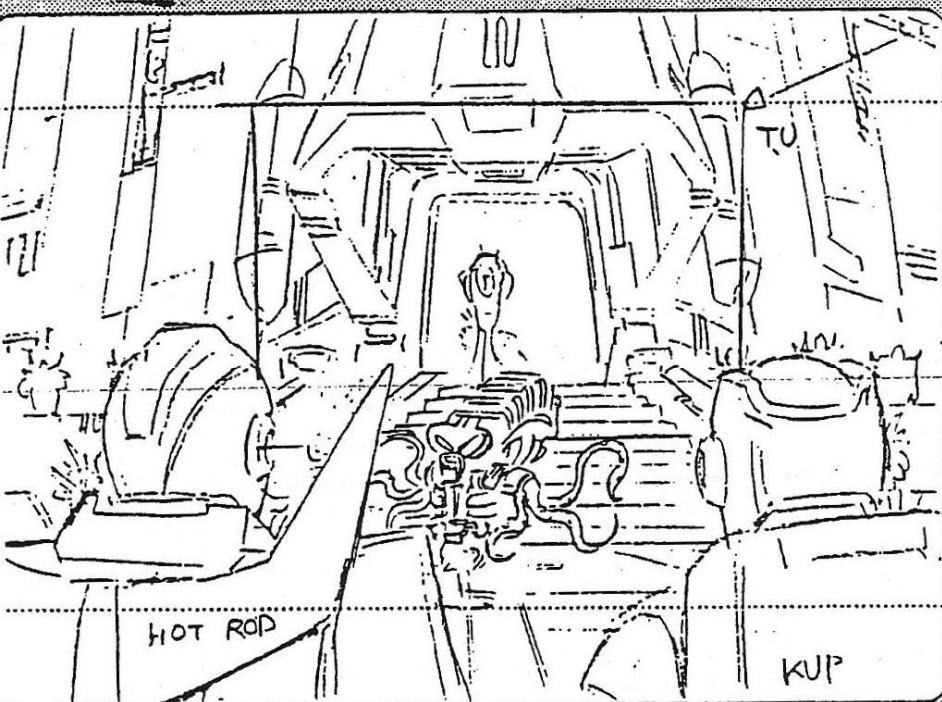
ACTION M.S. HOT ROD AND KUP. HOT ROD REACTS TO THE JUDGE'S ORDER.

DIAL HOT ROD I have nothing but contempt for  
this court.

MUSIC/SFX

CAMERA

SC. 24-9



ON X.L.S. THE QUINTESSON JUDGE FROM BEHIND HOT ROD AND KUP IN FOREGROUND.

QUINTESSON LEADER

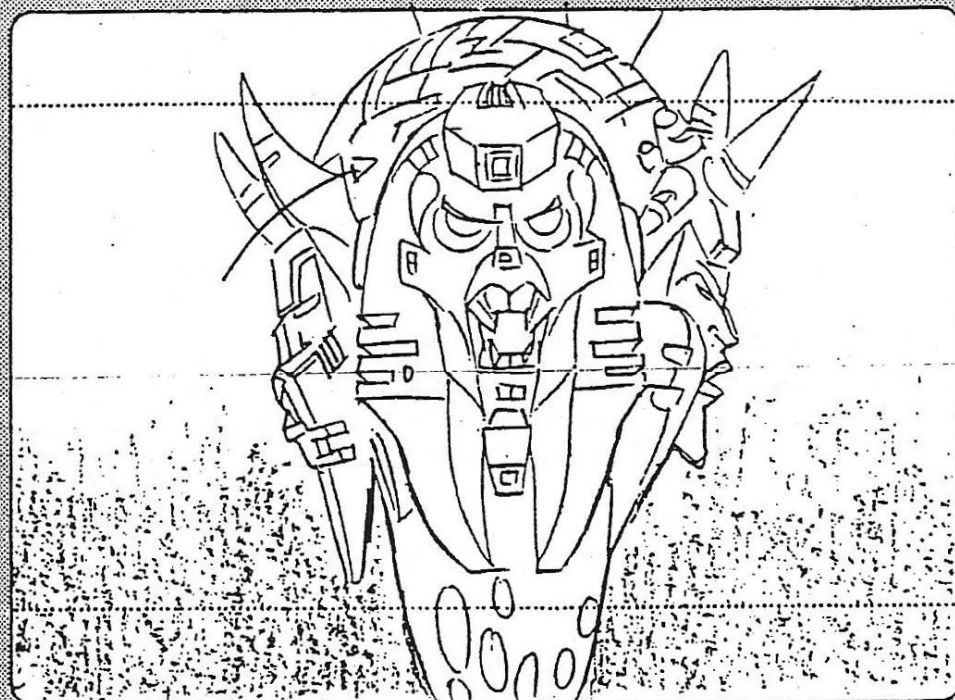
Guilty or innocent.

C/SFX



SC. 24-10

SEQ. 24 Page 5



ACTION M.C.U. THE QUINTESSON JUDGE. HIS FACE CLICKS AROUND TO THE DEATH MASK.

DIAL QUINTESSON JUDGE Innocent!

MUSIC/SFX

CAMERA



SC. 27-11



ACTION L.S. KUP AND HOT ROD. THE GANGPLANK RELEASES, CAUSING KUP AND HOT ROD TO FALL INTO THE PIT.

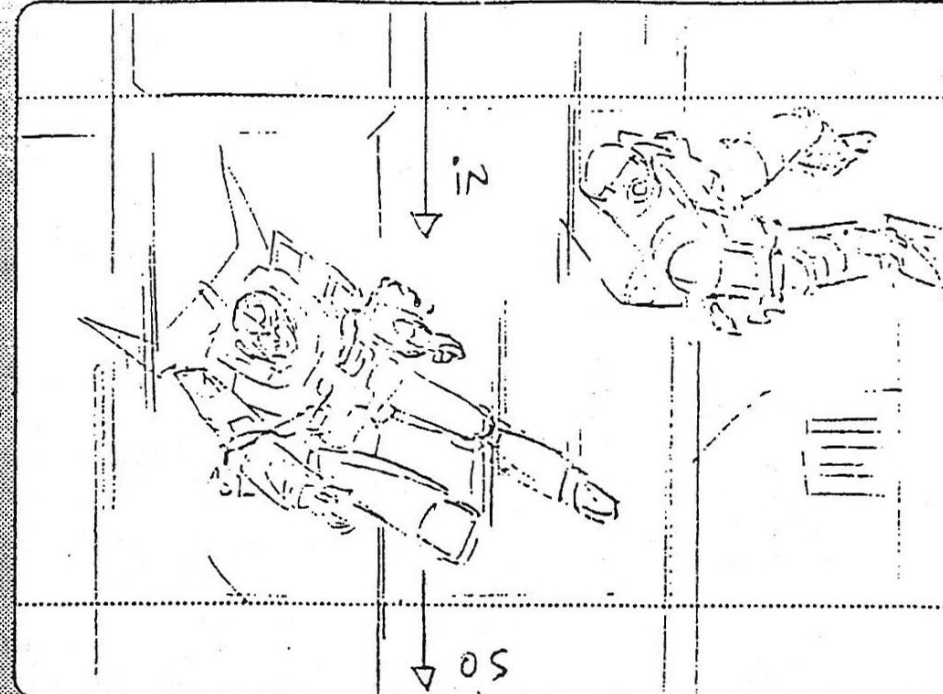
DIAL

MUSIC/SFX

CAMERA

SC. 27-12

SC. 27 Page 0



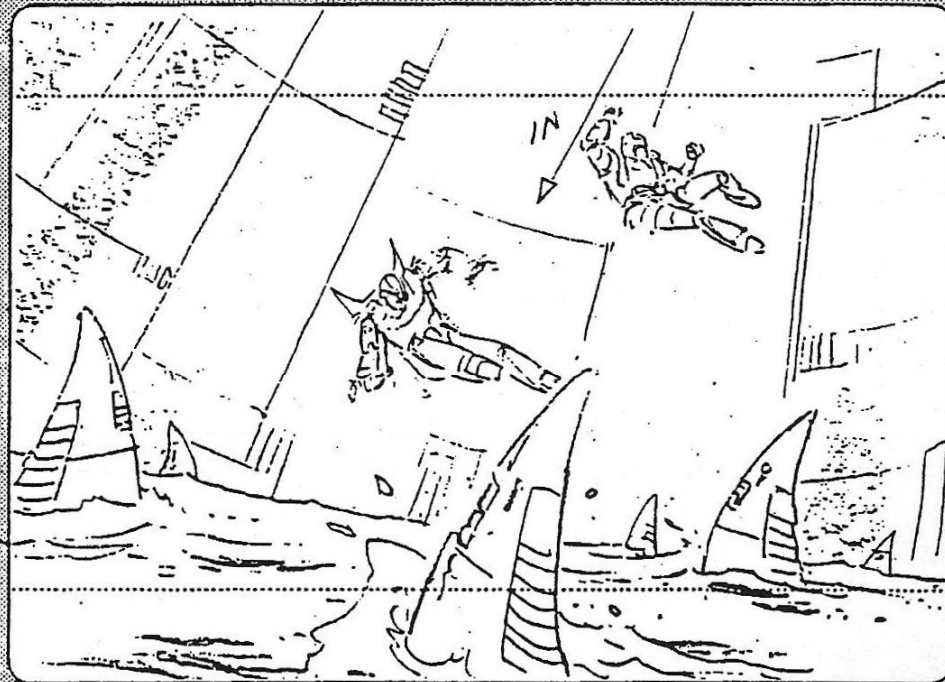
ACTION L.S. HOT ROD AND KUP. THEY FALL THROUGH THE SCENE. THE RESTRAINING BONDS THAT HOLD THEIR ARMS FADE AWAY.

DIAL

MUSIC/SFX

CAMERA

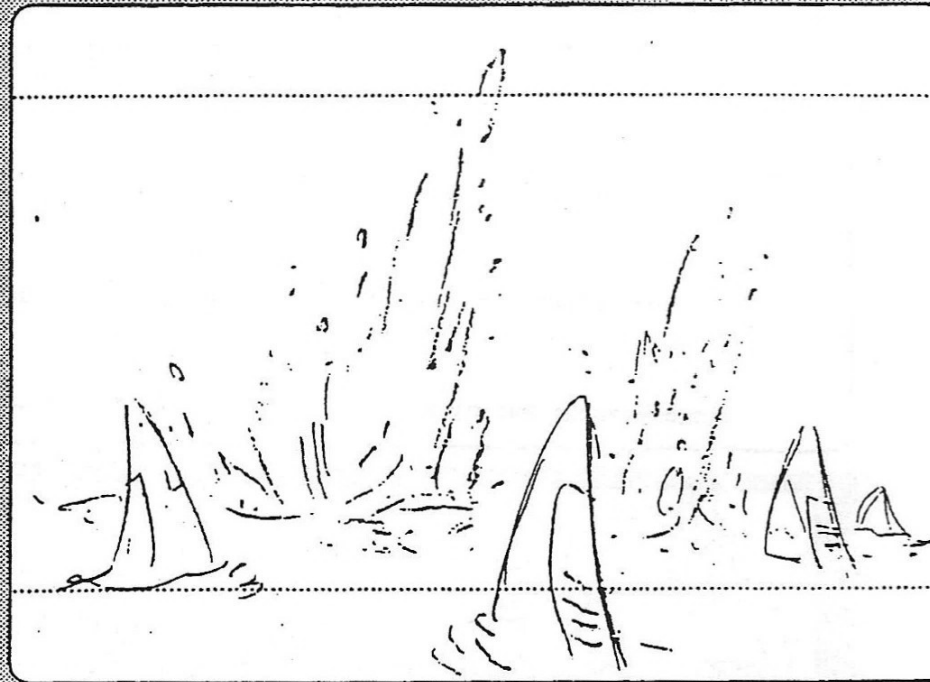
SC. 24-13



SC. CONT

SEQ. 24 Page

7



ACTION X.L.S. HOT ROD AND KUP, THEY FALL INTO SCENE...

DIAL

MUSIC/SFX

CAMERA

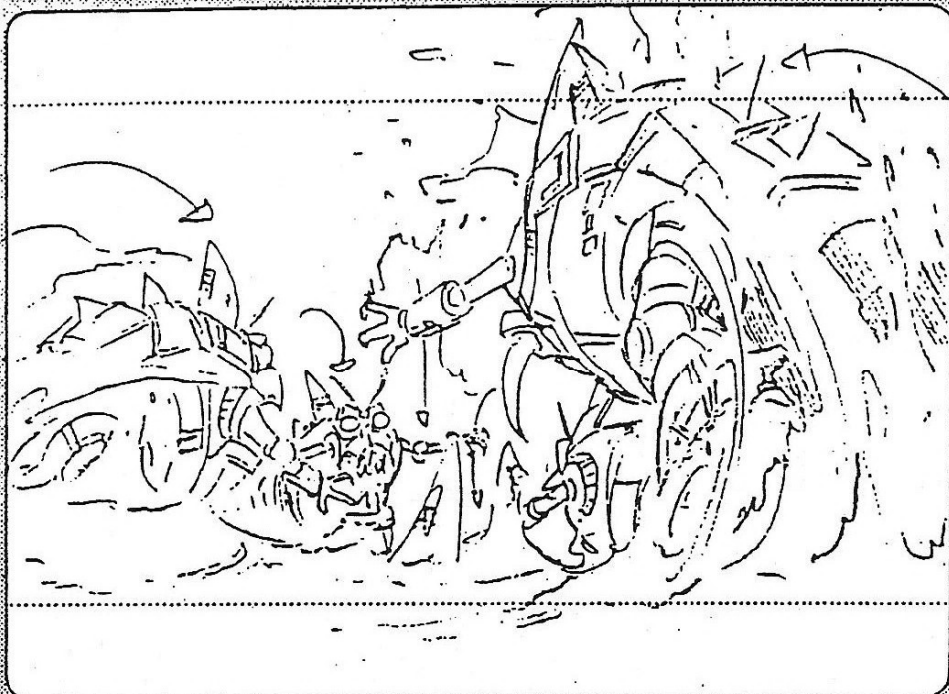
ACTION ...AND SPLASH INTO THE TANK OF WATER. THE FINS OF THE SHARKTIC PROTRUDE ABOVE THE SURFACE OF THE WATER.

DIAL

MUSIC/SFX

CAMERA

SC. CONT 24-13



ACTION SUDDENLY, THE SHARKTICONS LEAP UP OUT OF THE WATER AND POUNCE BACK IN AT THE SPOT WHERE KUP AND HOT ROD ENTERED.

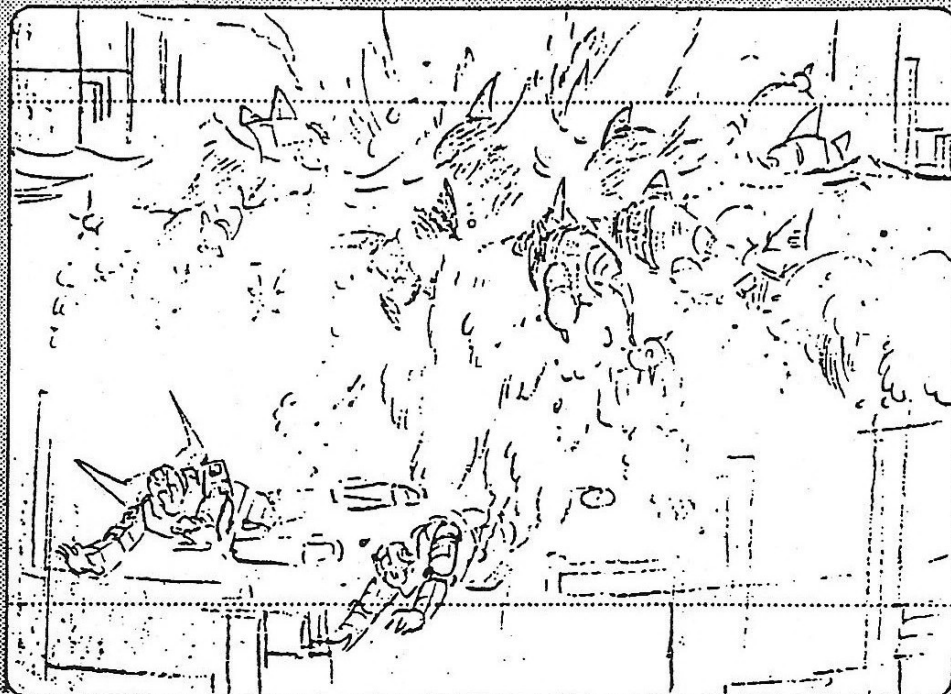
DIAL

MUSIC/SFX

CAMERA



SC. 24-14 Follow ↓ PAN SEQ. 24 Page 8



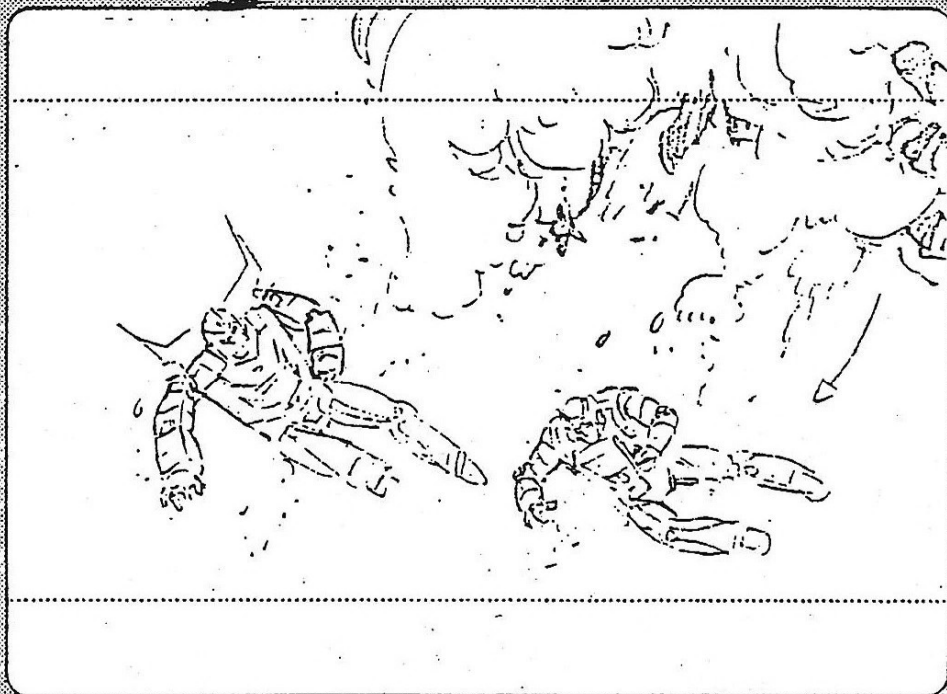
ACTION X.L.S. HOT ROD AND KUP. THE SHARKITCONS ARE IN A FRENZY, SPLASHING ABOUT IN SEARCH OF THE AUTOBOTS. HOT ROD AND KUP SWIM DOWN TO THE BOTTOM OF THE TANK.

DIAL

MUSIC/SFX

CAMERA

SC. CONT 24-14 FOLLOW ↓ PAN



ACTION WE PAN DOWN WITH THE TWO AUTOBOTS.

DIAL HOT ROD            They've got more Sharkticons than  
we have photon charges!

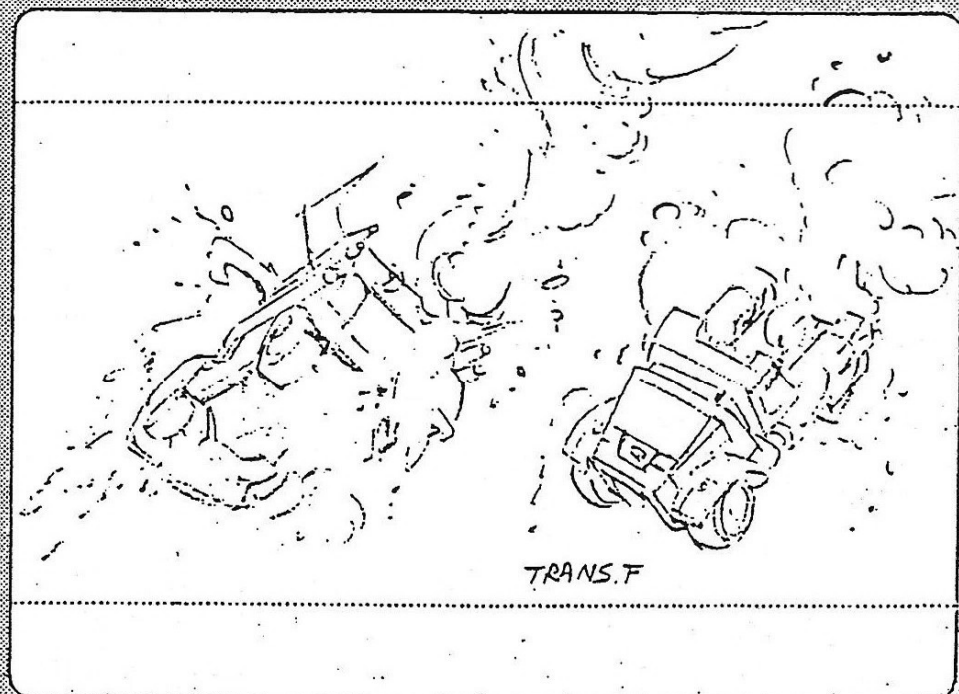
MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!

SC. CONT

SEQ. 24 Page 9



ACTION ...THEY TRANSFORM INTO AUTO MODE...

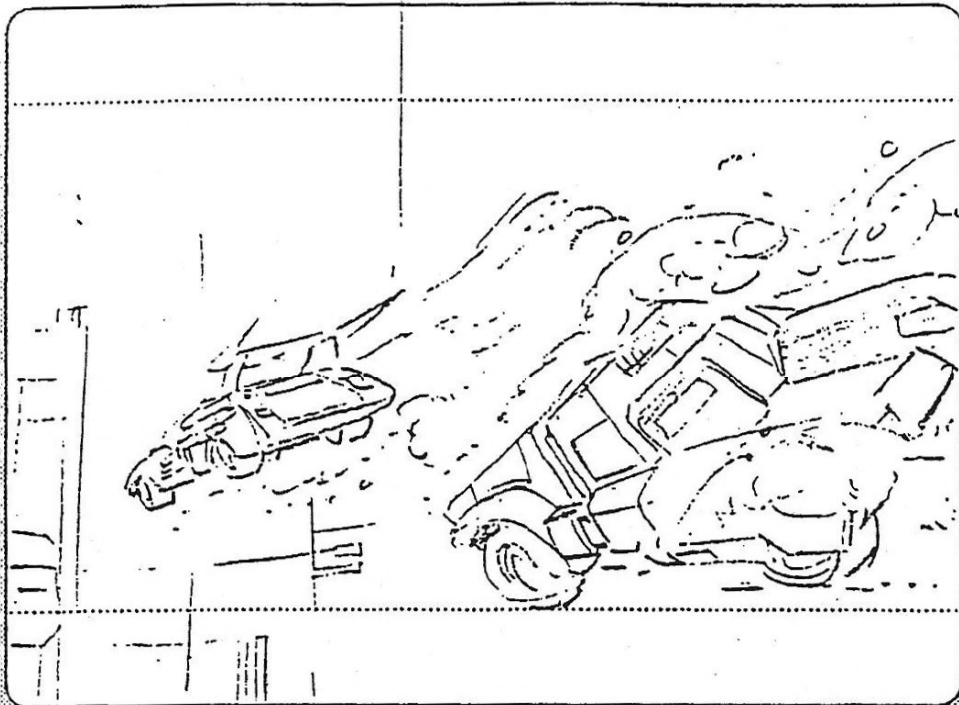
DIAL KUP            Then let's hold a demolition derby!

MUSIC/SFX

CAMERA



SC. 24-14



ACTION ...AND RACE AWAY TO ANOTHER SECTION OF THE TANK.

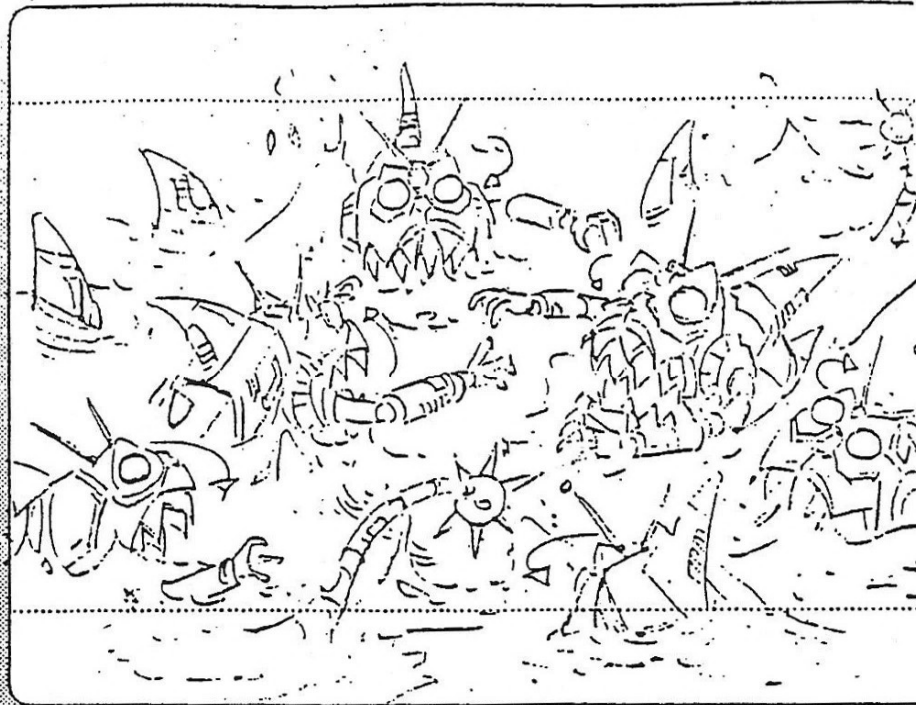
DIAL

MUSIC/SFX

CAMERA

SC. 24-15

SC. 24-15



ACTION L.S. THE SHARKTICONS. THEY LOOK ABOUT WONDERING WHAT HAPPENED TO THE AUTOBOTS.

DIAL

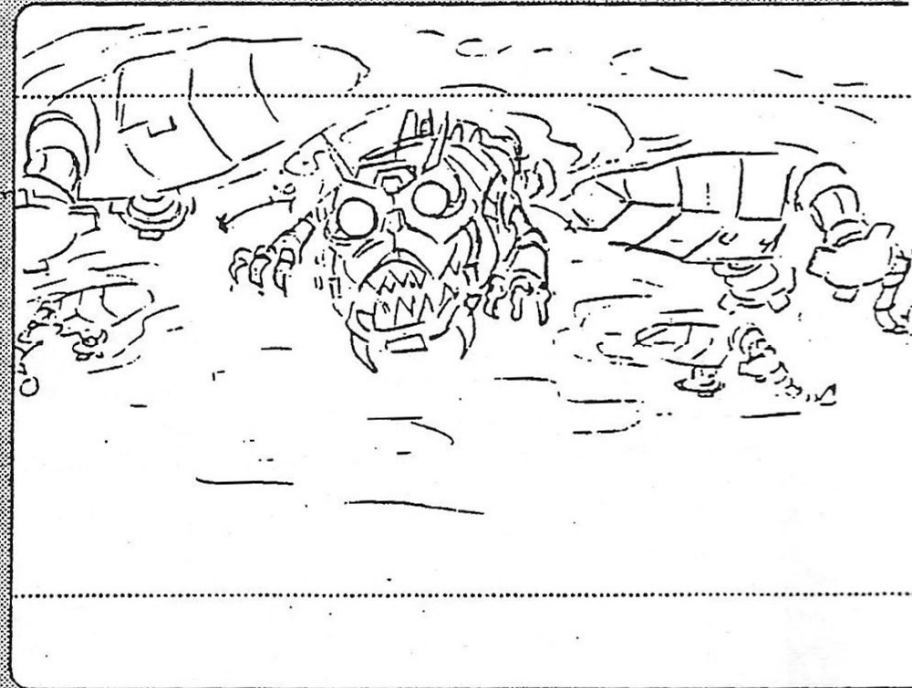
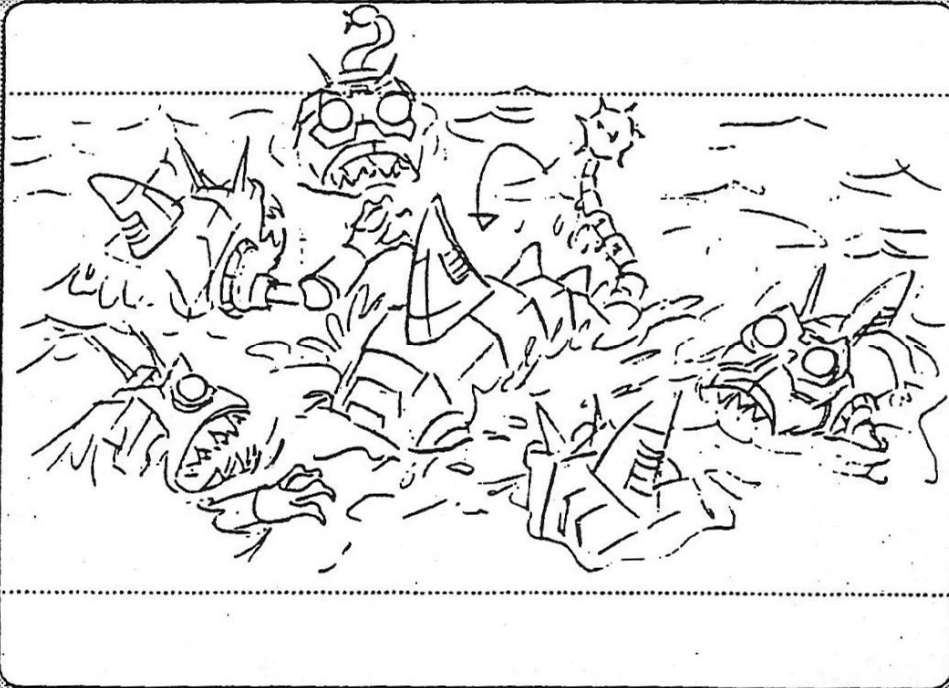
MUSIC/SFX

CAMERA

SC. 24-15 CONT.

SC. 24-15A

SEQ 24 Page 10A



ACTION THEN ONE OF THE SHARKTICONS DIPS HIS FACE DOWN UNDER THE WATER.

DIAL

MUSIC/SFX

CAMERA

ACTION L.S. THE SHARKTICONS FROM UNDER THE WATER. THE SHARKTICON LOOKS ABOVE FOR HOT ROD AND KUP. HE SPOTS THEM!

DIAL

MUSIC/SFX

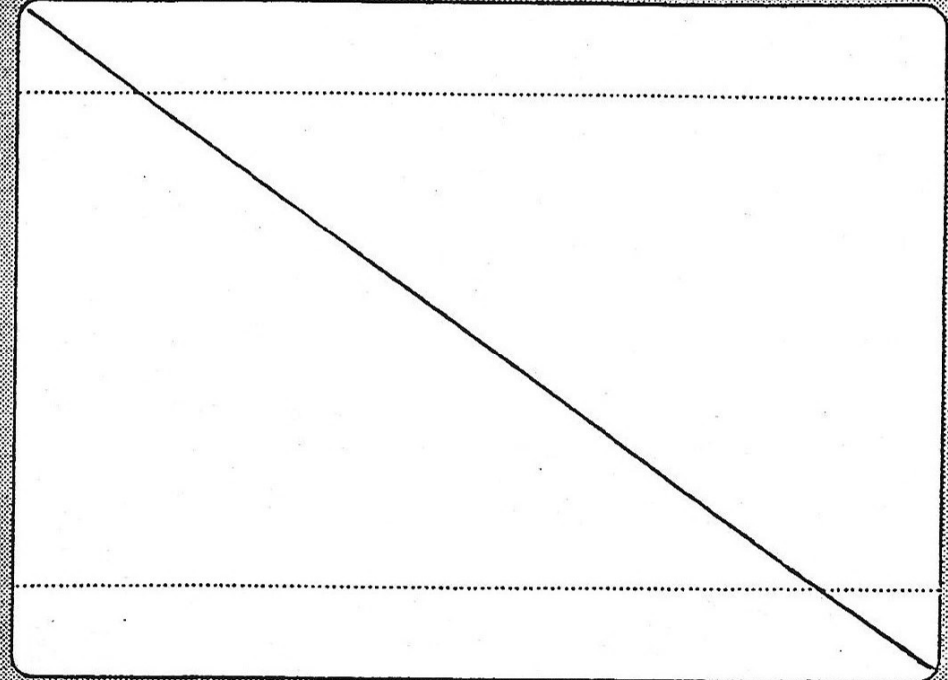
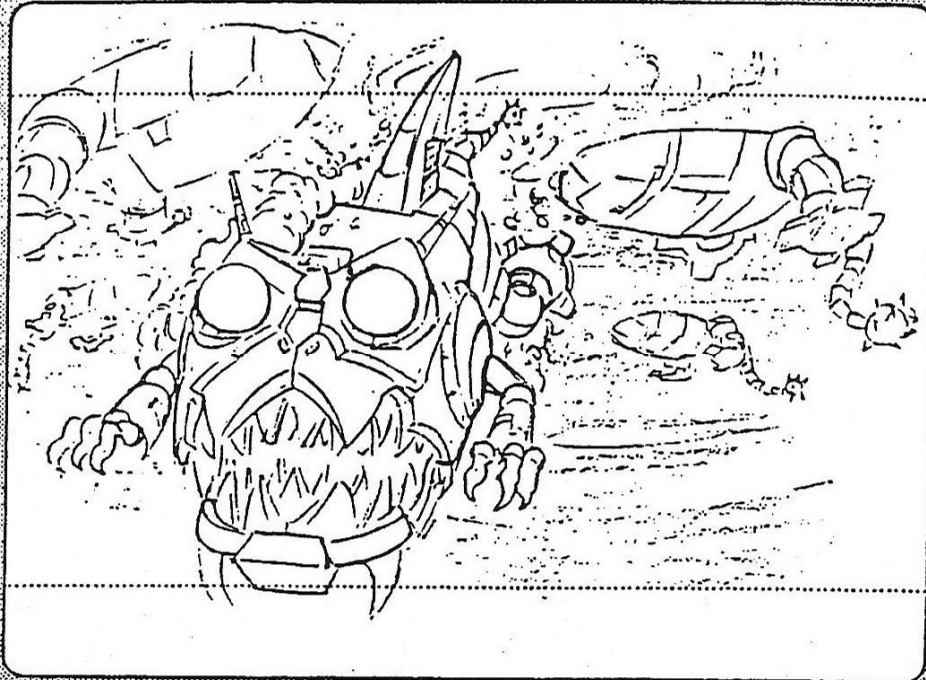
CAMERA

SC. 24-15A CONT

SC.

SEQ 24

Page 10 B



NEXT PAGE!!

ACTION ...AND SWIMS FRANTICALLY AFTER THEM.

DIAL

MUSIC/SFX

CAMERA 1 to Beast Hunters and Beyond!!!!

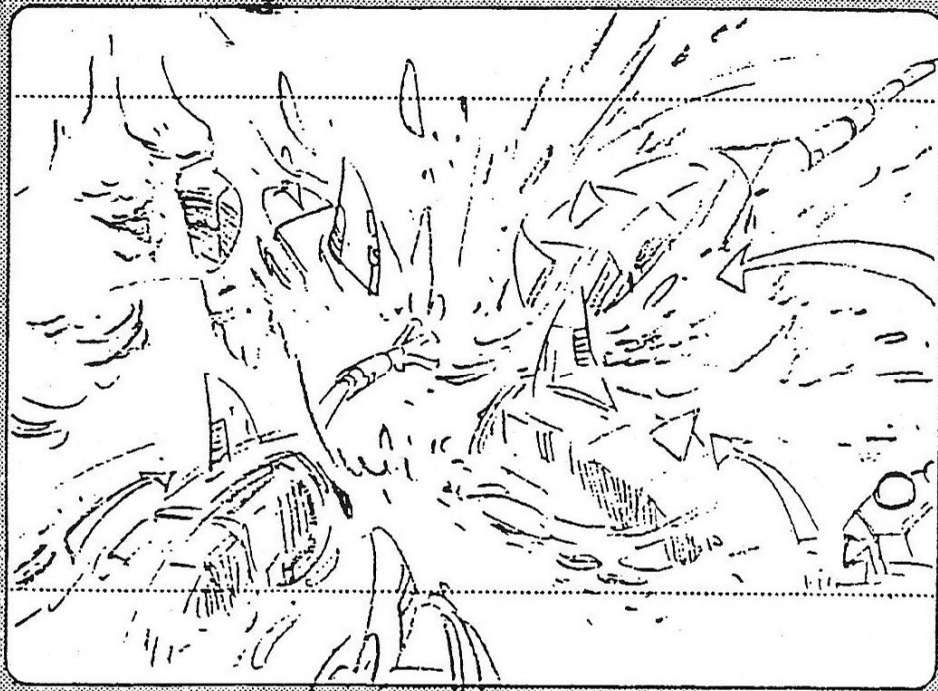
ACTION

DIAL

MUSIC/SFX

CAMERA

SC. 24-15B



ACTION L.S. THE PACK OF SPARKTICONS TAKING THE OTHER SHARKTICONS  
LEAD. THEY ALL PLUNGE INTO THE WATER.

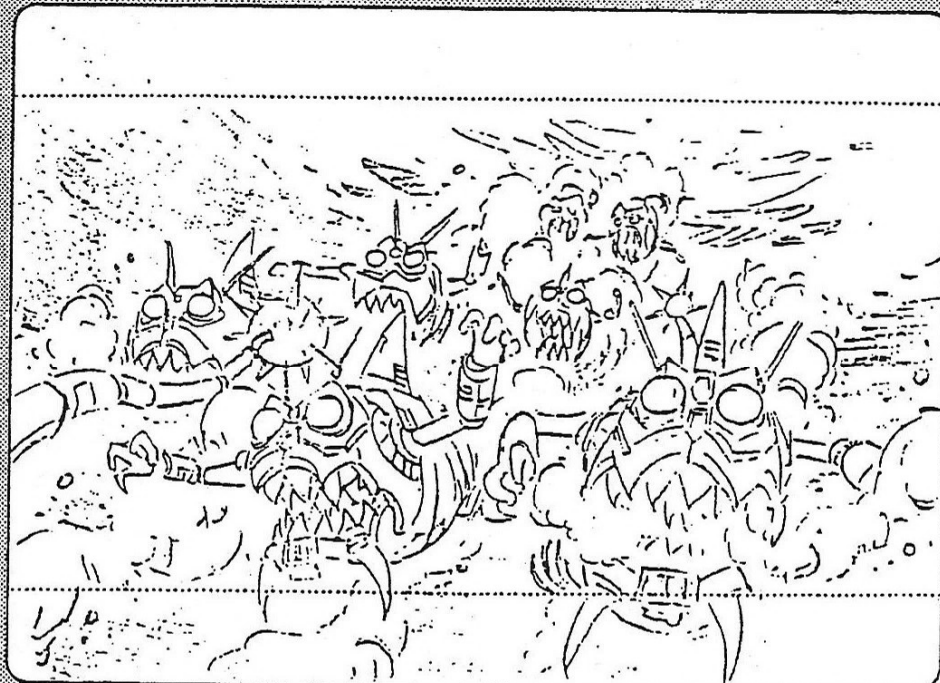
DIAL

MUSIC/SFX

CAMERA

SC. 24-16

SEQ. 24 Page 11



ACTION L.S. THE SHARKTICONS. THEY SWIM DOWN TOWARDS US INTO THE DEPTHS  
OF THE TANK.

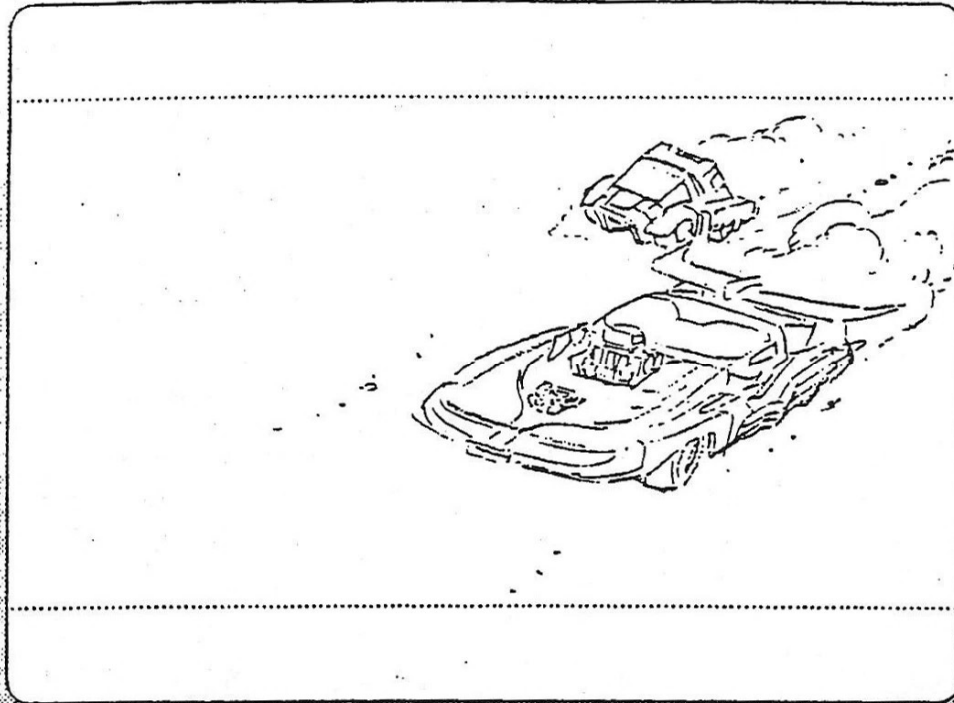
DIAL

MUSIC/SFX

CAMERA

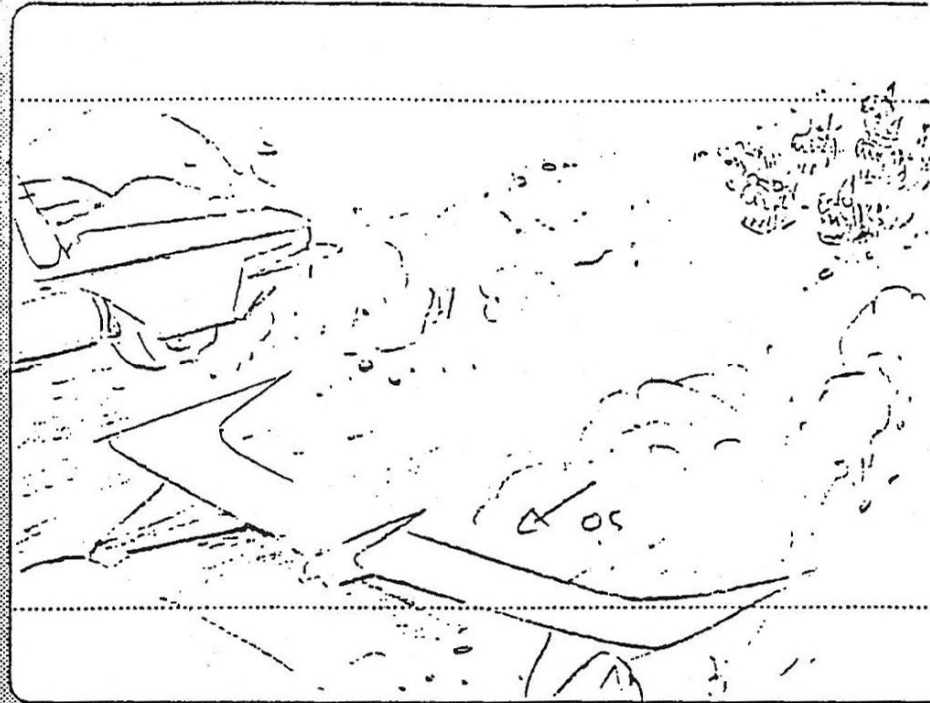


SC. 27-17



SC. CONT

SC. 27 Page 12



ACTION L.S. HOT ROD AND KUP RACE ALONG...

DIAL

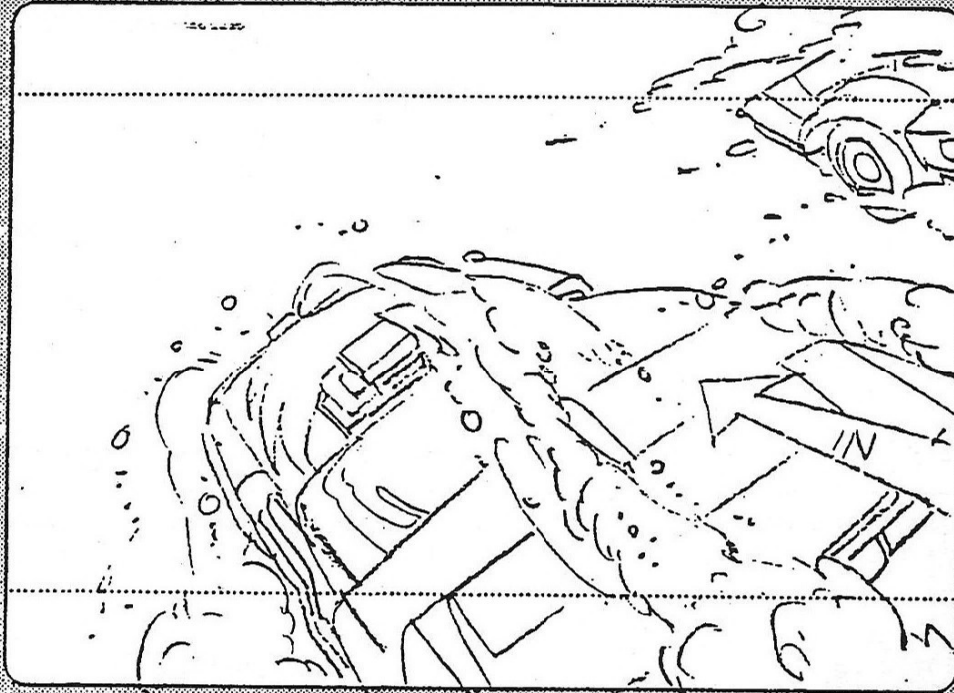
MUSIC/SFX

ACTION ...THEY ARE FOLLOWED BY THE SAVAGE SHARKTICONS.

DIAL

MUSIC/SFX

SC. 24-18



ACTION HOT ROD AND KUP ENTER THE SCENE AND SPEED AWAY...

DIAL

MUSIC/SFX

CAMERA

SC. CONT

SEQ. 24 Page 13



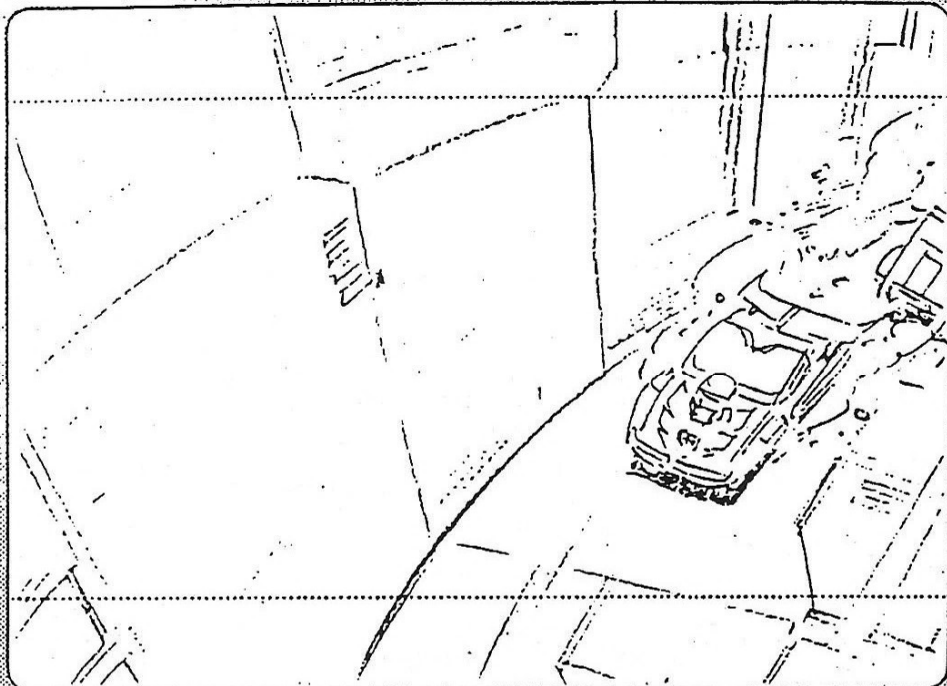
ACTION ...THE SHARKTICONS ENTER THE SCENE IN HOT PURSUIT OF THE AUTOBOTS..

DIAL

MUSIC/SFX

CAMERA

SC. 24-19



ACTION L.S. HOT ROD AND KUP. RACE ALONG THE OUTER EDGE OF THE TANK.

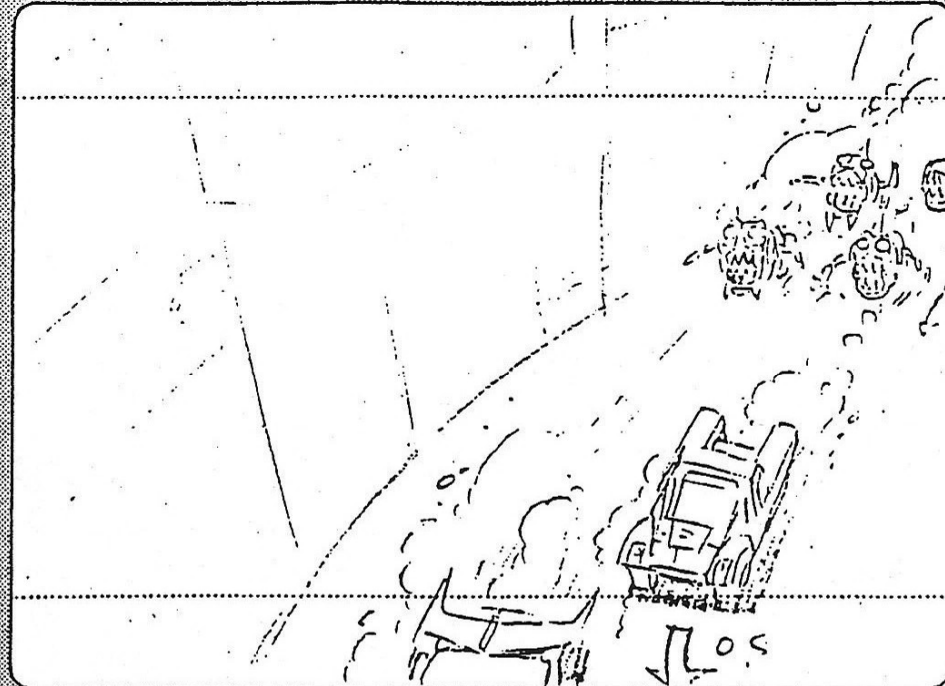
DIAL

MUSIC/SFX

**TIFRAW**  
CAMERA Motion 1 to Beast Hunters and Beyond!!!!

SC. CONT

SEQ. 24 Page 14



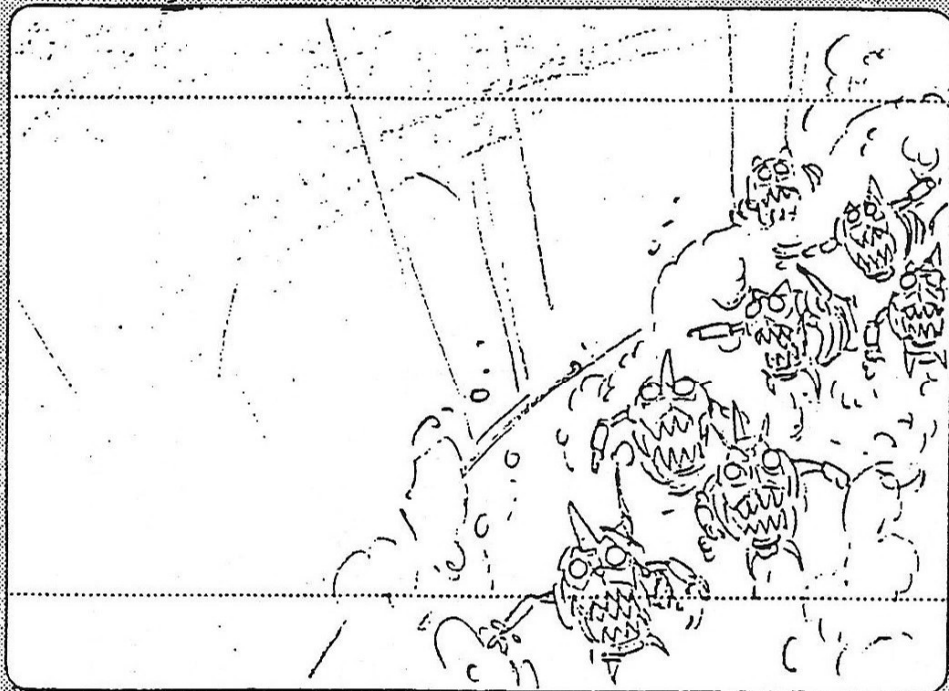
ACTION THE SHARKTICONS ENTER BEHIND THEM AS HOT ROD AND KUP ACCELERATE O.S.

DIAL

MUSIC/SFX

CAMERA

SC. CONT



ACTION THE SHARKTICONS FLOOD INTO THE SCENE.

DIAL

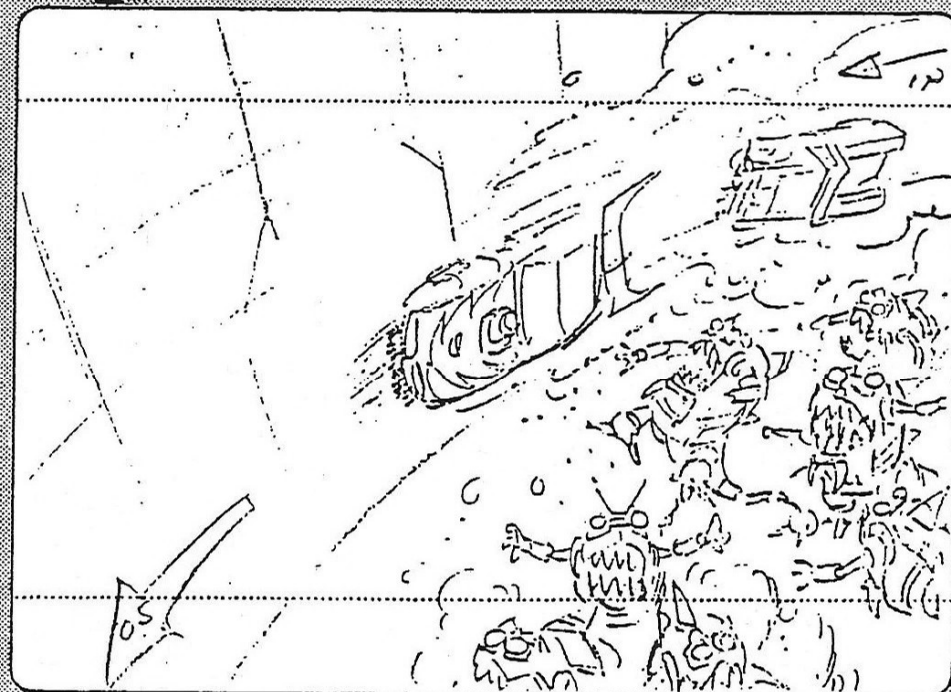
MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

SEQ. 24 Page 15



ACTION SUDDENLY THE SHARKTICONS ARE STARTLED AS HOT ROD AND KUP TRAVELING AT HIGH SPEED ZOOM THROUGH THE SCENE DRIVING AROUND THE SIDE OF THE TANK.

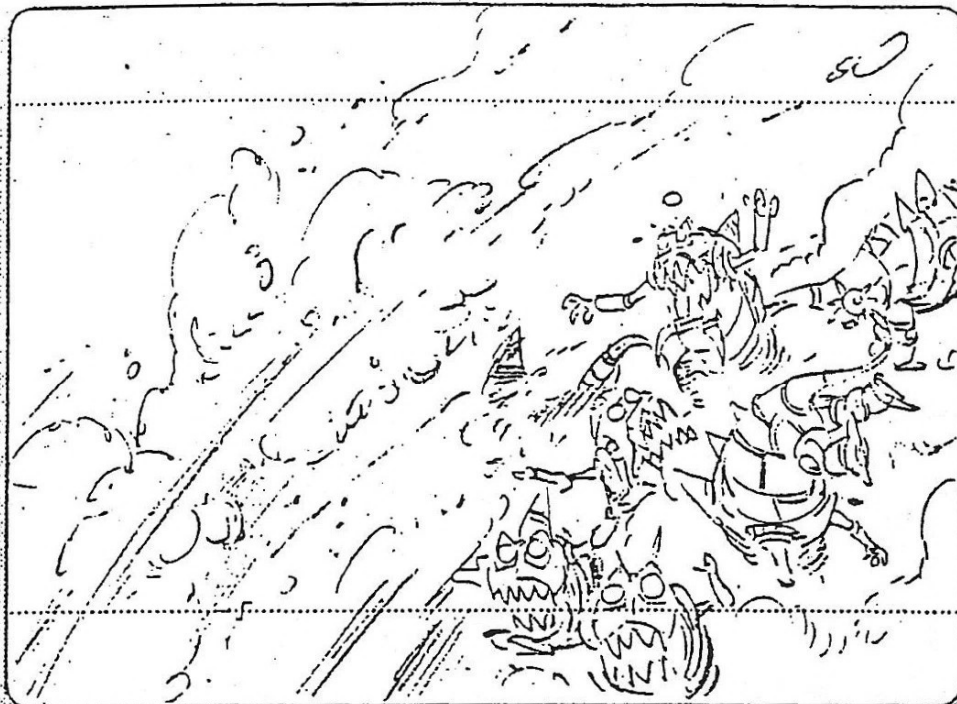
DIAL

MUSIC/SFX

CAMERA



SC. CONT



ACTION

THEY TAKE THE SHARKTICONS BY SURPRISE, SENDING THEM TUMBLING IN WAKE OF TURBULENT WATER.

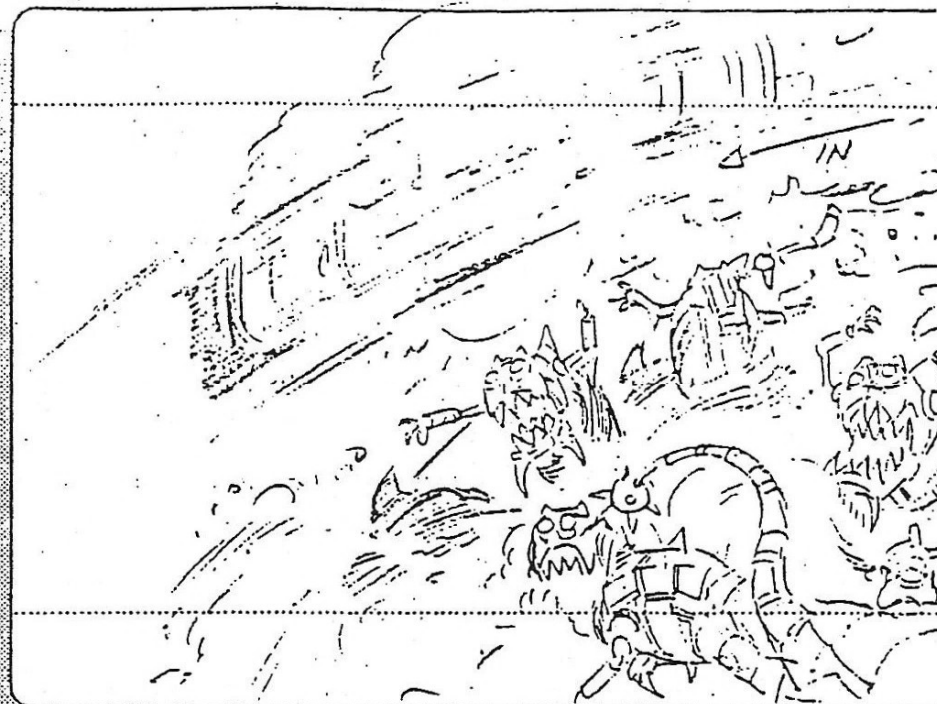
DIAL

MUSIC/SFX

CAMERA

SC. CONT

SEQ. 24 Page 10



ACTION TRAVELING A SUPER HIGH SPEED HOT ROD AND KUP CHARGE THROUGH THE SCENE AGAIN, TOTALLY DISORIENTATING THE SHARKTICONS.

DIAL

MUSIC/SFX

CAMERA

CAMERA

From Generation 1 to Beast Hunters and Beyond!!!!

SG. CONT 24-19



ACTION THE WATER IN THE TANK STARTS SWIRLING, CARRYING THE SHARKTICONS ALONG IN ITS CURRENT...

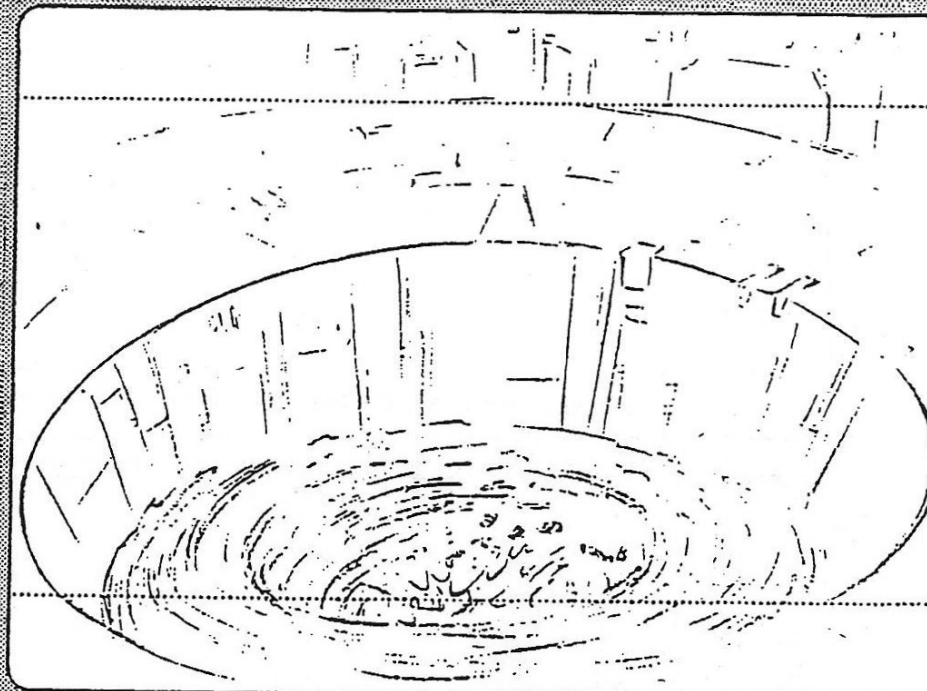
DIAL

MUSIC/SFX

CAMERA

SG. 24-20

SEQ. 24 Page 17



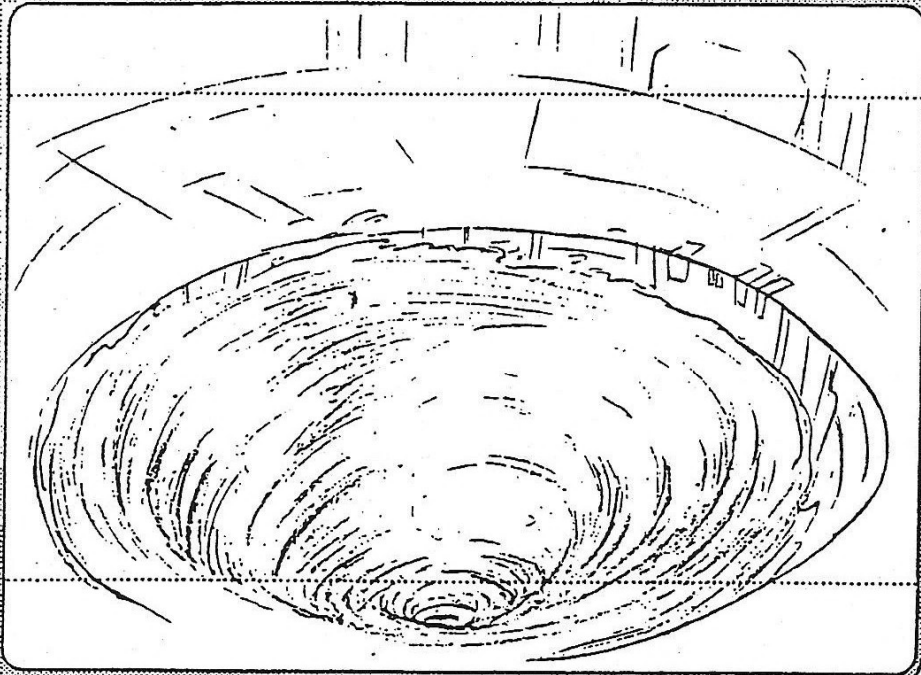
ACTION L.S. THE SHARKTICON PIT. THE WATER, CHURNED UP BY THE AUTOBOTS IS WHIPPED UP INTO A WHIRLPOOL.

DIAL

MUSIC/SFX

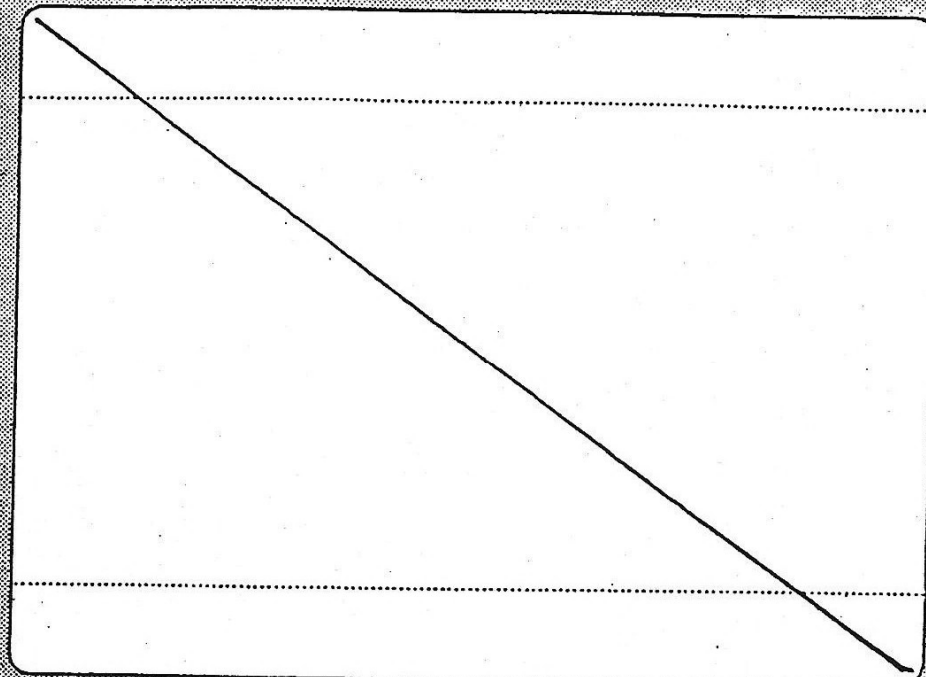
CAMERA

SC. 24-20 CONT.



SC.

Page 17A



NEXT PAGE

ACTION THE FORCE OF THE WHIRLPOOL CAUSES THE WATER TO RISE  
IN THE PIT.

DIAL

MUSIC/SFX

CAMERA

ACTION

DIAL

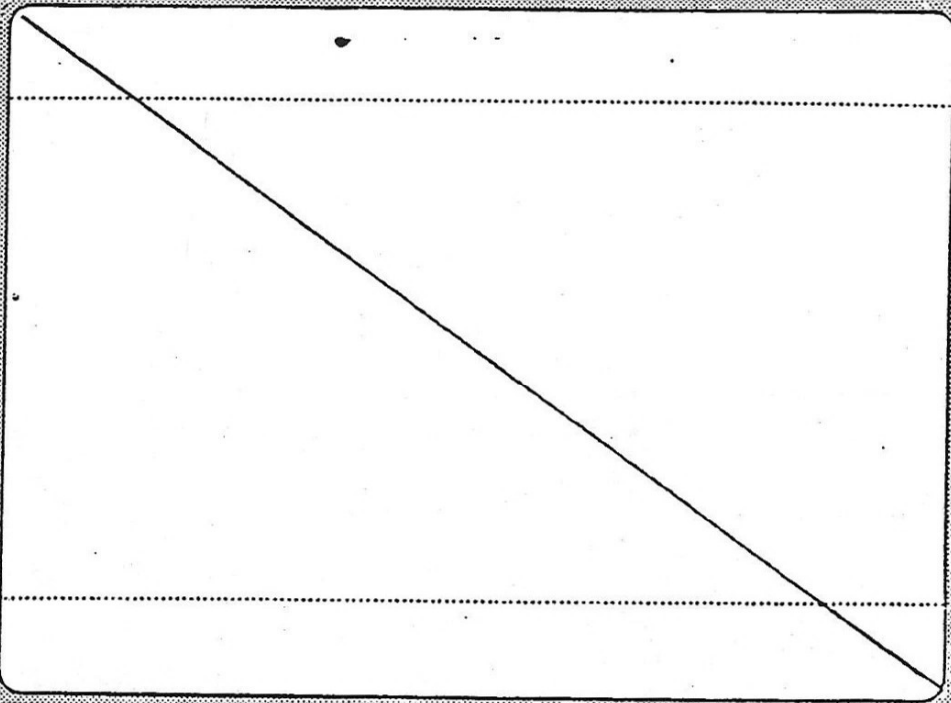
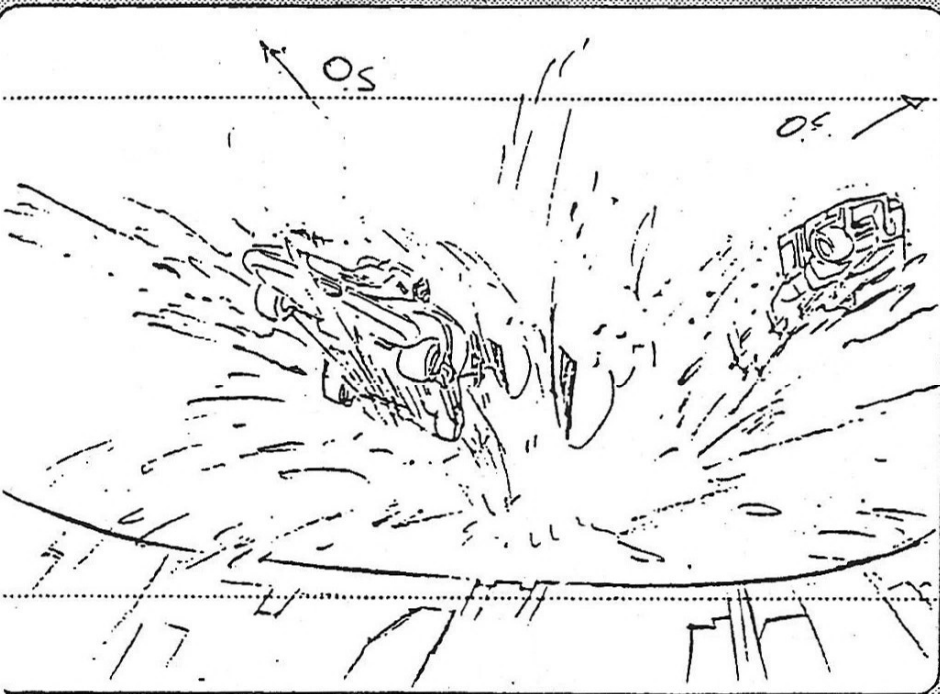
MUSIC/SFX

CAMERA



SC. 24-20 CONT

SC. 2 SEQ. 24 Page 18



ON HOT ROD AND KUP COME SAILING UP OUT OF THE CENTER OF THE WHIRLPOOL.

:/SFX

ACTION

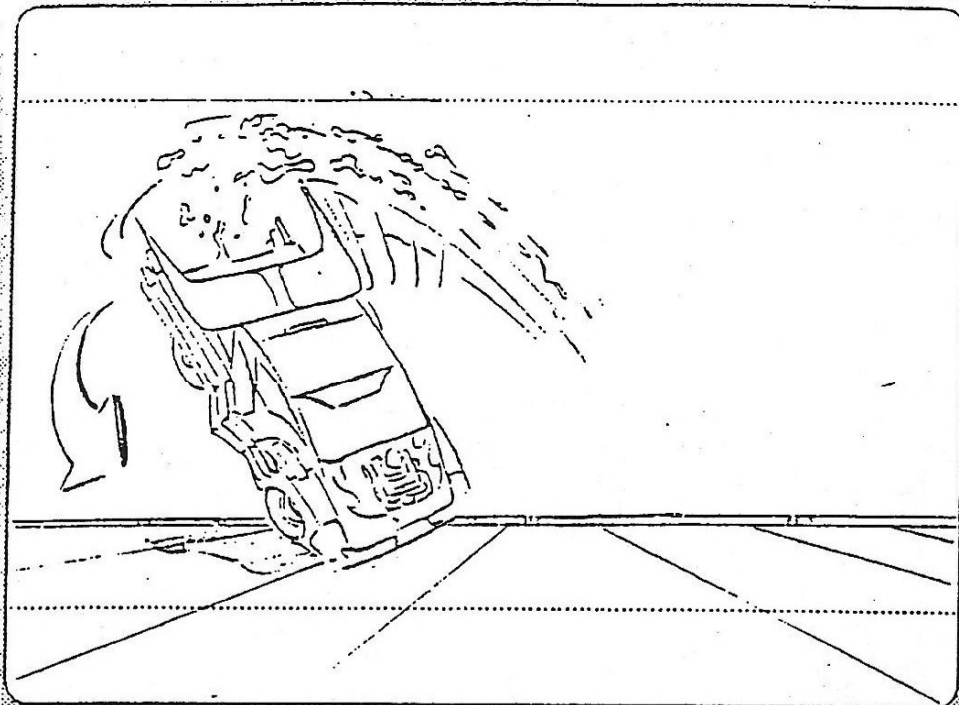
DIAL

MUSIC/SFX

CAMERA



SC. 24-21



ACTION L.S. HOT ROD LANDS ON THE EDGE OF THE SHARKTICON PIT  
AND SKIDS...

DIAL

MUSIC/SFX

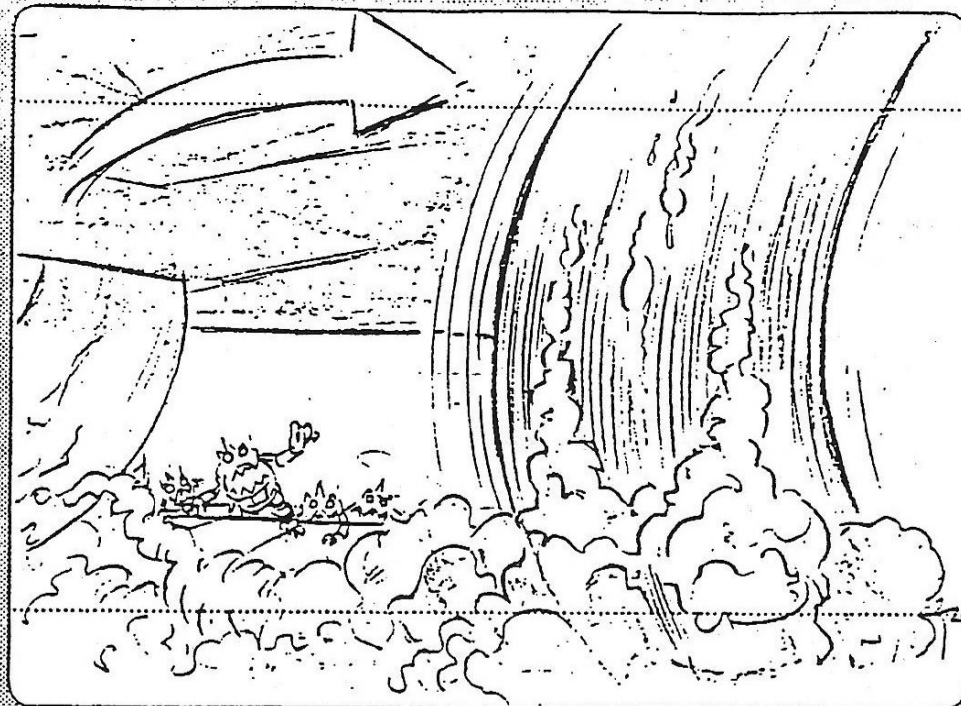
CAMERA

SC. CONT

SEQ. 24

Page

17



ACTION ...AROUND IN A CIRCLE TOWARD US.

DIAL

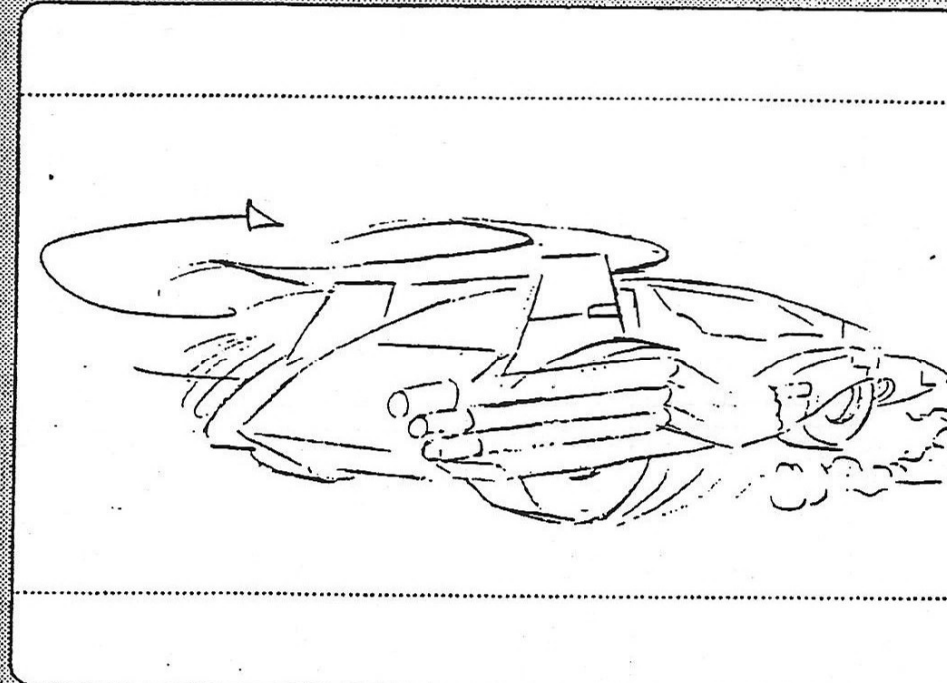
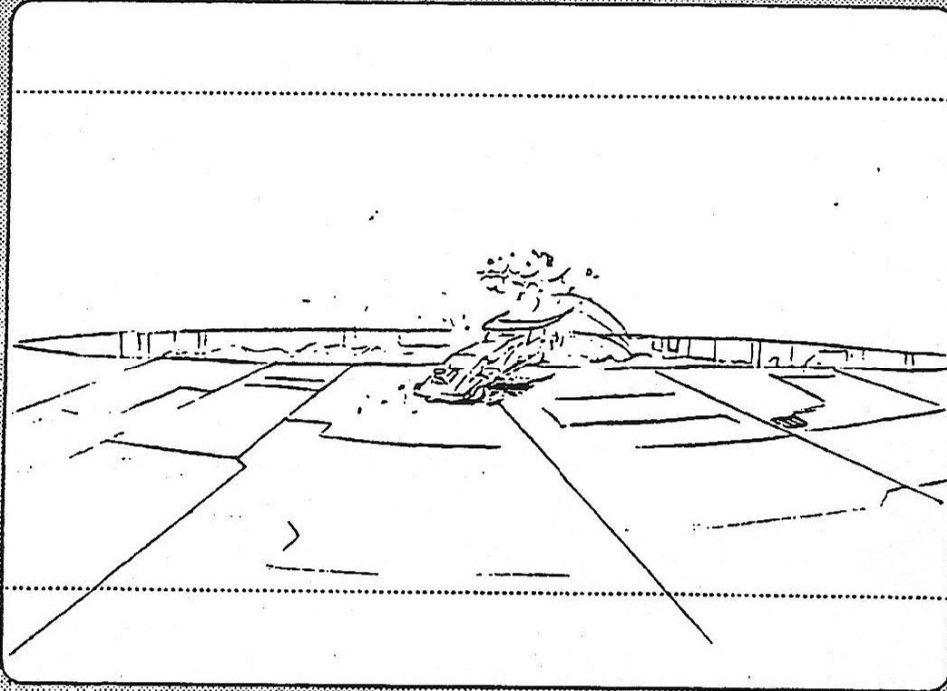
MUSIC/SFX

CAMERA

SC. 24-22

SC. CONT.

Page 19 A



ACTION L.S. HOT ROD LANDS ON THE EDGE OF THE SHARKTICON PIT  
AND SKIDS...

DIAL

MUSIC/SFX

CAMERA

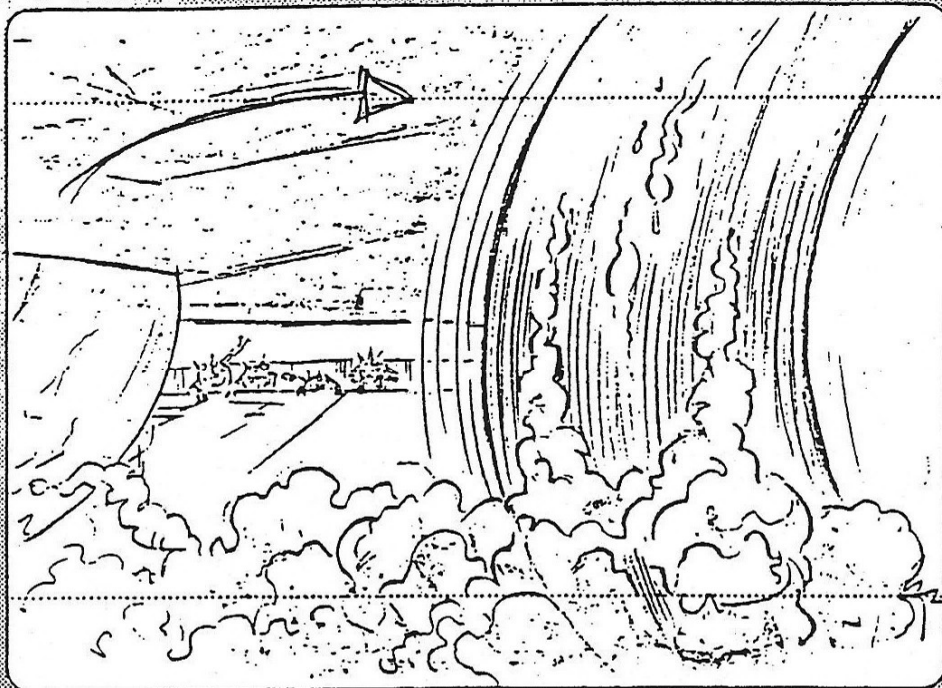
ACTION ...AROUND IN A CIRCLE TOWARD US.

DIAL

MUSIC/SFX

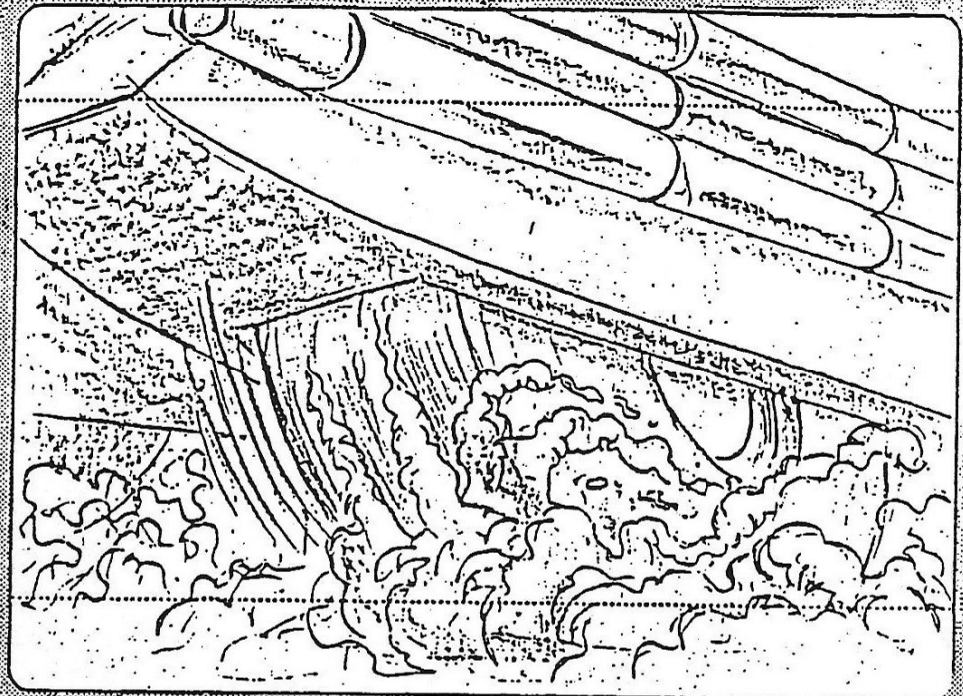
CAMERA

SC. 24-22 CONT



SC. CONT

Page 198



ACTION ...FILLING THE FRAME AND COMING TO A STOP. BETWEEN THE TIRES WE CAN SEE BEYOND HOT ROD. THE SHARKTICONS CLIMBING OUT OF THE PIT.

DIAL

MUSIC/SFX



ACTION HOT ROD STEPS ON THE GAS AND WITH HIS TIRES SPINNING AND SMOKING ZOOMS AWAY...

DIAL

MUSIC/SFX

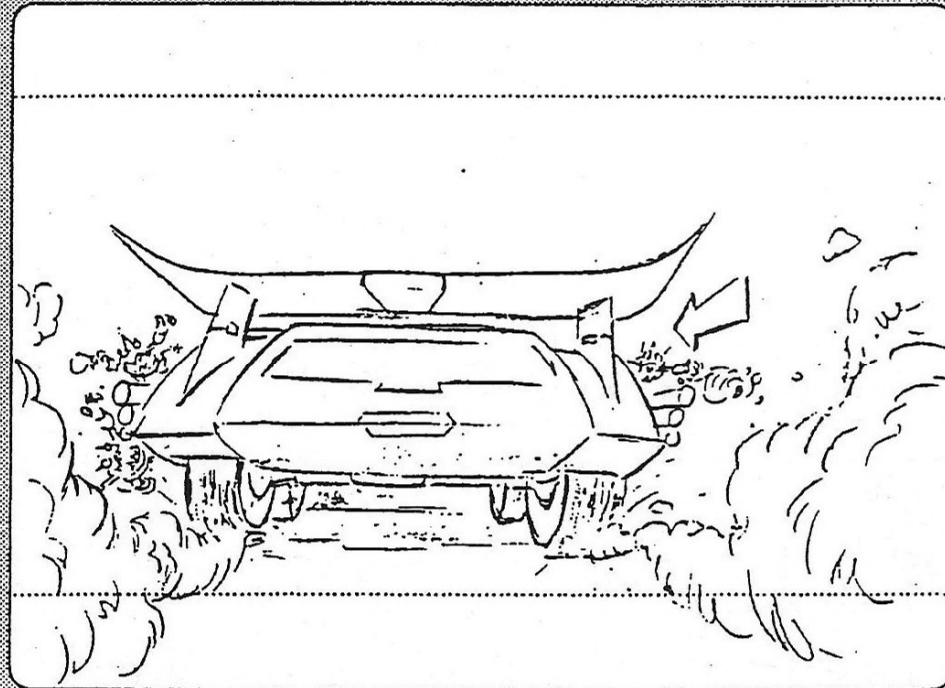
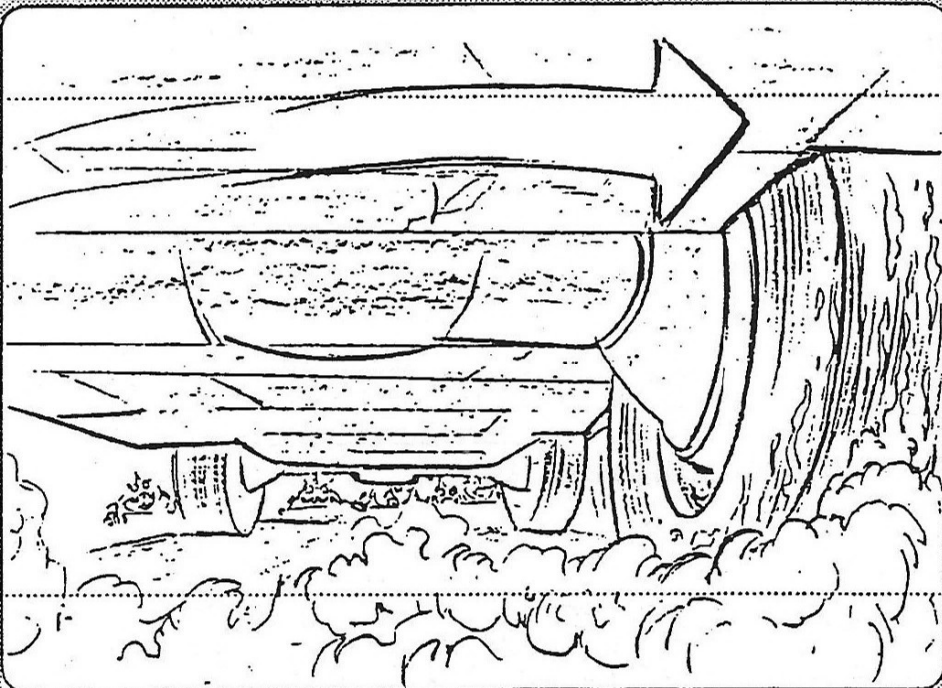
CAMERA

SC. CONT 24.-21

SC. CONT

SEQ. 24

Page 20



ACTION ...FILLING THE FRAME AND COMING TO A STOP. BETWEEN THE TIRES WE CAN SEE BEYOND HOT ROD, THE SHARKTICONS CLIMBING OUT OF THE PIT.

AL

MUSIC/SFX

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

HOT ROD STEPS ON THE GAS AND WITH HIS TIRES SPINNING AND SMOKING ZOOMS AWAY, HEADING DIRECTLY FOR THE SHARKTICONS.

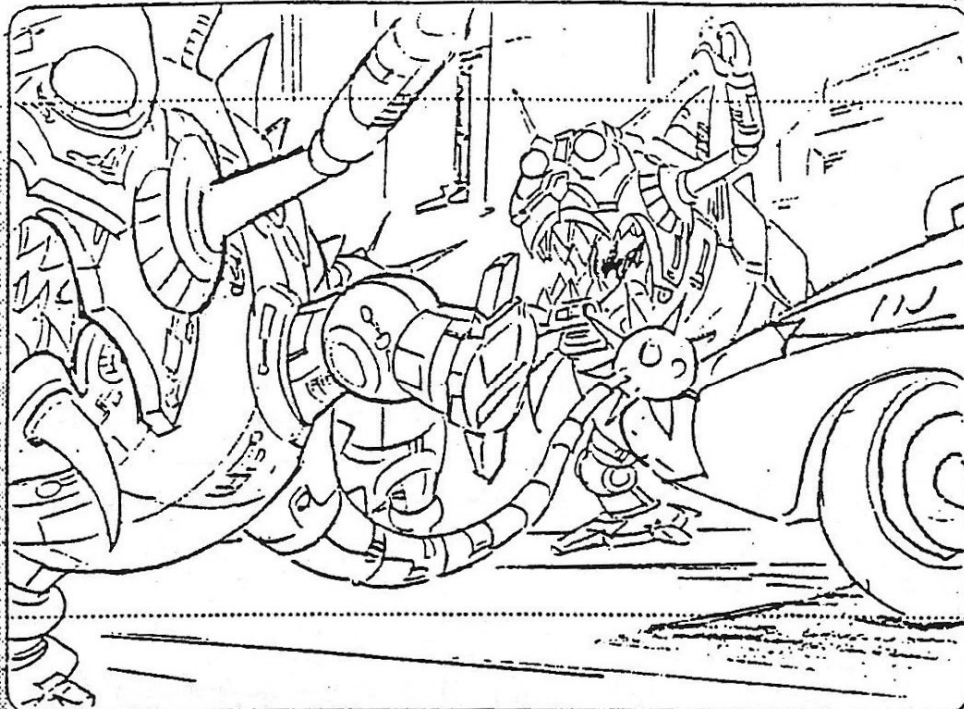
DIAL

MUSIC/SFX

CAMERA

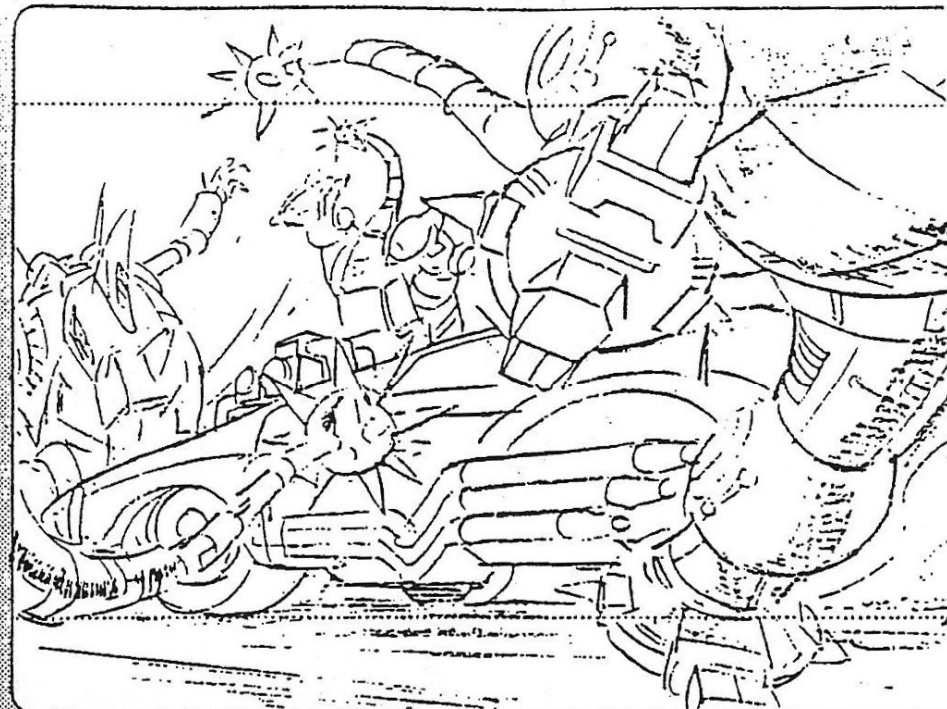


SC. 1-1-1



SC. CONT

SEQ. 1-1-1 Page 1



ACTION M.L.S. THE SHARKTICONS. THEY TRY AND LEAP OUT OF THE WAY AS HOT ROD ENTERS THE SCENE...

DIAL

MUSIC/SFX

CAMERA

ACTION ...AND CRASHES THROUGH THEIR MIDST, SENDING THEM FLYING IN ALL DIRECTIONS.

DIAL

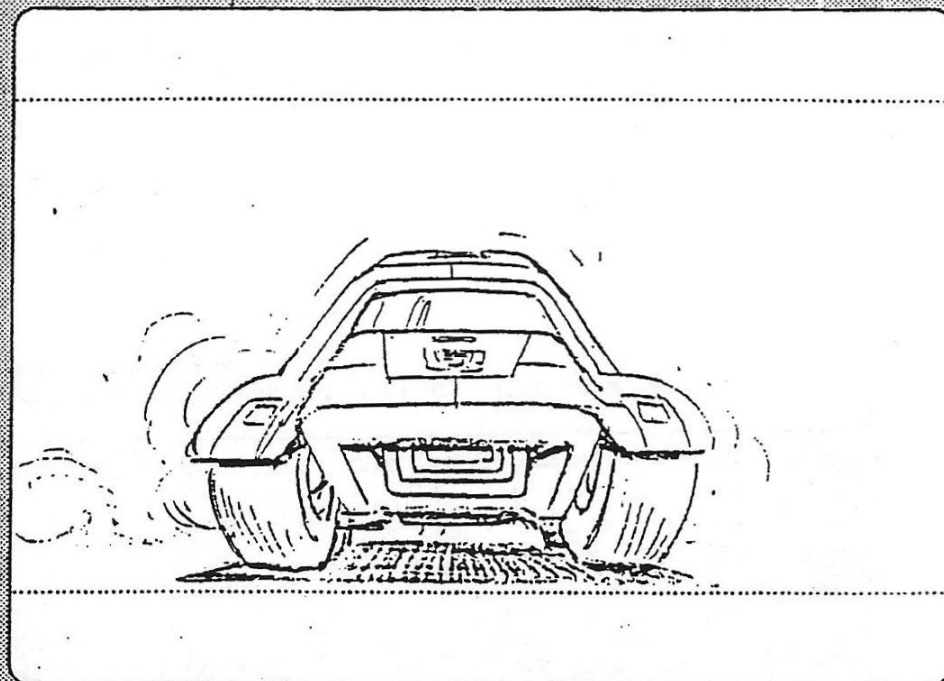
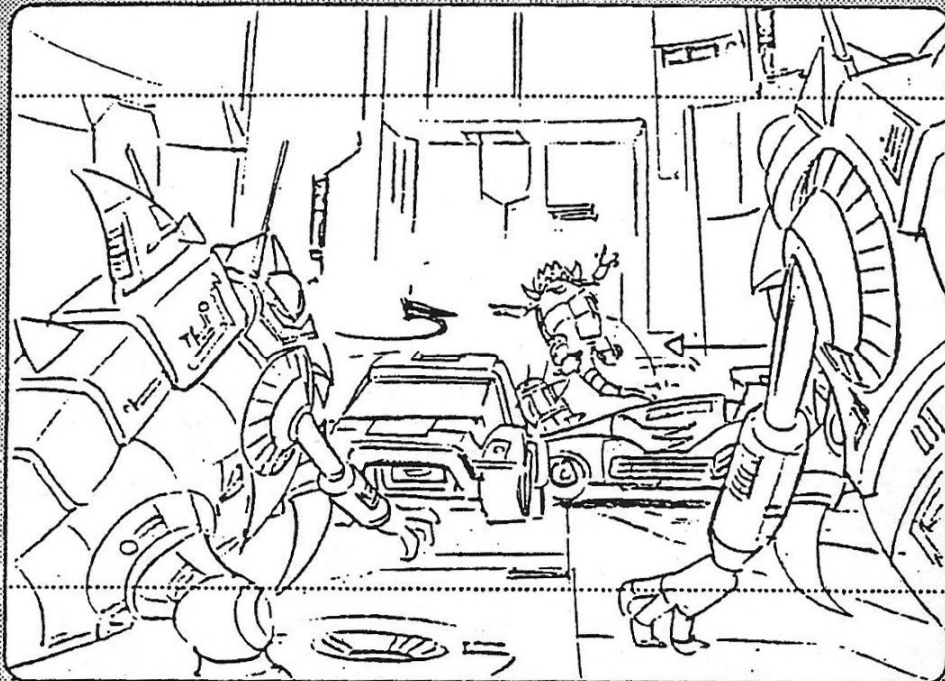
MUSIC/SFX

CAMERA

SC. 24-25

SC. CONT

SEQ. 24 Page 22



ACTION L.S. THE SHARKTICONS AND KUP. HOT ROD RACES THROUGH  
THE SCENE IN THE BACKGROUND AS...

DIAL

MUSIC/SFX

CAMERA

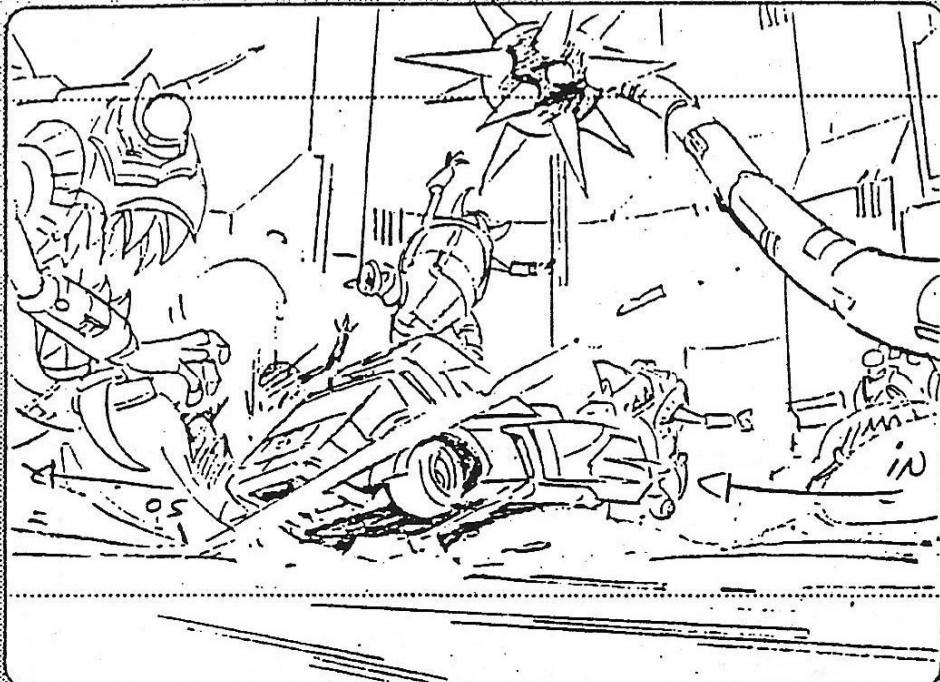
ACTION ...KUP SPEEDS FORWARD...

DIAL

MUSIC/SFX

CAMERA

SC. 24-26



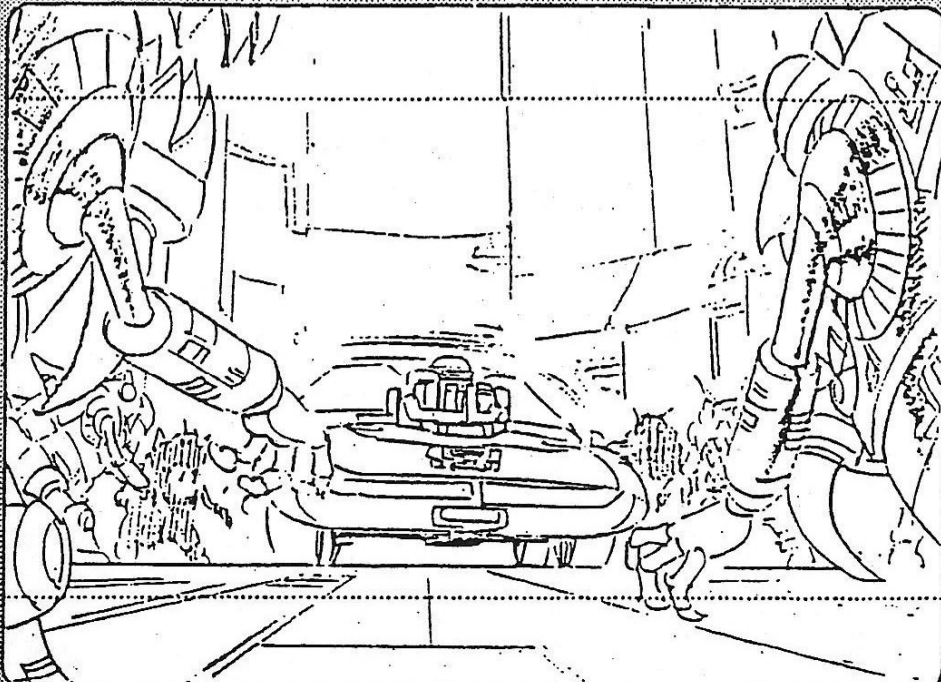
ACTION L.S. THE SHARKTICONS AS KUP ENTER THE SCENE AND RAMS INTO THEM SENDING THEM FLYING.

DIAL

MUSIC/SFX



SC. 24-27



ACTION L.S. HOT ROD. HE SITS STATIONARY AS THE SHARKTICONS CIRCLE AROUND HIM.

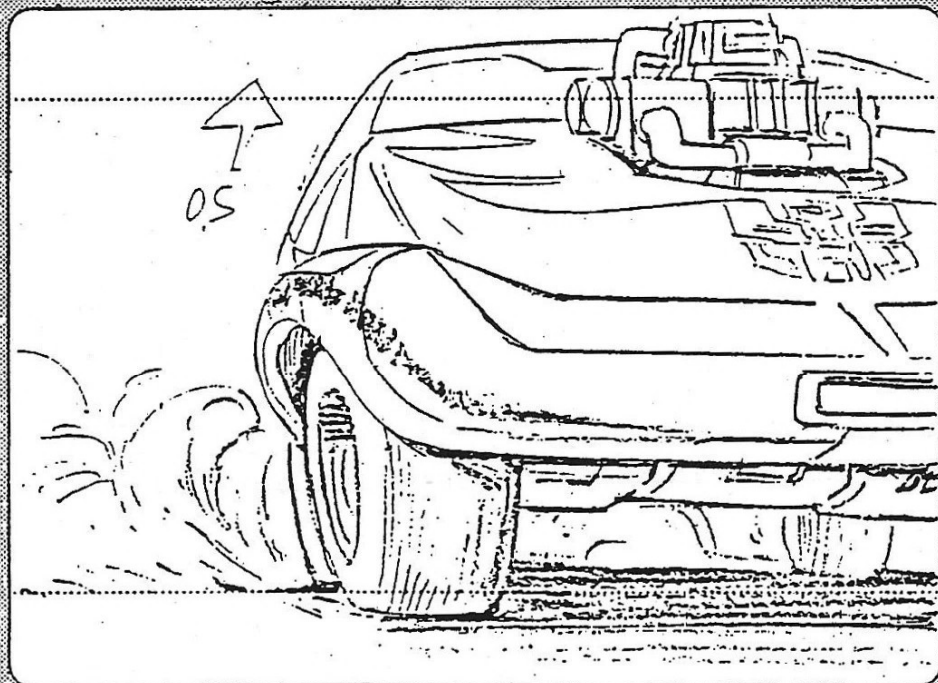
DIAL

MUSIC/SFX

CAMERA

SEQ. 24 Page 23

SC. CONT 24-27



ACTION ...THEN HE SPEEDS FORWARD O.S.

DIAL

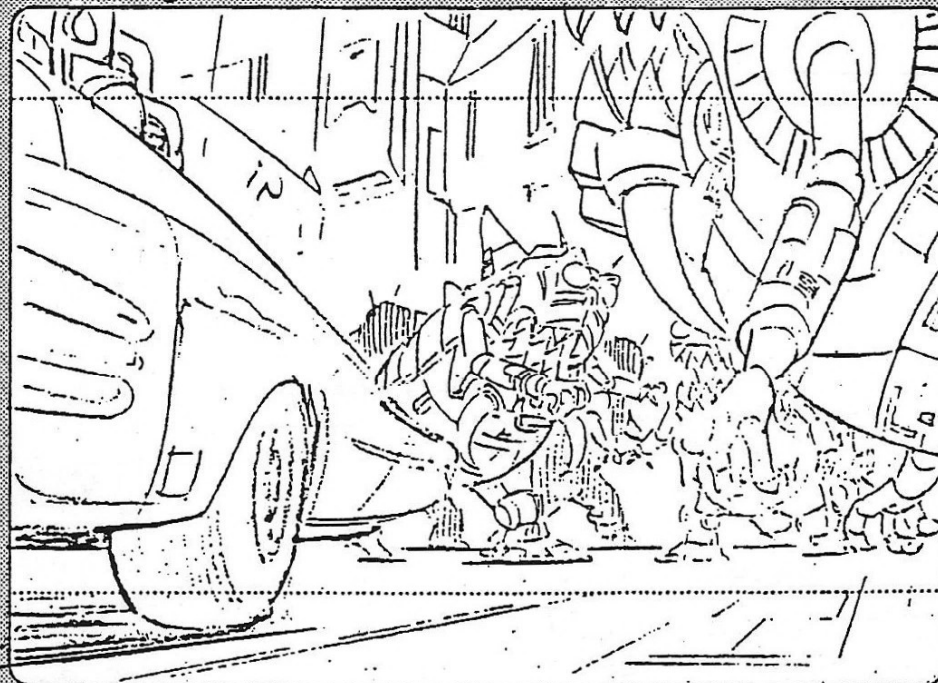
MUSIC/SFX

CAMERA

**TFR**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 24-28

SEQ. 24 Page 24



ACTION M.L.S. THE SHARKTICONS AS HOT ROD SPEEDS INTO THEIR GROUP.

DIAL

MUSIC/SFX

CAMERA



SC.

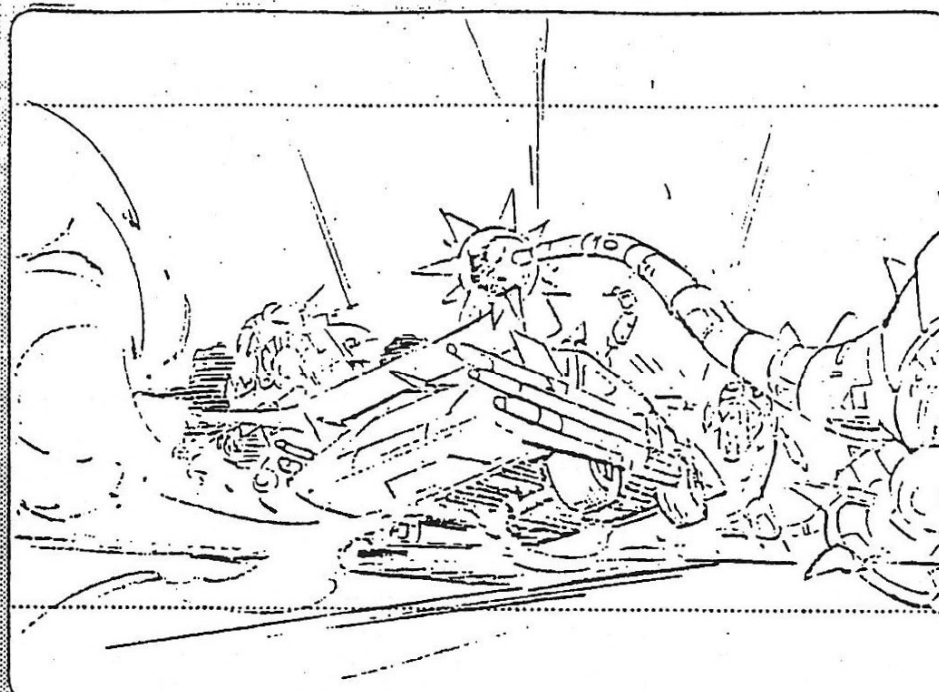
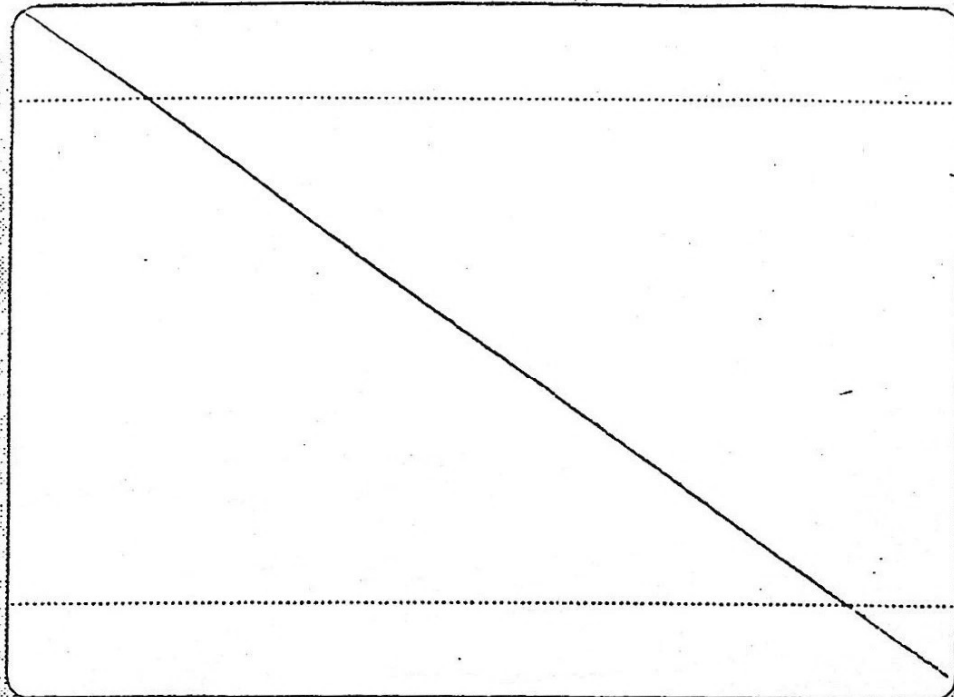
SC.

CONT 24-28

24

Page

25



ACTION

DIAL

MUSIC/SFX

IFRAW

From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...SCATTERING THEM.

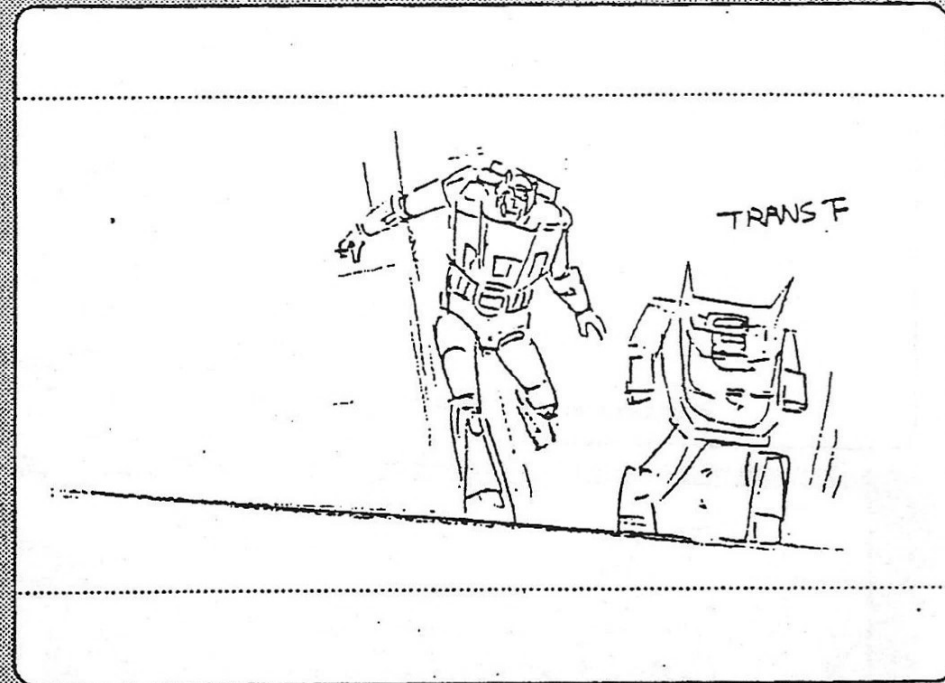
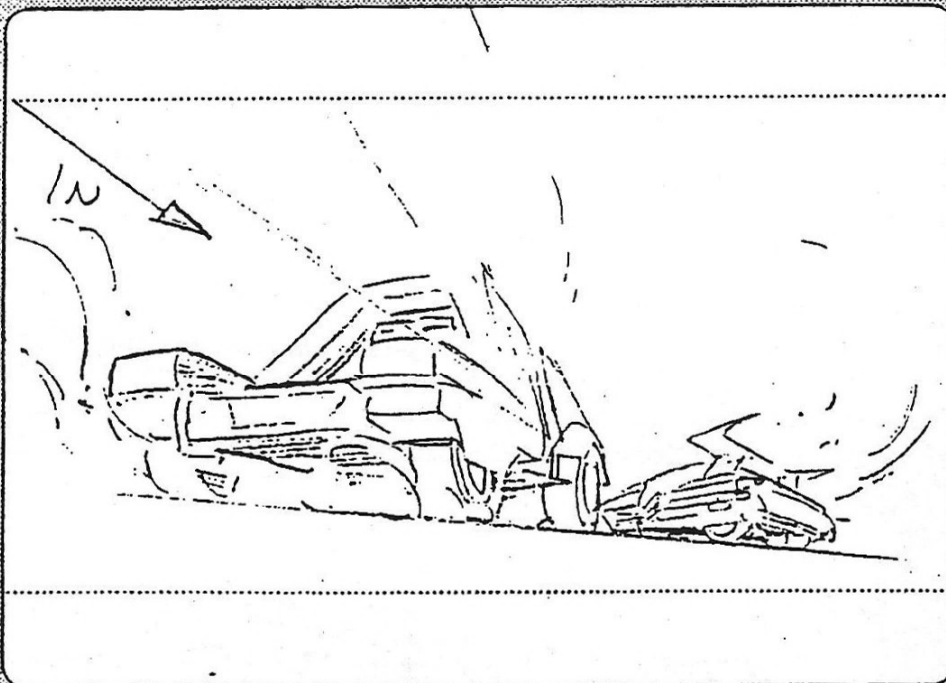
DIAL

MUSIC/SFX

SC. CONT 24-28

SG. CONT

SEQ. 24 Page 26



ACTION ...KUP ENTERS THE SCENE ON HOT ROD'S TAIL...THEY BOTH SPIN AROUND...

DIAL

MUSIC/SFX

CAMERA

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...AND TRANSFORM INTO ROBOT MODE.

DIAL

MUSIC/SFX

CAMERA

SC. 24-29

SC. CONT

SEQ. 24 Page 27



NEXT PAGE 27A

M.S. KUP AND HOT ROD. KUP TURNS TO HOT ROD AS HOT ROD FINISHES HIS TRANSFORMATION.

HOT ROD Didn't even bend a fender.

SFX



ACTION KUP THEN SPINS AROUND TO LOOK O.S.

DIAL KUP Yeah but look.

MUSIC/SFX

CAMERA

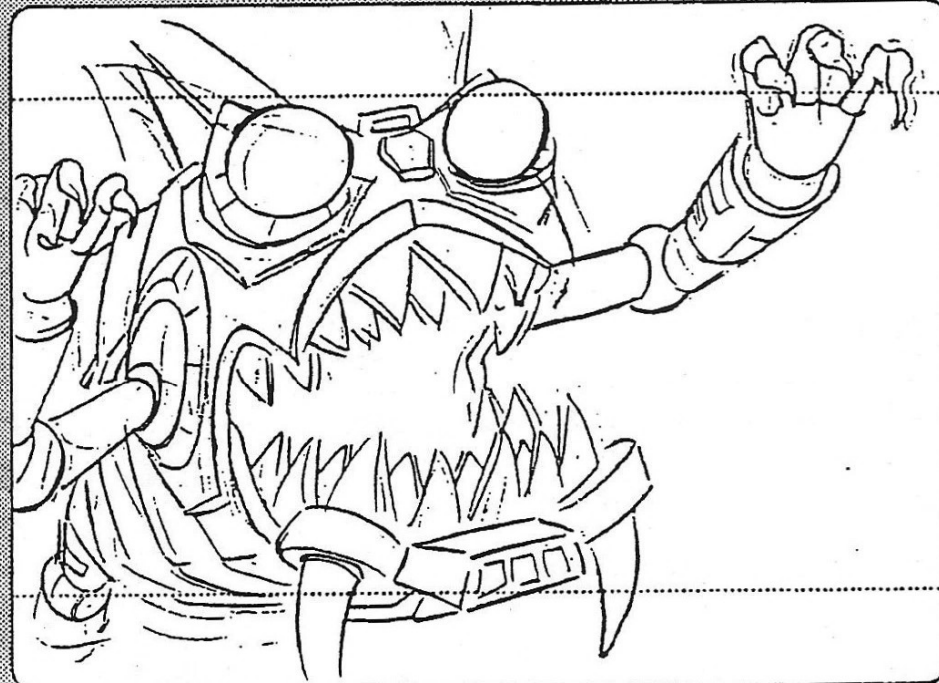
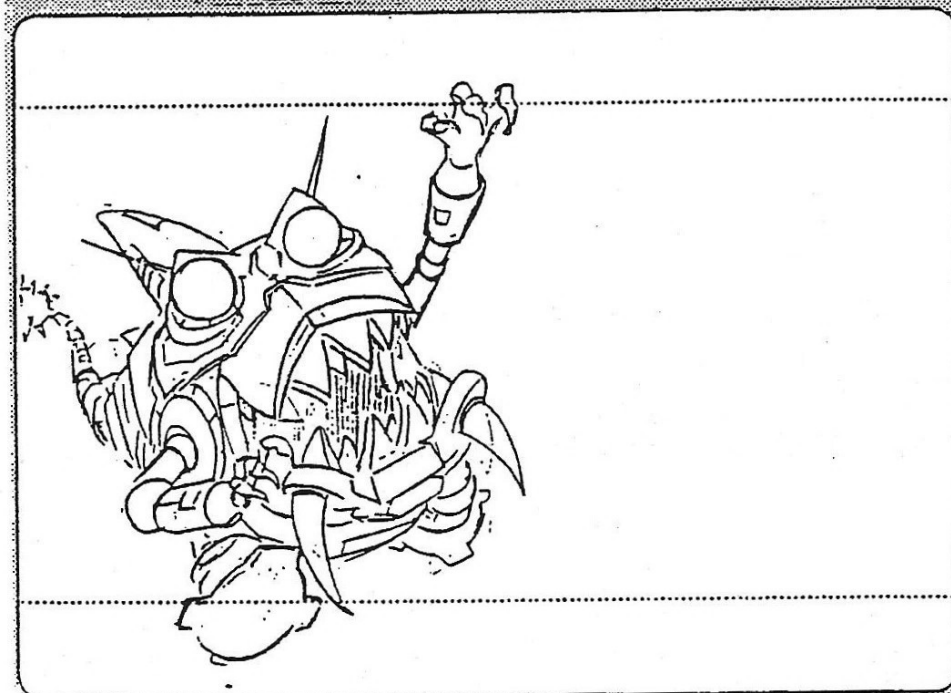
SC. 24-291A.

SC. CONT.

SEQ 24

Page

27A



NEXT PAGE 27B

TION M.L.S. A SHARKTICON RUNS FORWARD...

L KUP (V.O.) (CONT) There are a lot  
more of those camdingin'

SIC/SFX

ACTION ...ATTACKING O.S. KUP.

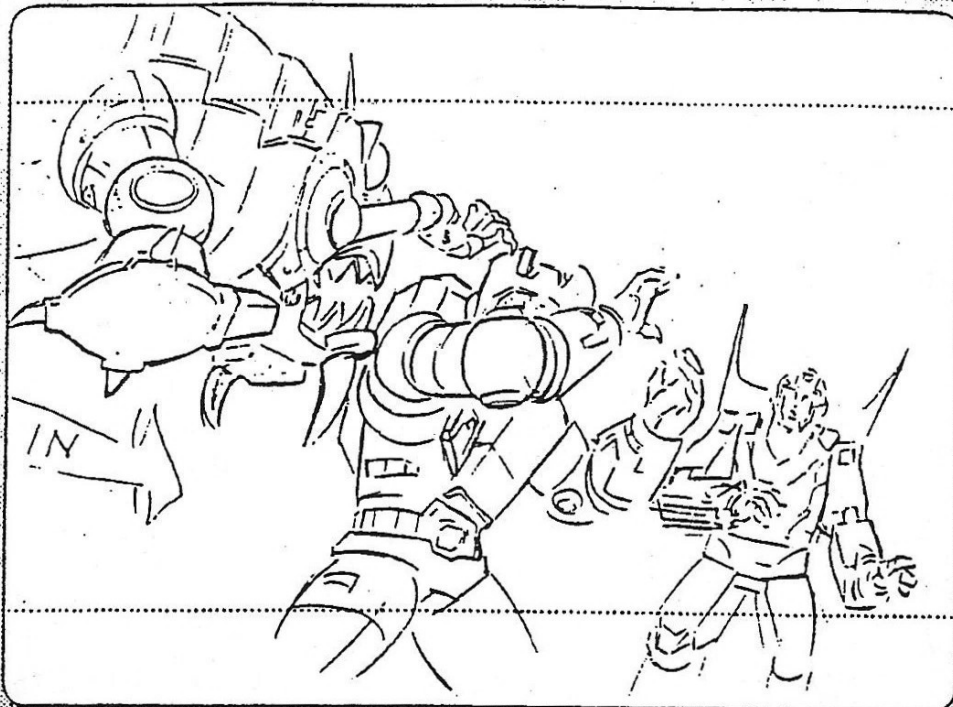
DIAL KUP (V.O.) (CONT) grill charkin' things.

MUSIC/SFX

CAMERA



SC. 1-7-12



ACTION M.L.S. KUP AND HOT ROD. KUP RECOILS AS A SHARKTICON JUMPS IN ON TOP OF HIM.

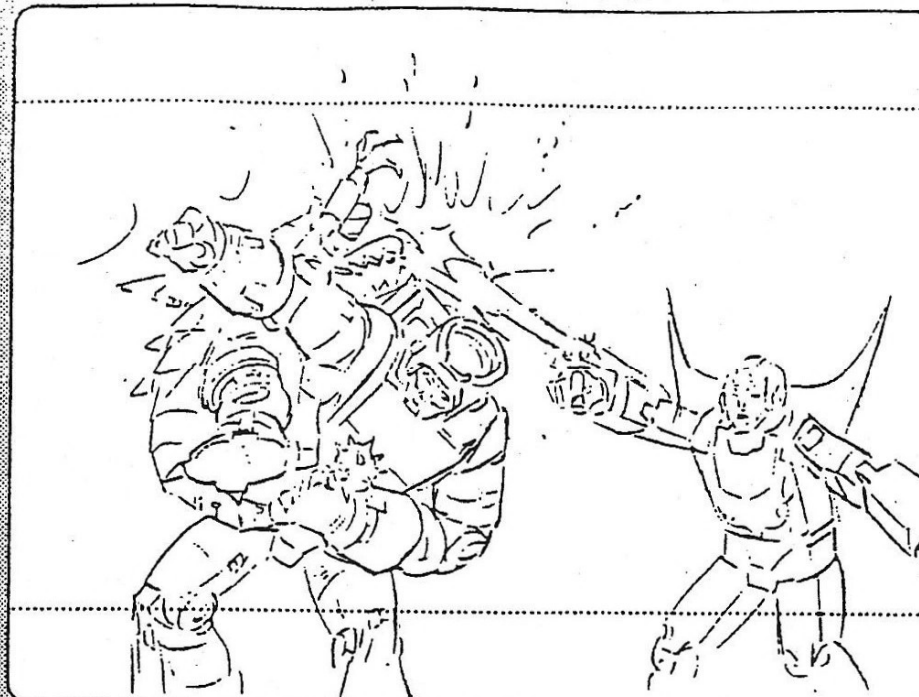
DIAL

MUSIC/SFX

SC. 1-7-13

SC. 2-1

Page 10



ACTION KUP GRABS THE SHARKTICON BY THE TAIL TO PULL HIM OFF AS HOT ROD TAKES AIM AND BLASTS THE SHARKTICON IN THE HEAD WITH HIS LASER GUN.

DIAL

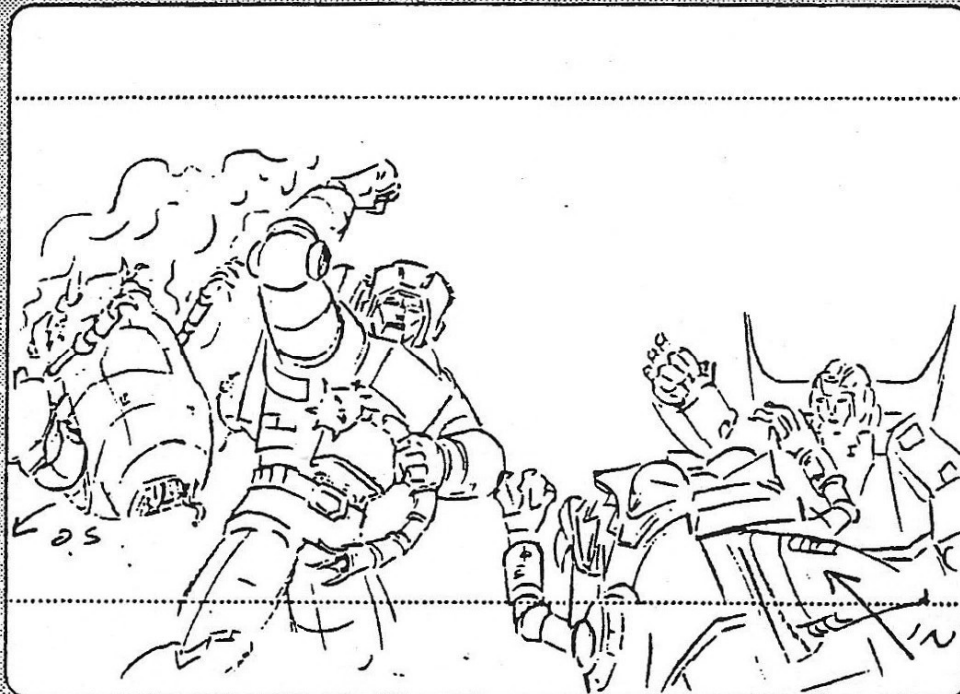
MUSIC/SFX

SC. 24-29B CONT

SC. CONT

SEQ. 24

Page 27C

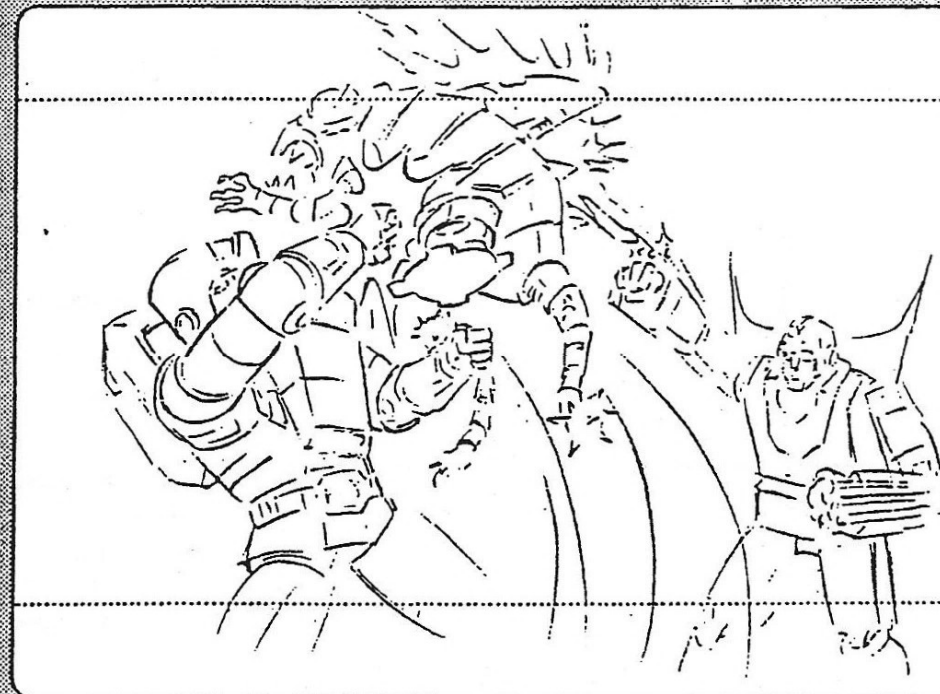


ACTION KUP KNOCKS THE SHARKTICON OFF OF HIS BACK RIPPING OFF HIS TAIL IN THE PROCESS. ANOTHER SHARKTICON RUSHES KUP AND LEAPS UPON HIM.

DIAL

MUSIC/SFX

CAMERA



ACTION KUP TRIES TO DEFEND HIMSELF. HOT ROD FIRES ANOTHER LASER BLAST, HITTING THE SHARKTICON IN THE BACK.

DIAL

MUSIC/SFX

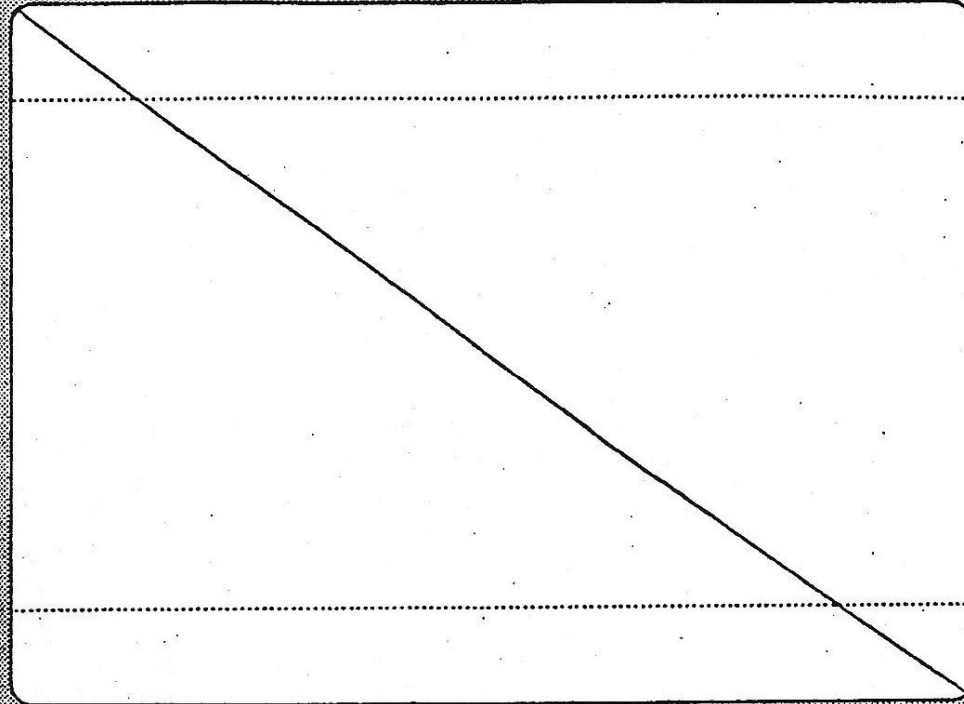
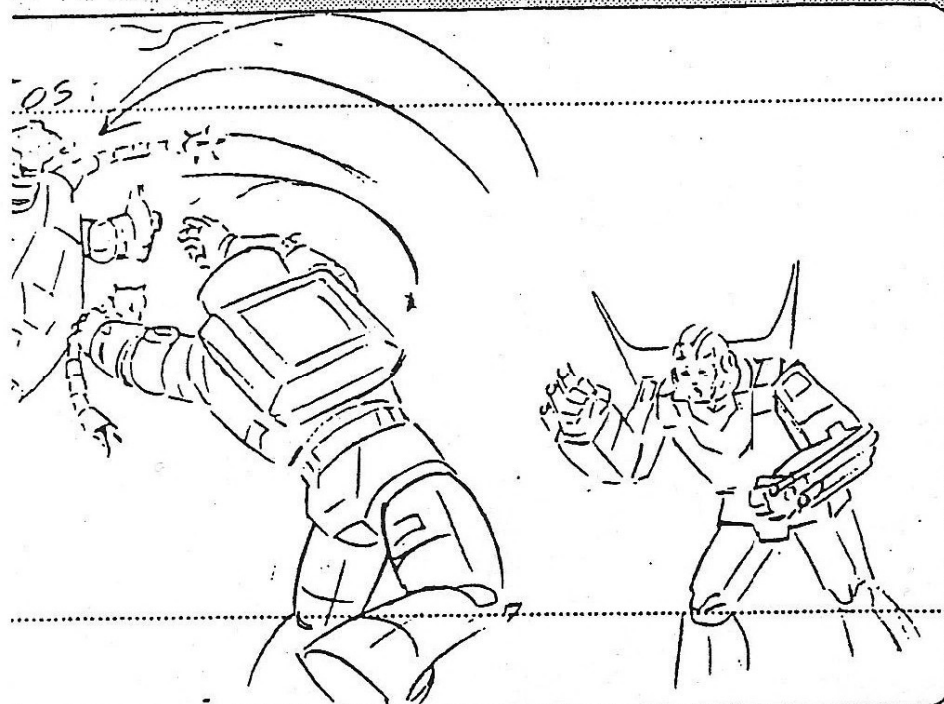
CAMERA

SC. CONT 24-29B

SC.

SEQ 24

Page 270



NEXT PAGE 28

ON KUP FLINGS THE SHARKTICON O.S.

HOT ROD We can't...

C/SFX

TFRAW

From Generation 1 to Beast Hunters and Beyond!!!!

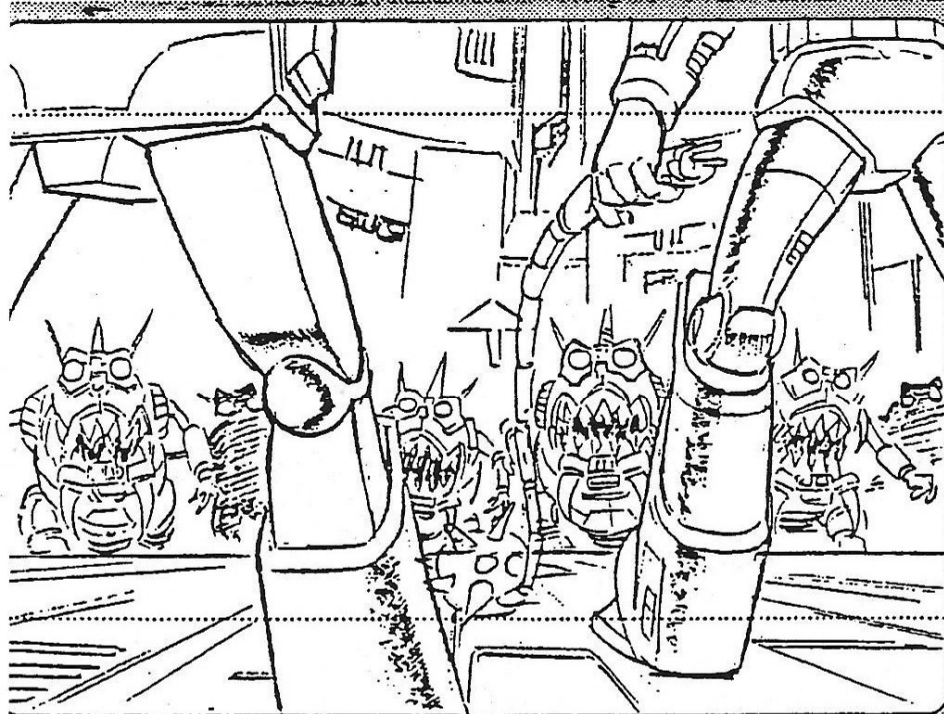
ACTION

DIAL

MUSIC/SFX

CAMERA

SC. 24-30



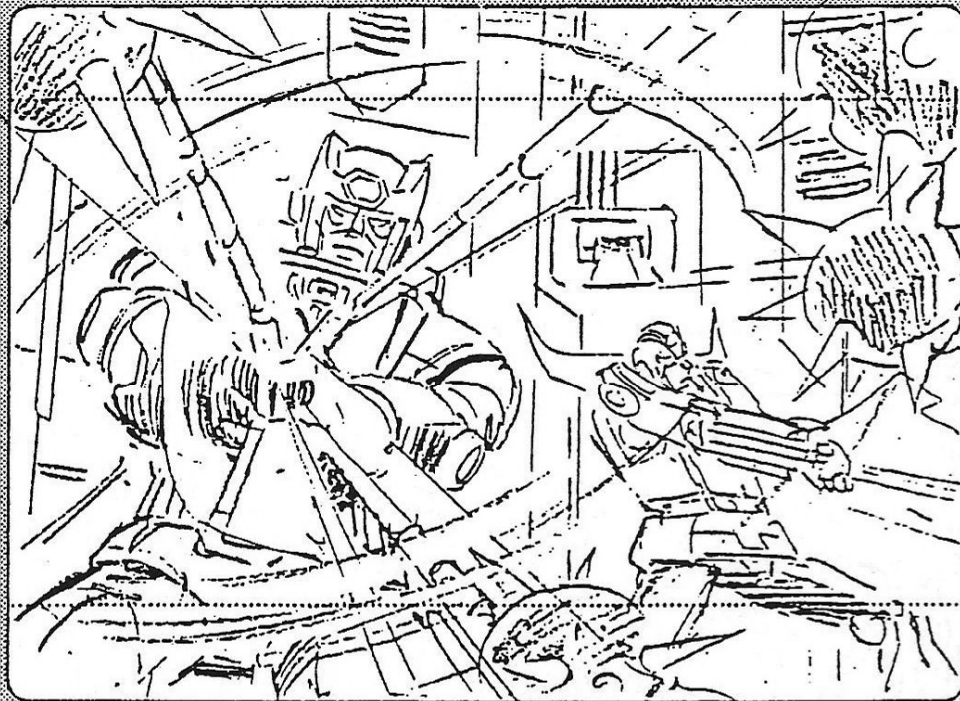
ON M.S. KUP AND HOT ROD'S LEGS WITH THE SHARKTICONS IN THE DISTANCE, RUNNING TOWARD THEM. KUP HOLDS ONE OF THE SHARKTICON'S TAILS IN HIS HAND.

HOT ROD(CONT)(V.O.) ... hold out forever, but we can give them one whopper of a repair bill.

C/SFX



SC. 24-31



ACTION M.L.S. KUP AND HOT ROD. KUP STARTS SWINGING THE SHARKTICON'S TAILS.

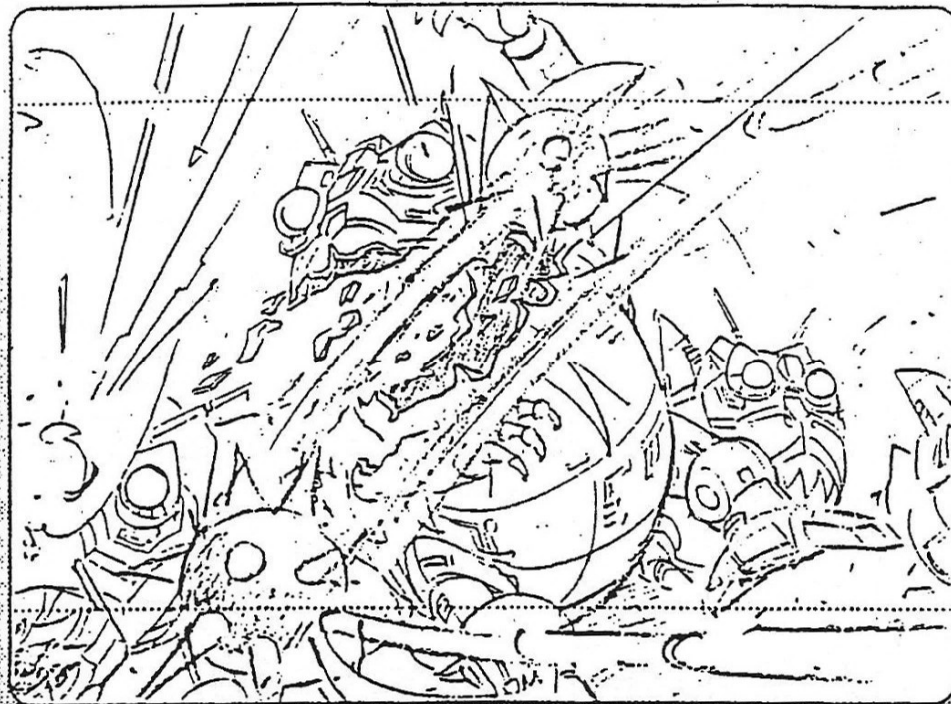
DIAL

MUSIC/SFX

CAMERA



SC. 24-3



ACTION M.S. THE GROUP OF SHARKTICONS. AS THE BALL ON THE TAIL  
KUP IS SWINGING CRASHES THROUGH THEIR MIDST...

DIAL

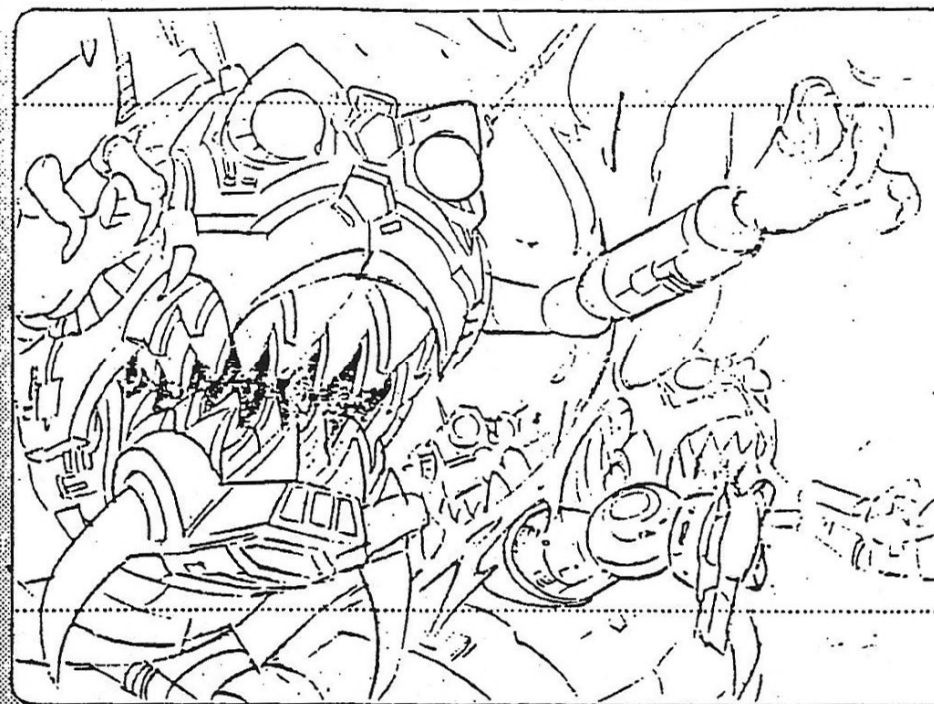
MUSIC/SFX

FFRAW

From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

SEQ. 24 Page 27



ACTION ...UNDAUNTED BY KUP, THE SHARKTICONS RUSH FORWARD.  
OVER THE BODIES OF THEIR FALLEN COMPANIONS.

DIAL SHARKTICON (ATTACK)

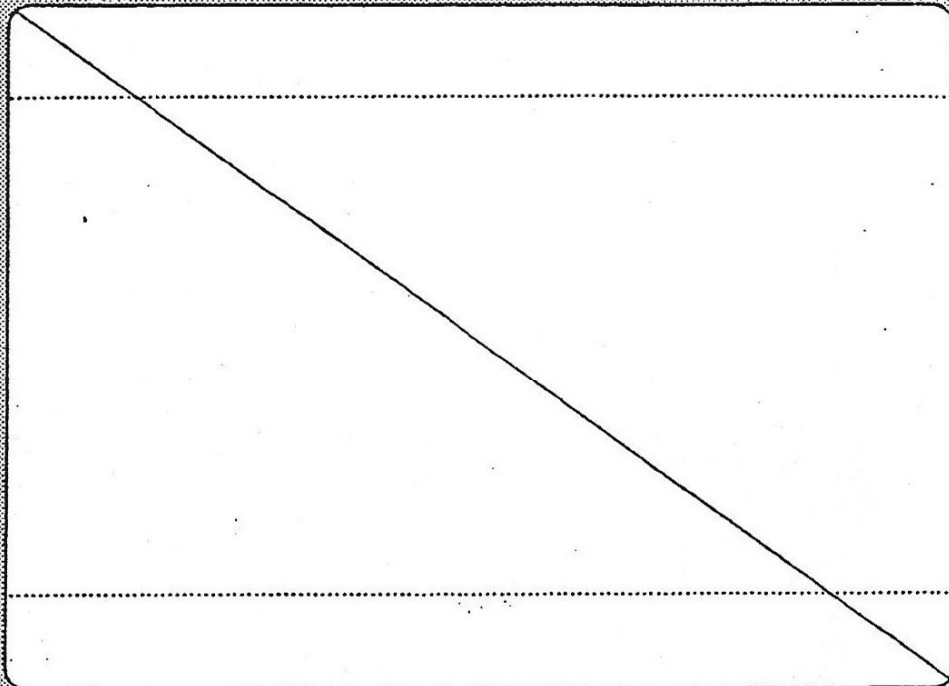
MUSIC/SFX

SC. 24-33



SC. 24-34

SEQ. 24 Page 30



ACTION L.S. HOT ROD AND KUP AS THE SHARKTICONS RUSH AT THEM.

DIAL

MUSIC/SFX

CAMERA

ACTION

DIAL

MUSIC/SFX

CAMERA

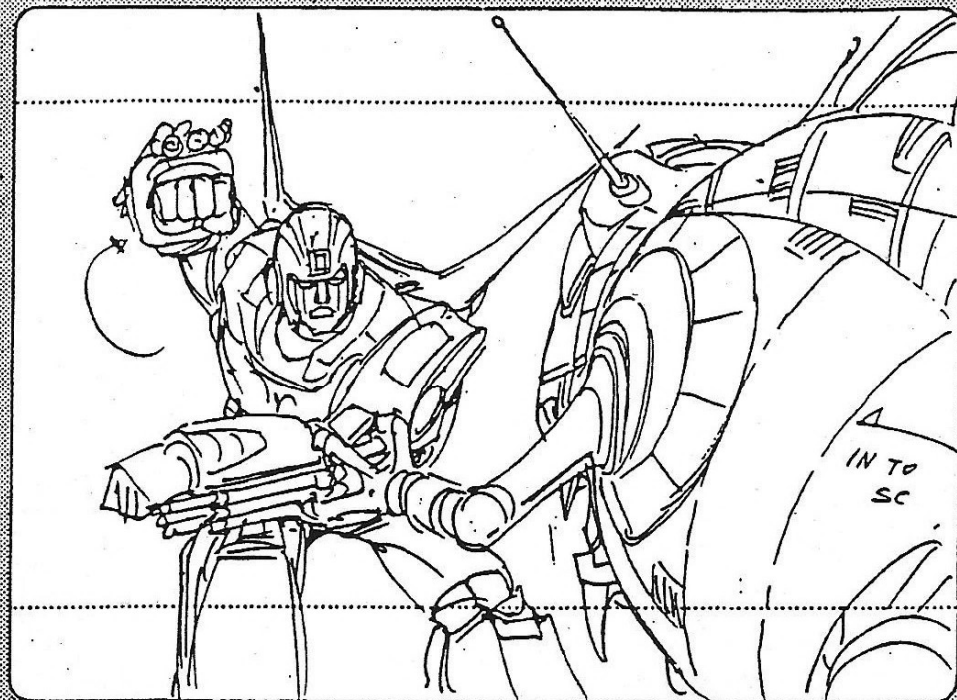
IFRAW  
from Generation 1 to Reboot Hunters and Beyond!!!

SC. 24-33A



SC. CONT

SEQ. 24 Page 30A



ACTION M.S. HOT ROD. HE BACKS AWAY...

DIAL

MUSIC/SFX

CAMERA



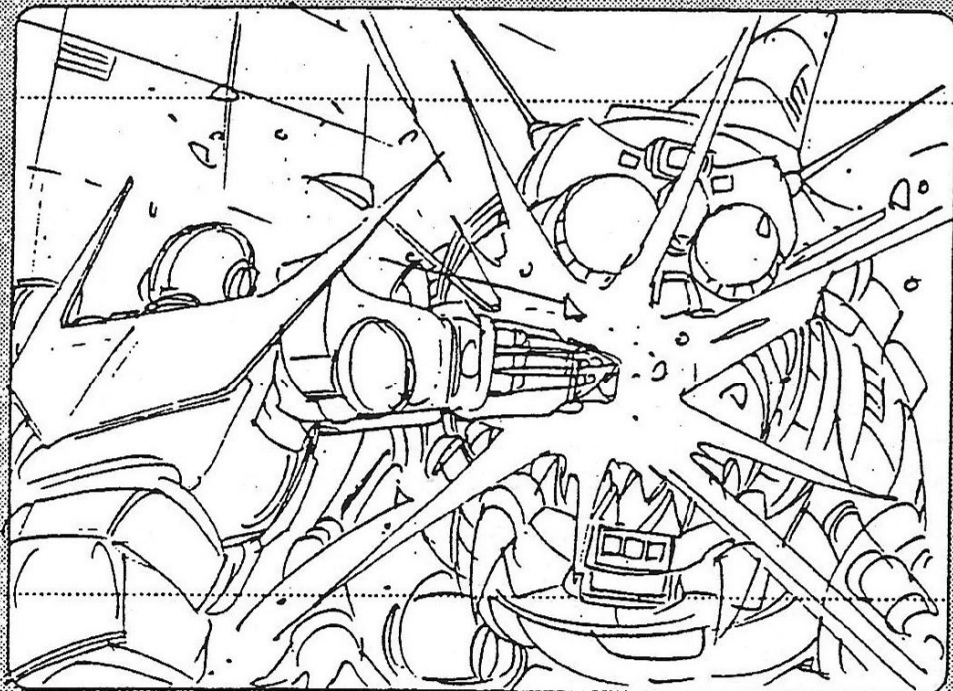
ACTION ...AS A SHARKTICON MOVING INTO SCENE ADVANCES TOWARD HIM. HOT ROD SWINGS HIS FIST BACK.

DIAL

MUSIC/SFX

CAMERA

SC. 24-33B



ACTION M.S. HOT ROD AND THE SHARKTICON. HOT ROD LETS GO WITH A SOUND PUNCH TO THE SHARKTICON'S MOUTH.

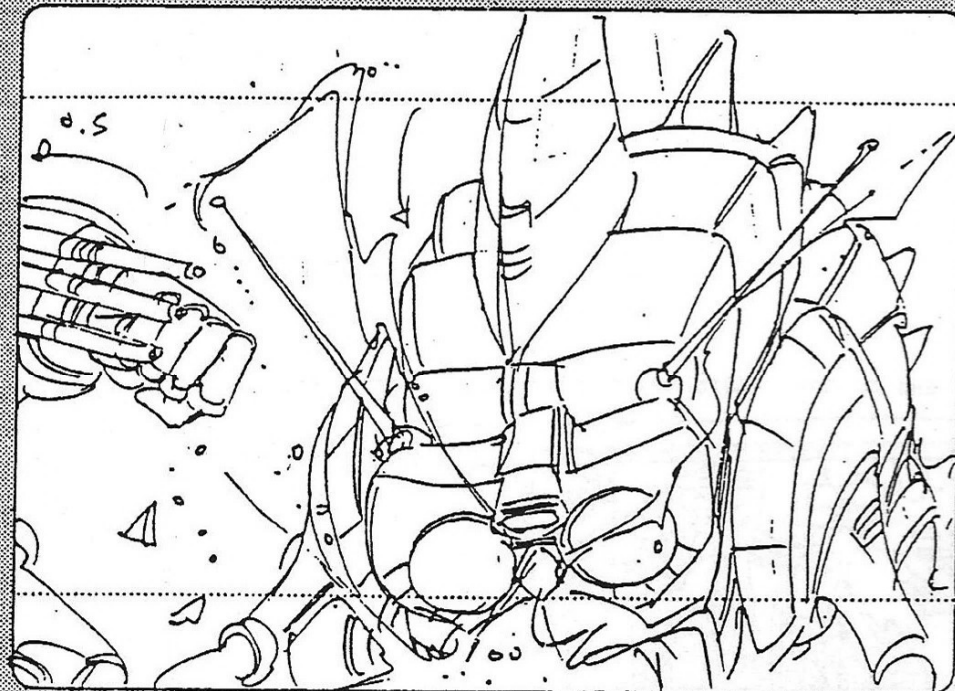
DIAL

MUSIC/SFX

CAMERA

SC. CONT

SEQ. 24 Page 308



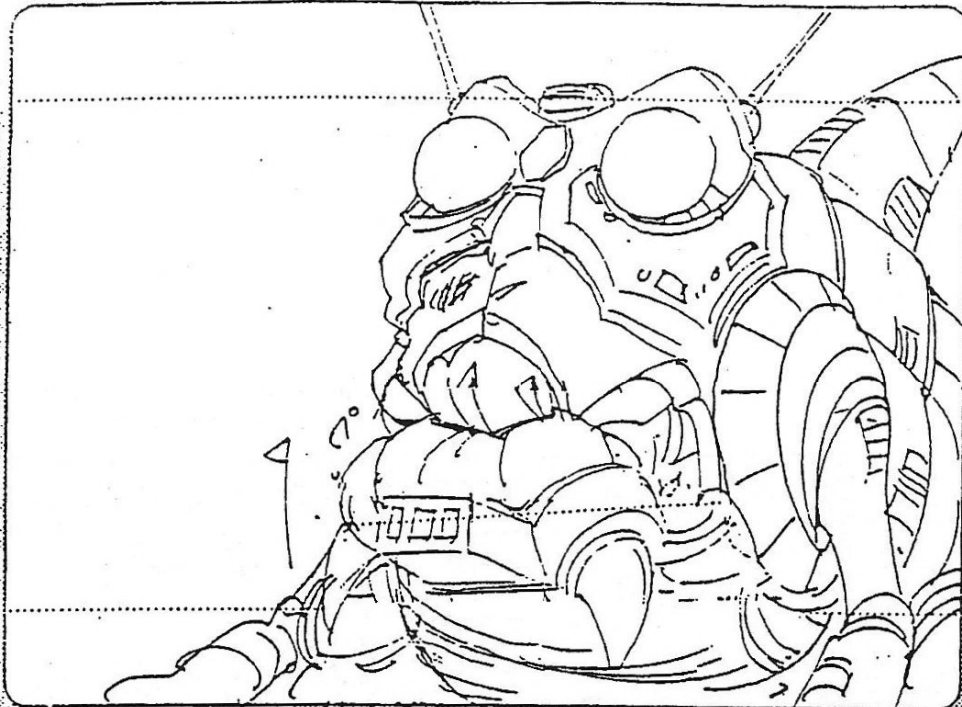
ACTION HOT ROD MOVES O.S. AS THE SHARKTICON FIRST DROPS TO THE GROUND...

DIAL

MUSIC/SFX

CAMERA





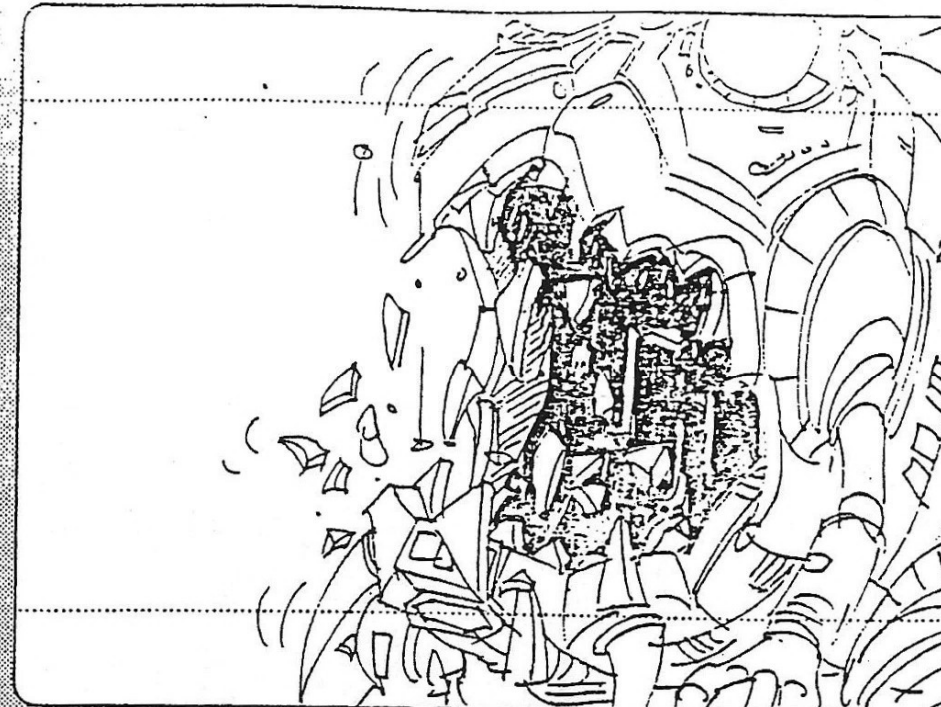
ACTION ...THEN LIFTS UP HIS HEAD, HIS MOUTH IS ALL CAVED IN.

DIAL

MUSIC/SFX

**IFRAW**

From Generation 1 to Beast Hunters and Beyond!!!!

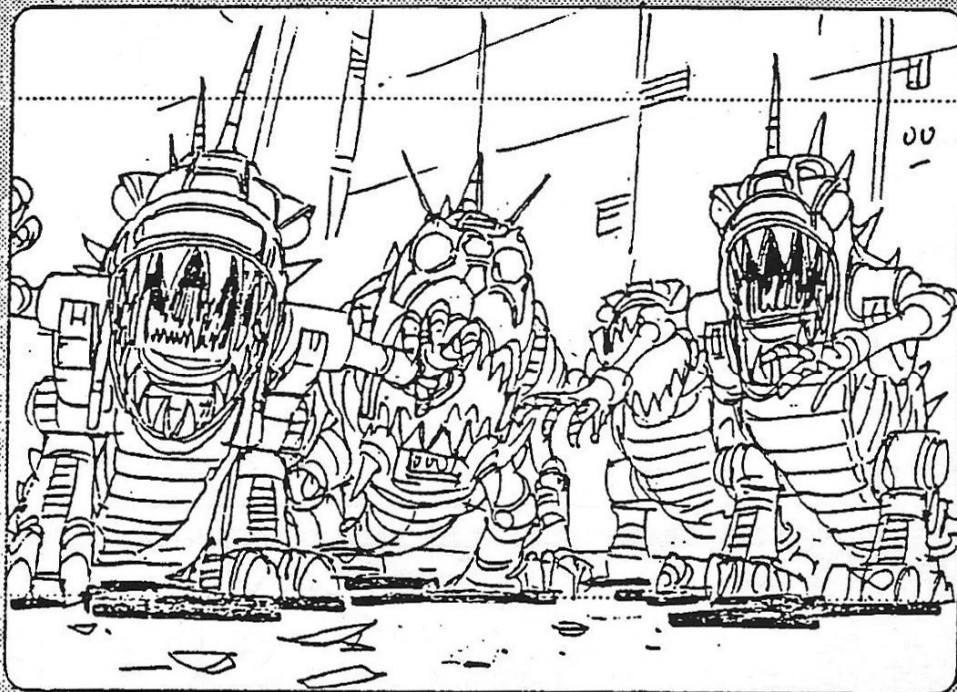


ACTION ...HE OPENS HIS MOUTH AND ALL HIS TEETH FALL TO THE GROUND.

DIAL

MUSIC/SFX

SC. 24-33C



ACTION L.S. A GROUP OF SHARKTICONS, ANGRY AND MEAN.

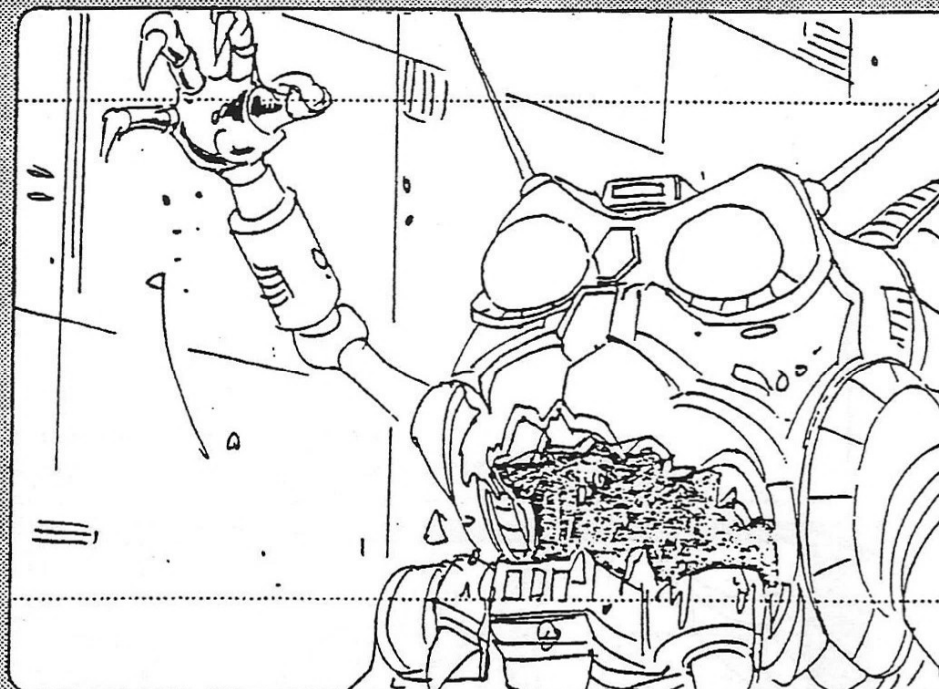
DIAL

MUSIC/SFX

CAMERA

SC. 24-33D

SEQ. 24 Page 30 D



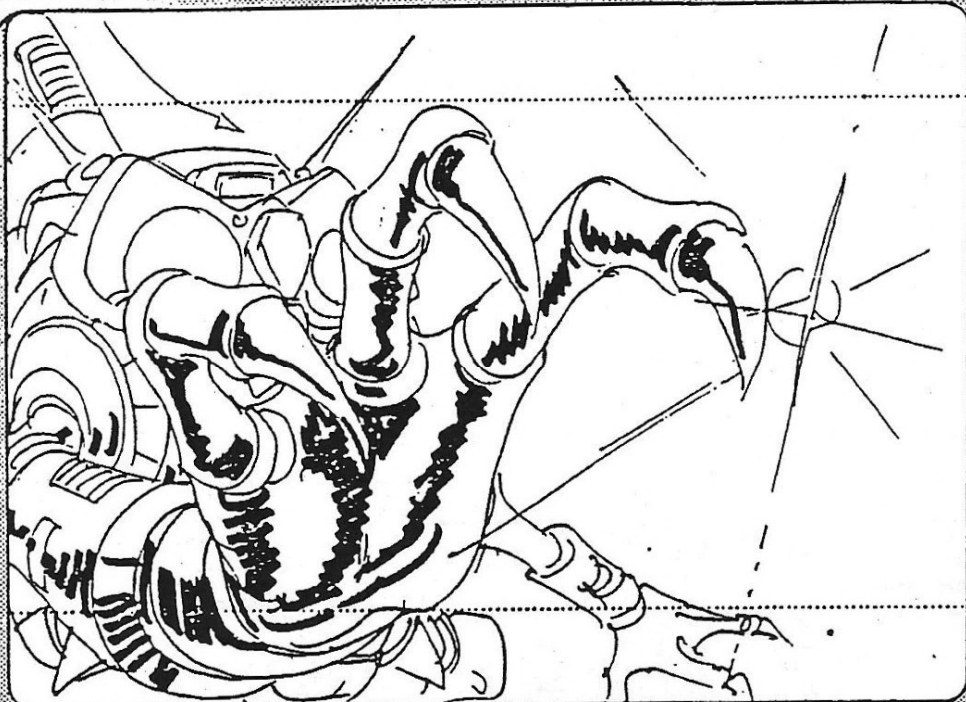
ACTION M.S. THE SHARKTICON WITH THE LOST TEETH REACHES UP.  
WE PAN WITH HIM AS HE...

DIAL

MUSIC/SFX

CAMERA

SC. (CONT) 24.330 Follow PAN →



ACTION ...TURNS, SWINGS HIS OPEN PAW DOWN PAST THE CAMERA...

DIAL

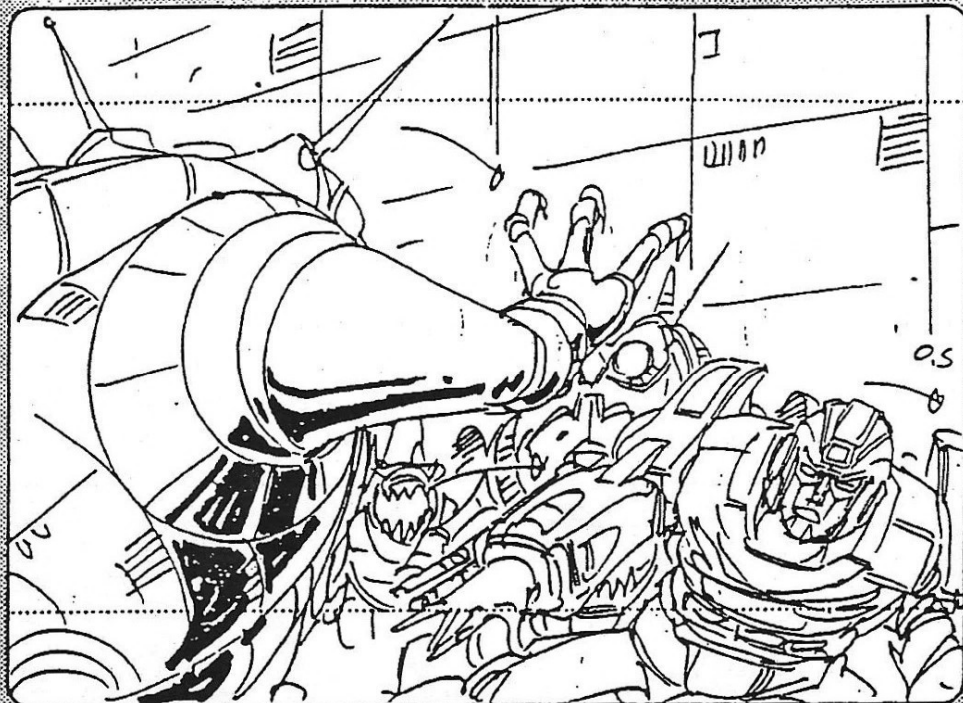
MUSIC/SFX

**TFRAW**  
CAMERA  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

SEQ. 24

Page 30 G



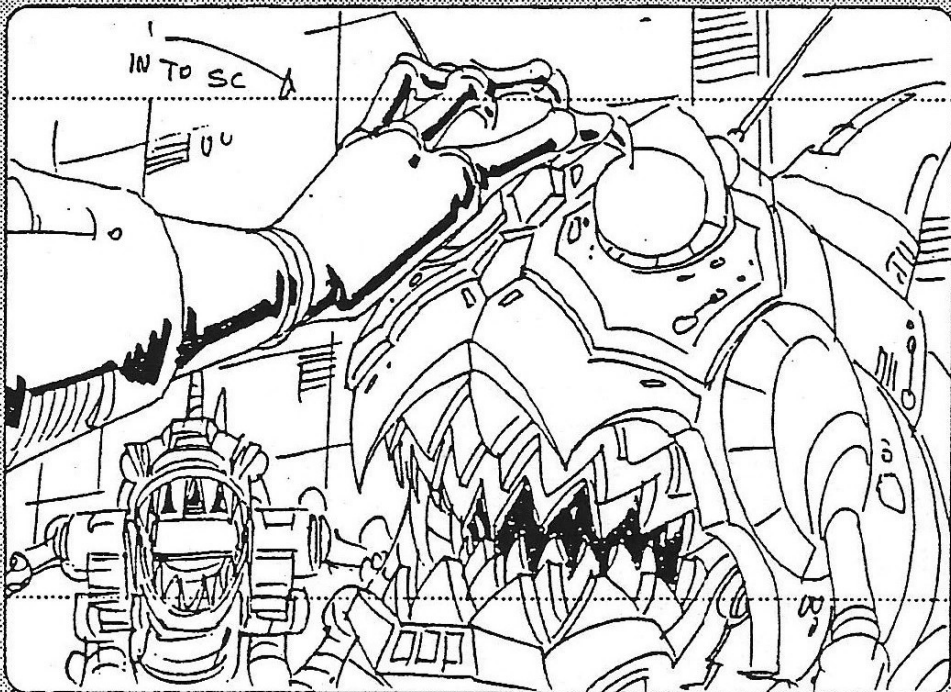
ACTION ...AND TOWARD HOT ROD WHO DUCKS O.S.

DIAL

MUSIC/SFX

CAMERA

SC. 24-33E



ACTION M.S. ANOTHER SHARKTICON AS THE PAW OF THE SHARKTICON  
WITH THE BROKEN MOUTH SLASHES DOWN.

DIAL

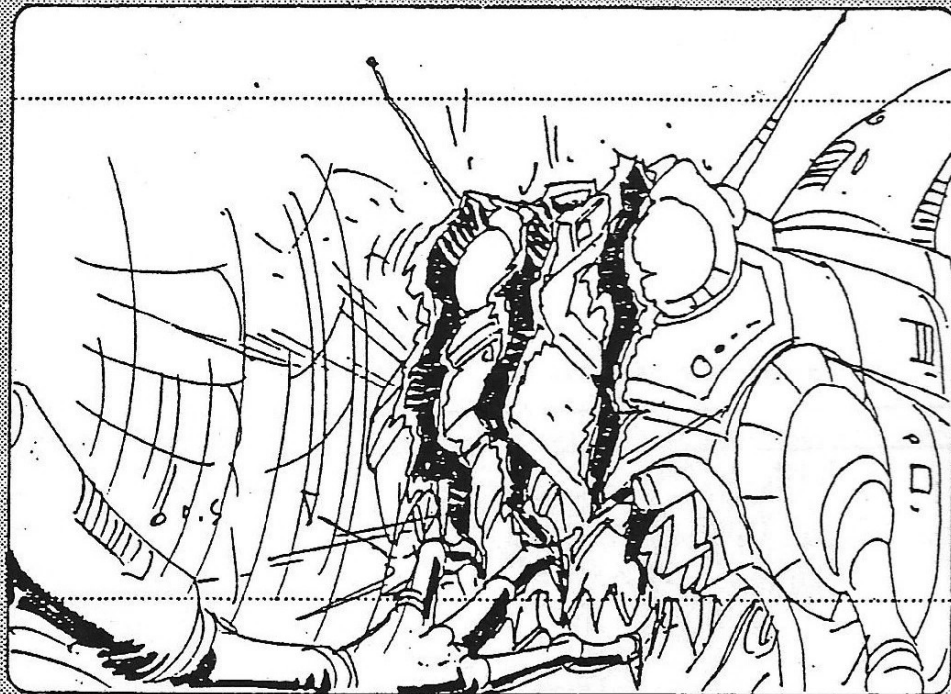
MUSIC/SFX

CAMERA

**T FRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

SEQ. 24 Page 30.F



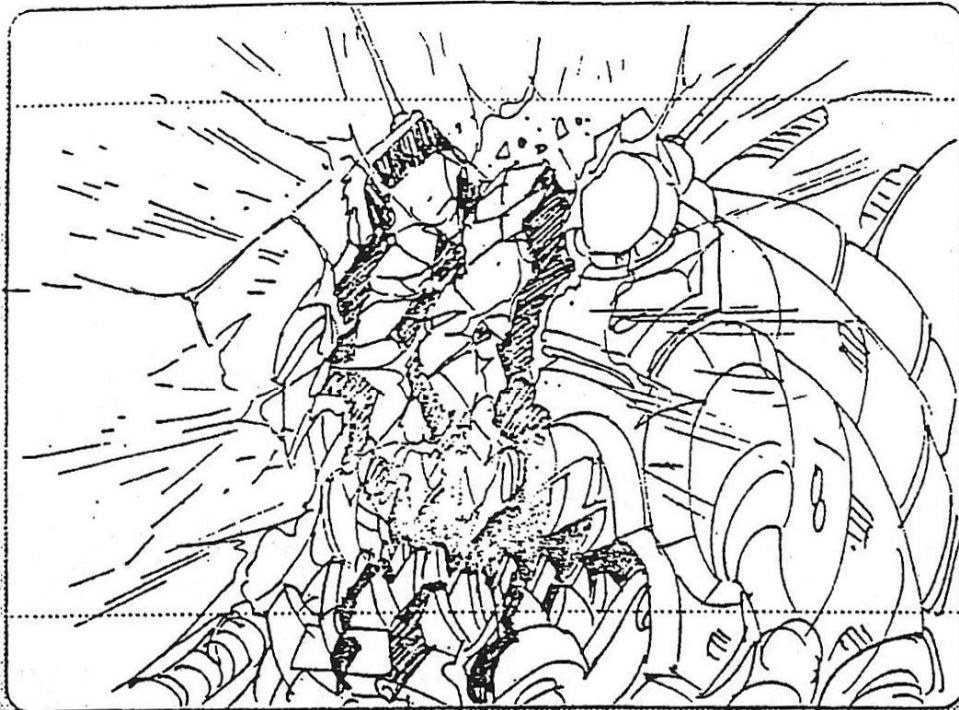
ACTION ...RIPPING DEEP CLAW MARKS INTO THE SHARKTICON'S FACE.

DIAL

MUSIC/SFX

CAMERA



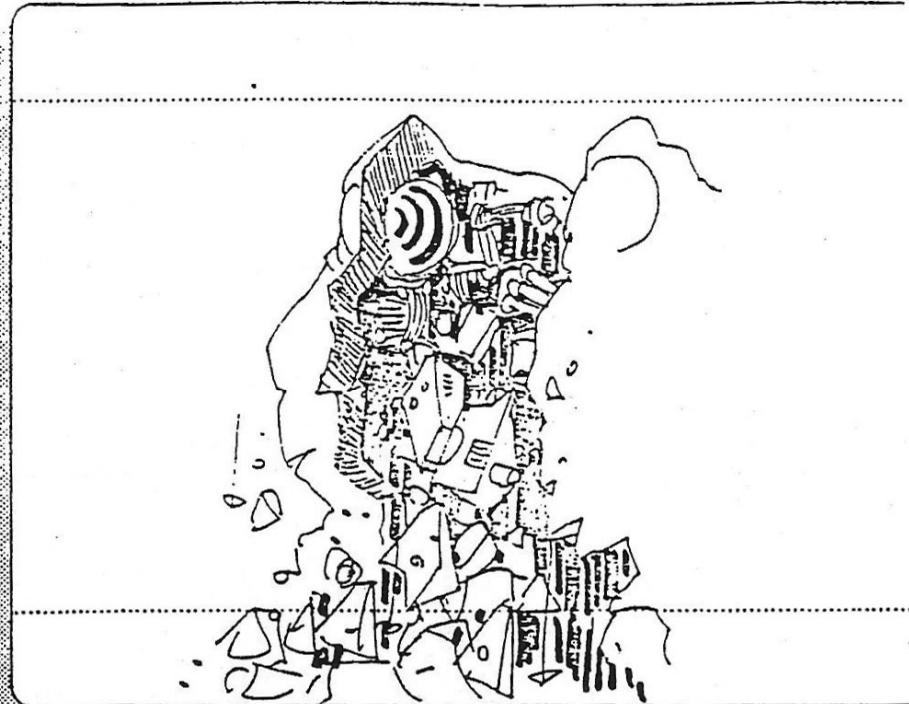


ACTION THE FACE OF THE DAMAGED SHARKTICON ...

DIAL

MUSIC/SFX

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION ...CRUMBLES AWAY AND FALLS TO THE GROUND.

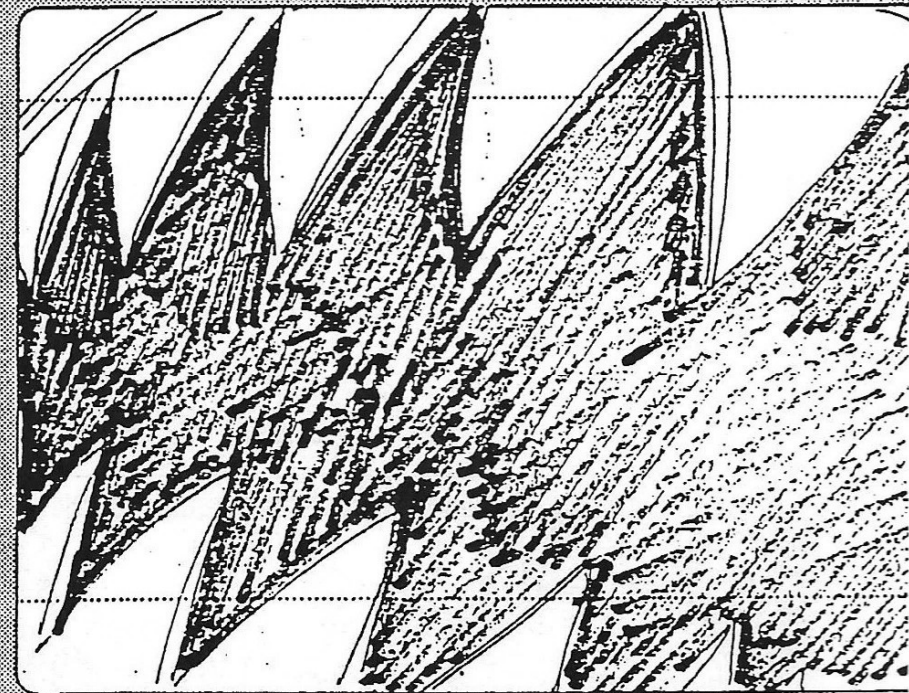
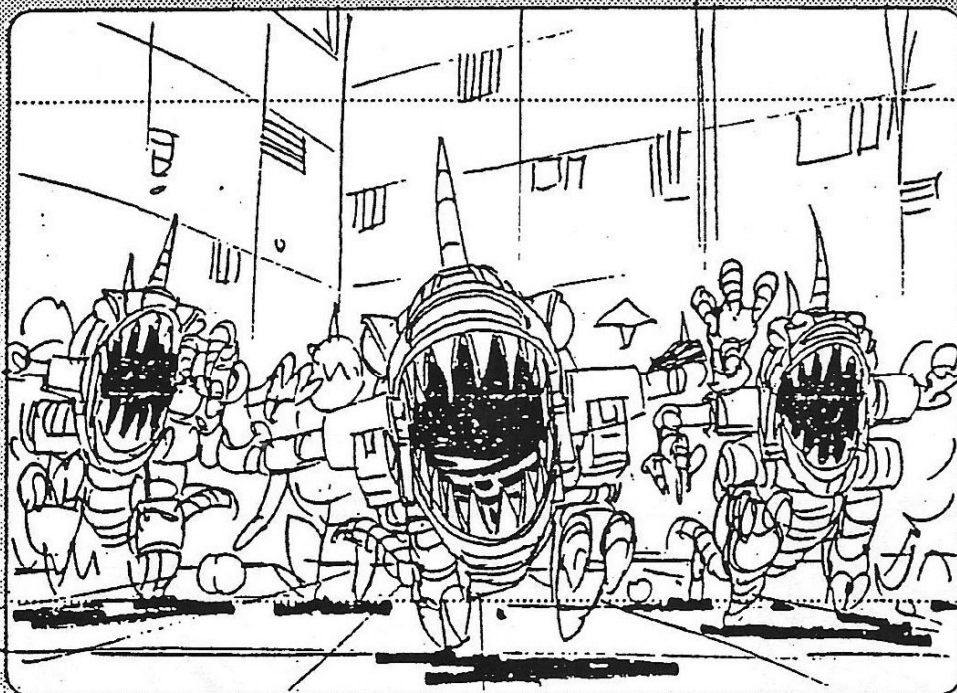
DIAL

MUSIC/SFX

SC. 24- 33F

SC. CONT

SEQ. 24 Page 304



ACTION L.S. THREE SHARKTICONS WITH WIDE OPEN MOUTHS RUSH FORWARD...

DIAL

MUSIC/SFX

CAMERA

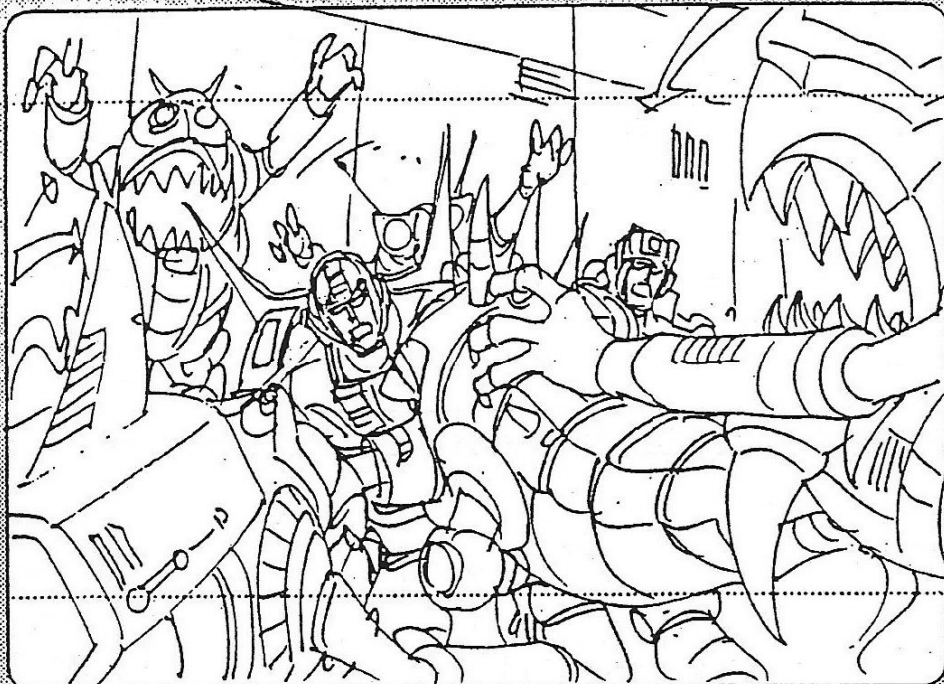
ACTION ...DIRECTLY AT US. A MOUTH OF ONE OF THEM FILLS THE SCENE.

DIAL

MUSIC/SFX

CAMERA

SC. 24-33G



ACTION L.S. KUP AND HOT ROD. THEY ARE SWAMPED BY THE SHARKTICONS.

DIAL

MUSIC/SFX

CAMERA

From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

SEQ. 24 Page 30 I



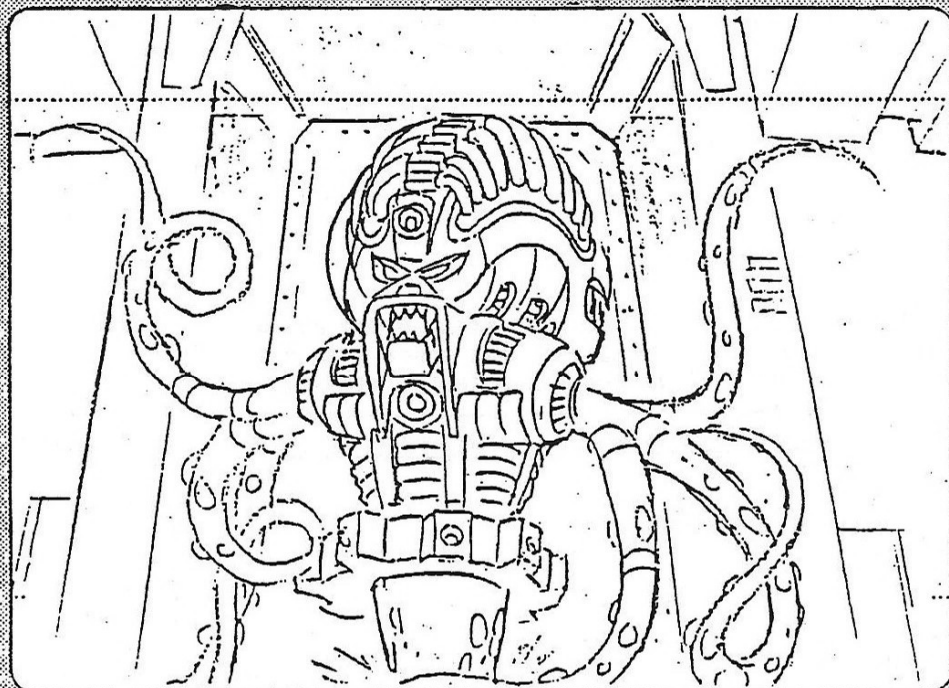
ACTION THEY JUMP ALL OVER HOT ROD AND KUP.

DIAL

MUSIC/SFX

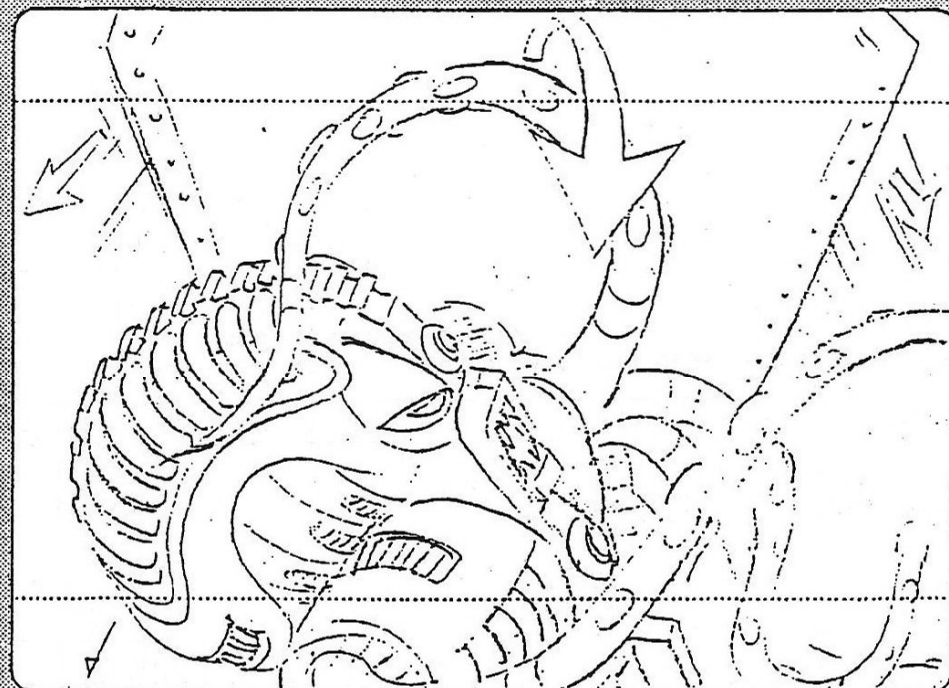
CAMERA

SC. 24-34



SC. CONT

SEQ. 24 Page 3/



ACTION M.L.S. THE LEAD QUINTESSON STANDS SURVEYING THE BATTLE.

DIAL QUINTESSON LEADER Execute them!

MUSIC,SFX

CAMERA

**TFR**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION SUDDENLY THE DOOR BEHIND HIM COMES CRASHING FORWARD,  
HITTING THE LEAD QUINTESSON AND KNOCKING HIM OVER.

DIAL

MUSIC/SFX

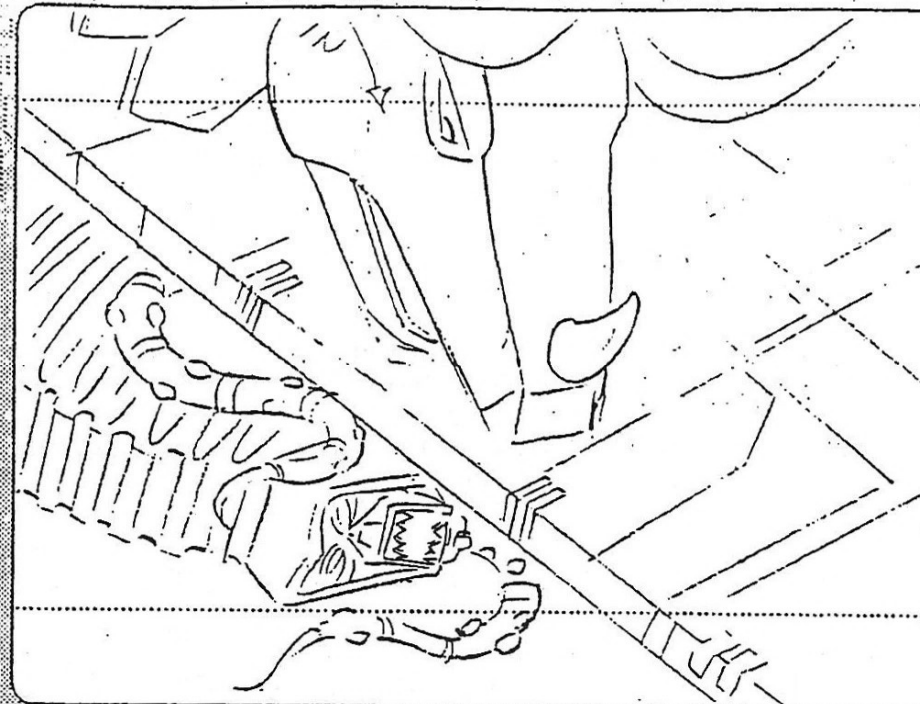
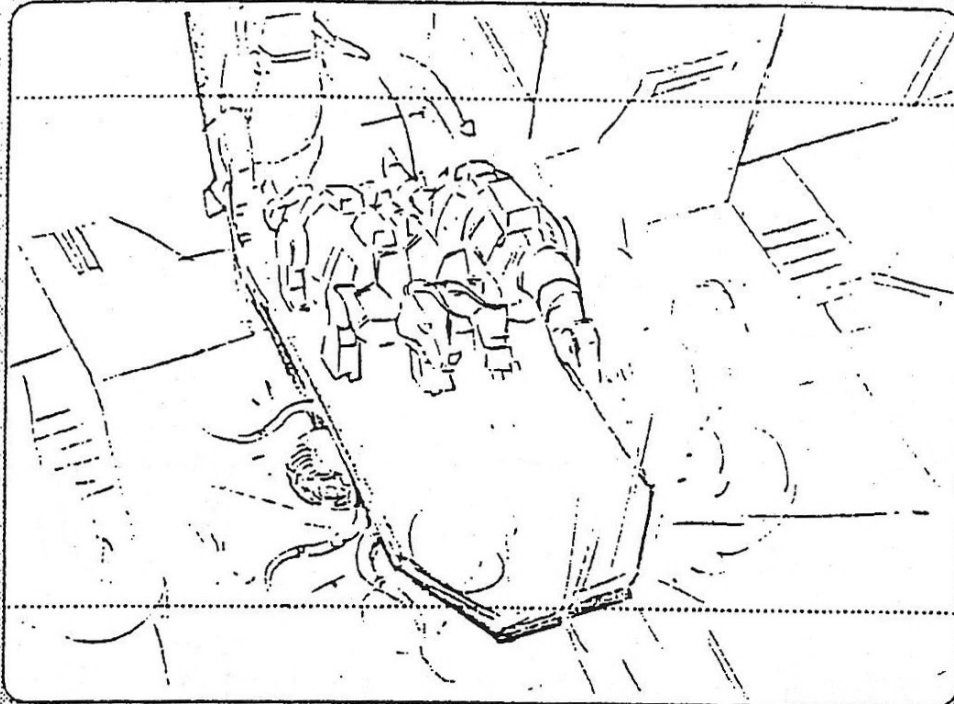
CAMERA



SC. 24-354

SC. 24-354

SC. 24 Page 52



ACTION L. DOWN SHOT. THE DINOBOTS AND THE LEAD QUINTESSON.  
THE DOOR SMASHES THE LEAD QUINTESSON TO THE GROUND.  
THROUGH THE OPENING...

DIAL

MUSIC/SFX

CAMERA

ACTION C.U. SLAG. HE BENDS HIS FACE DOWN INTO THE SCENE NEAR  
THE QUINTESSON LEADER.

DIAL

SLAG Excuse me!

MUSIC/SFX

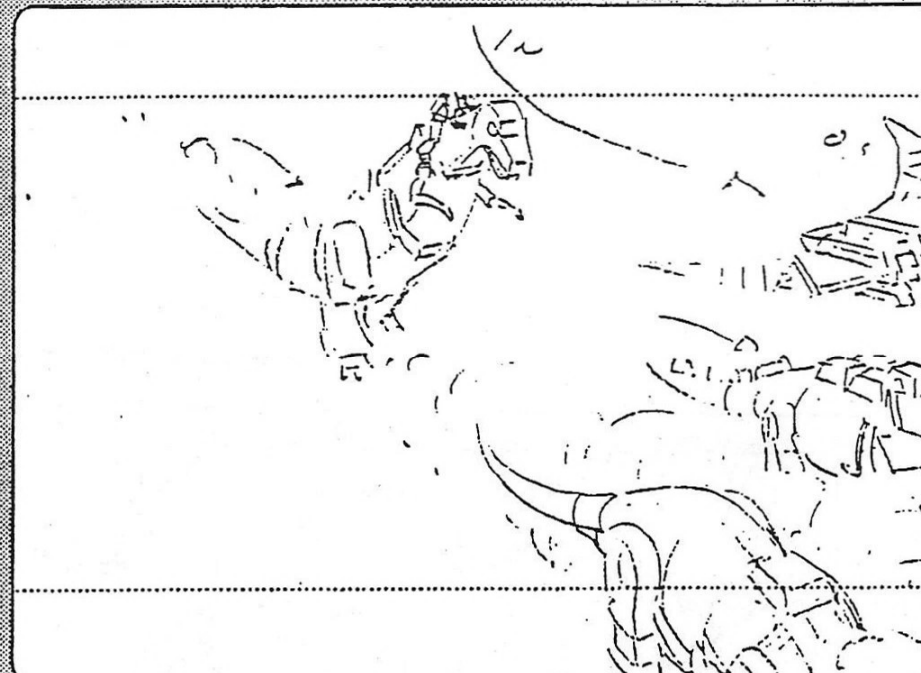
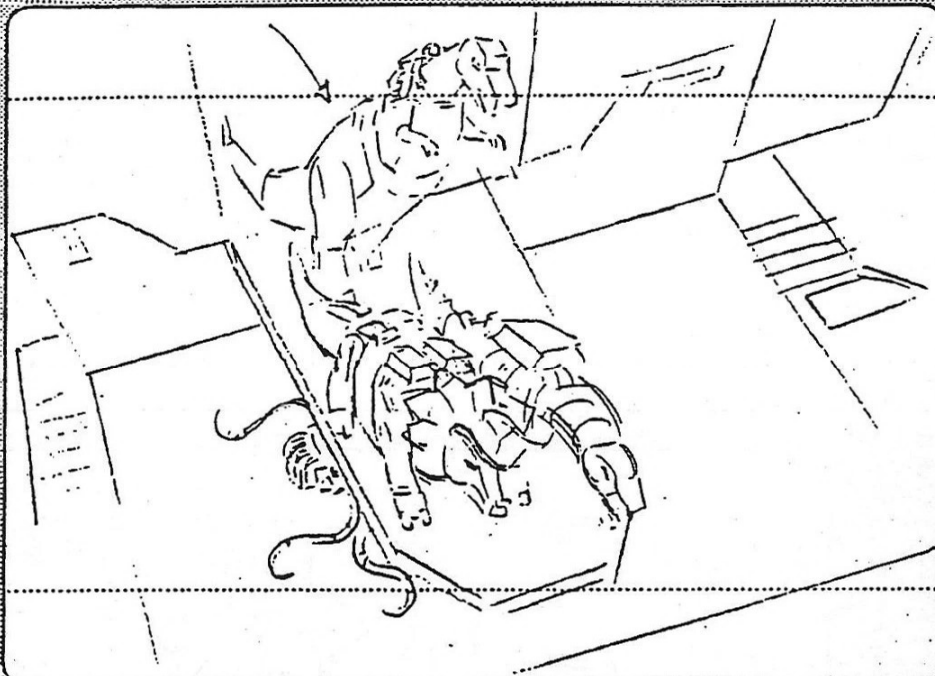
CAMERA

SC. 24 36

SC. CONT.

SEQ 24

Page 32A



ACTION SLUDGE, SLAG, GRIMLOCK WALK ON INTO QUINTESSON CASTLE.

DIAL

MUSIC/SFX

CAMERA

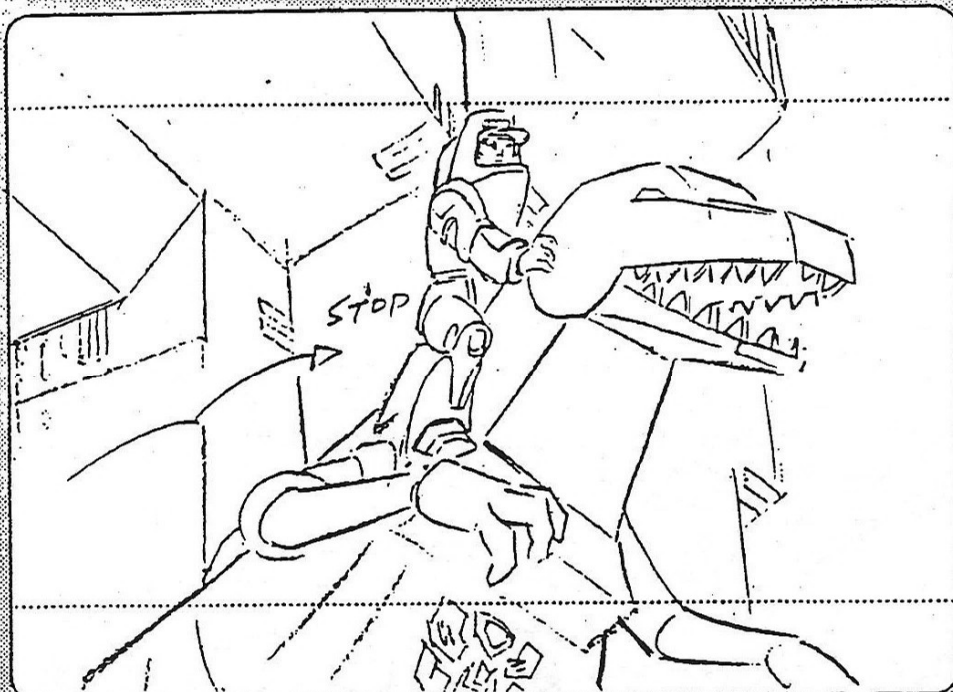
ACTION GRIMLOCK WITH WHEELIE ON HIS BACK CROSSES OVER THE LEAD QUINTESSON TRAPPED BELOW THE DOOR. SWOOP FLIES IN AND THROUGH THE SCENE OVERHEAD.

DIAL

MUSIC/SFX

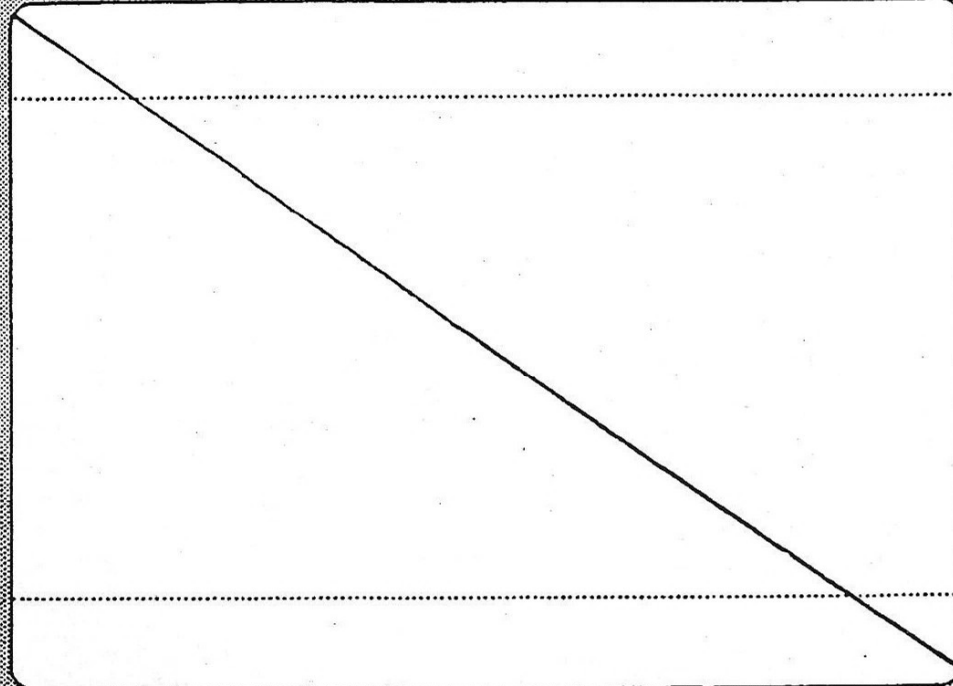
CAMERA

SC. 24-37



SC.

SEQ. 24 Page 33



ACTION M.S. GRIMLOCK AND WHEELIE. GRIMLOCK STEPS FORWARD AND STOPS.

DIAL GRIMLOCK Me, Grimlock want to munch metal!

MUSIC/SFX

**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

DIAL

MUSIC/SFX

CAMERA

SC. 24-38



ACTION M.S. HOT ROD AND KUP BATTLING THE SHARKTICONS. THEY  
LOOK UP TO SEE THEIR FRIENDS COMING.

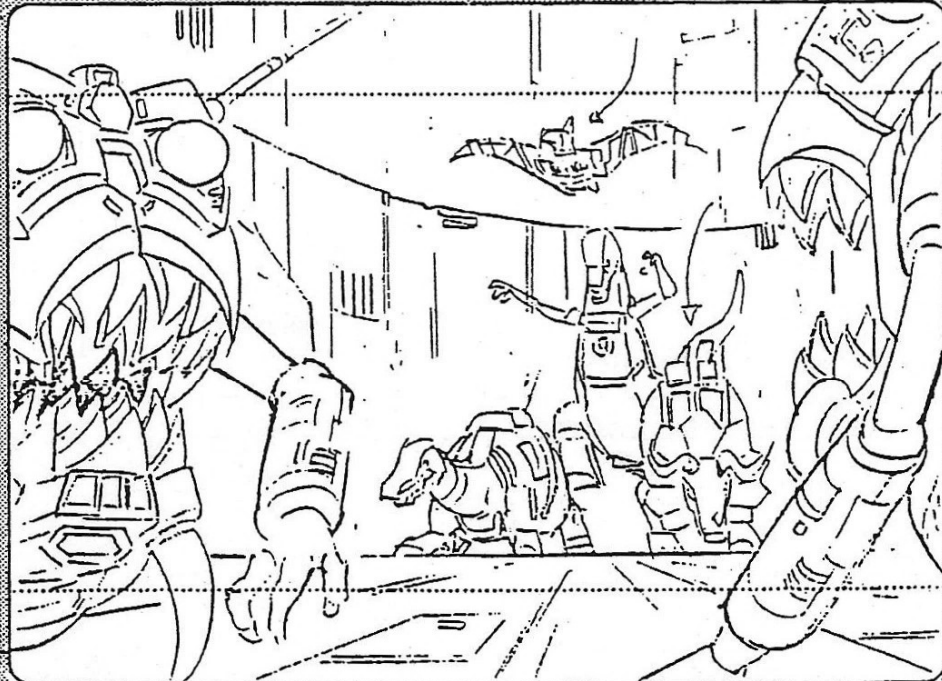
DIAL

MUSIC/SFX

CAMERA

SC. 24-39

SEQ. 24 Page 34



ACTION L.S. THE DINOBOOTS CHARGE TOWARDS THE SHARKTICONS WHO  
ARE IN THE FOREGROUND.

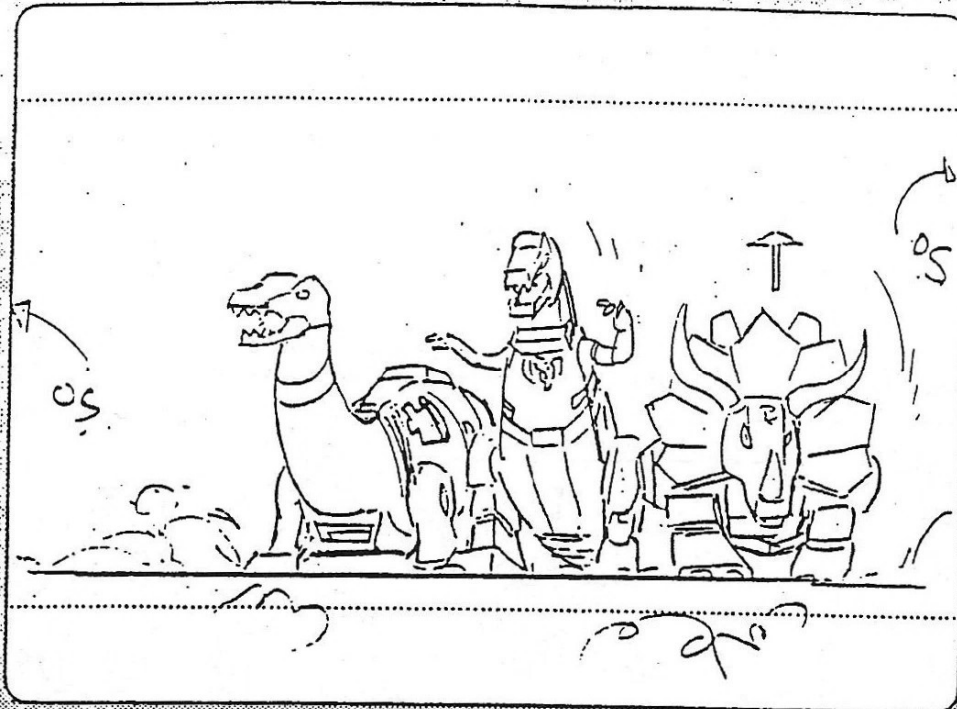
DIAL

MUSIC/SFX

CAMERA



SC. 24-37



ACTION THE SHARKTICONS SCURRY O.S.

DIAL

MUSIC/SFX

**TFRAW**

From *Power Rangers 1 to Beast Hunters and Beyond!!!!*

CAMERA

SC. 24-40

SEC. 24-40 35

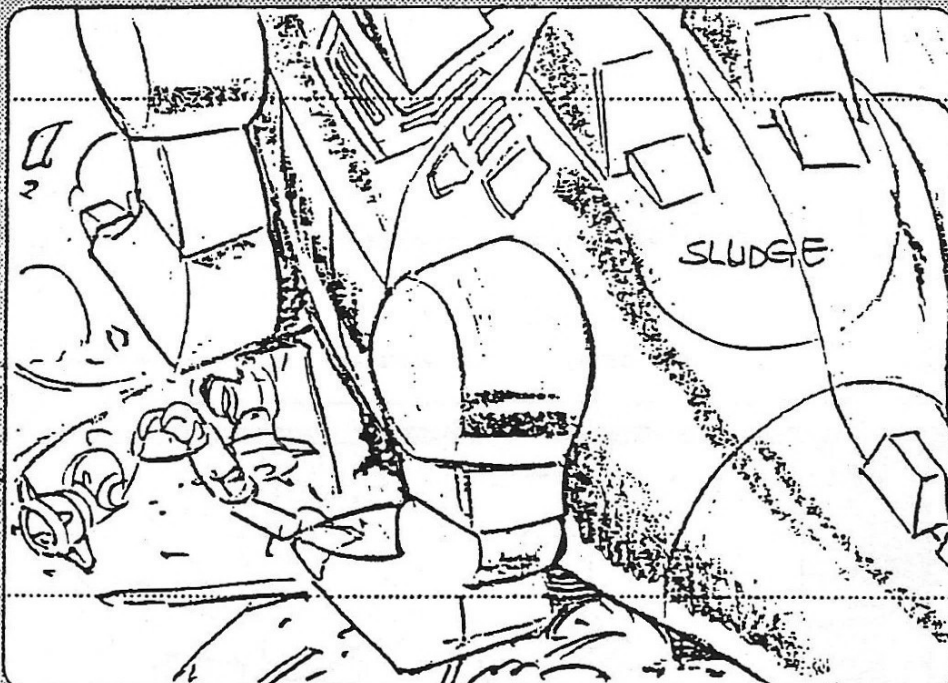


ACTION L.S. THE SHARKTICONS. THEY COWER BACK AS SLUDGE ENTERS THE SCENE.

DIAL

MUSIC/SFX

SC. CONT. 24-40



ACTION ...HE TRAMPLES THROUGH THEIR MIDST...

DIAL

MUSIC/SFX

CAMERA

SC. CONT

SEQ. 24 Page 36



ACTION ...AS HE EXITS THE SHARKTICONS POUNCE ON HIS TAIL AND  
START BITING IT.

DIAL

MUSIC/SFX

CAMERA

SC. 24-41

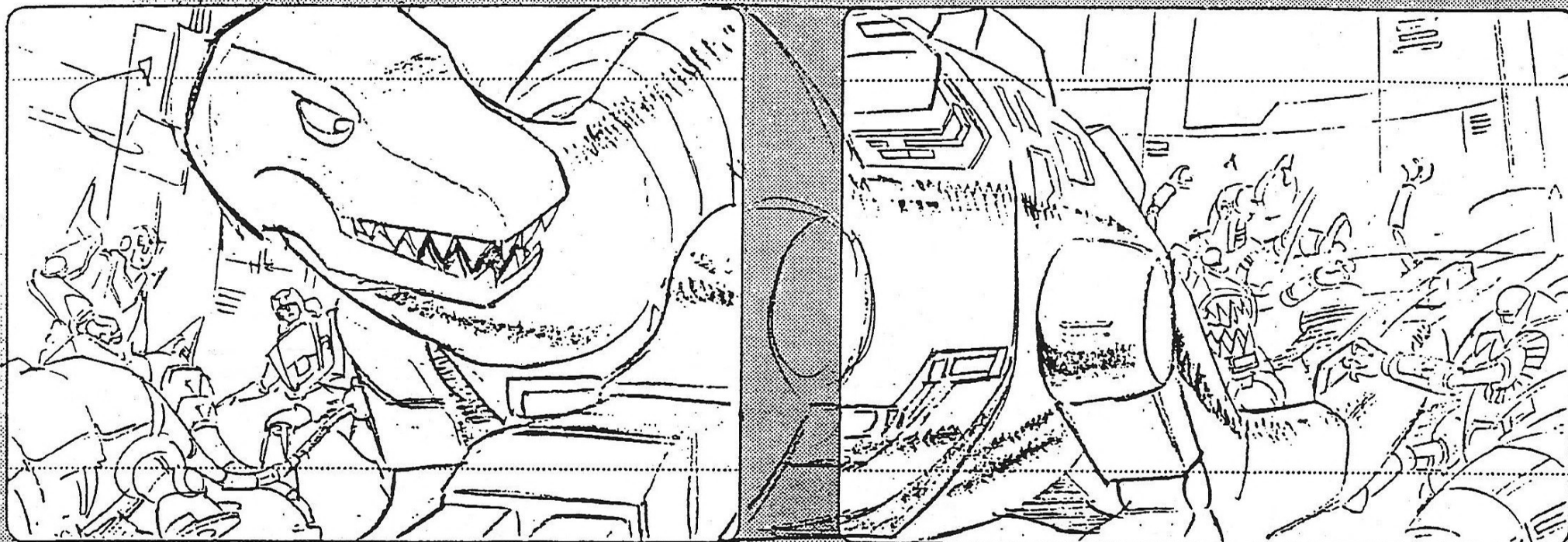
START

PAN →

STOP

SEQ. 24 Page

37



ACTION M.L.S. HOT ROD, KUP, AND SLUDGE. SLUDGE TURNS TO LOOK BACK.

DIAL

MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

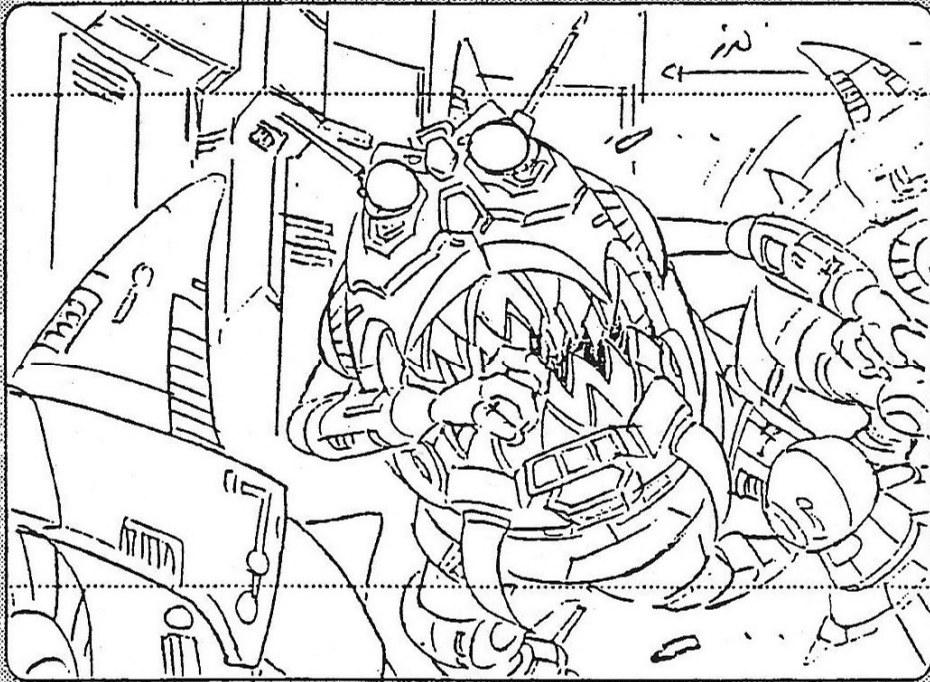
ACTION ...WE PAN BACK TO SEE HIM WHIP HIS TAIL, LASHING THE GROUP OF SHARKTICONS.

DIAL

MUSIC/SFX

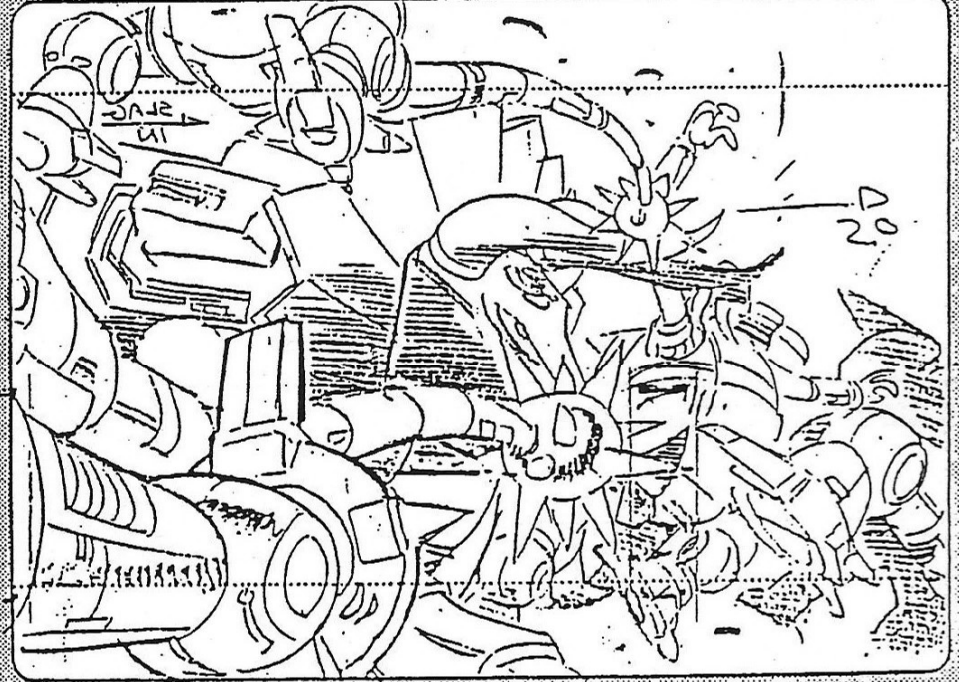
CAMERA

SC. 24-42



SC. CONT

SEQ. 24 Page 38



SLAG RAMS INTO THEM

ACTION M.S. SHARKTICONS, THEY SCURRY AS...

DIAL

MUSIC/SFX

CAMERA

ACTION ...SLAG RAMS INTO THEIR GROUP, SENDING THEM FLYING IN ALL DIRECTIONS.

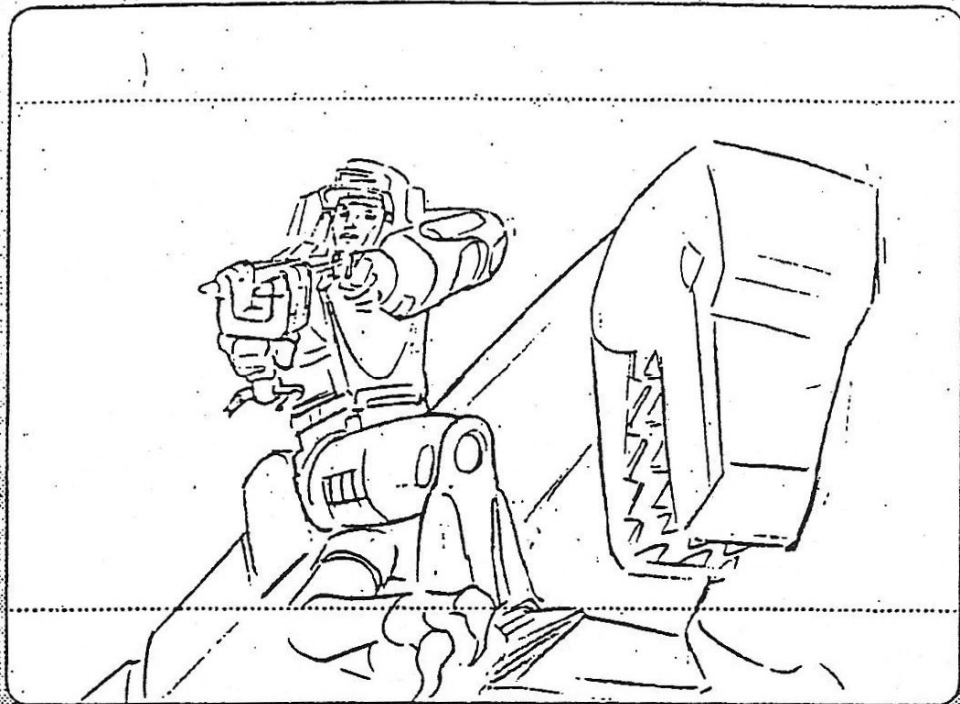
DIAL

MUSIC/SFX

CAMERA



SC. 24-42A



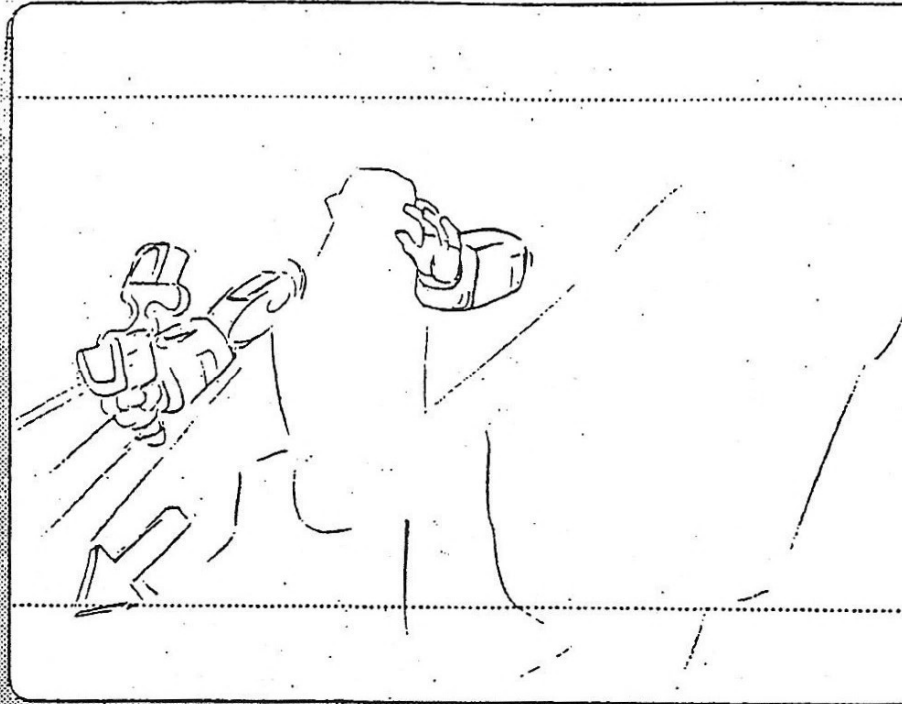
ACTION M.S. GRIMLOCK AND WHEELIE. WHEELIE TAKES AIM WITH HIS SLING SHOT...

DIAL

MUSIC/SFX

SC. CONT.

SEA 24 Page 3071



ACTION ...AND LETS GO, SENDING THE PELLET FLYING O.S.

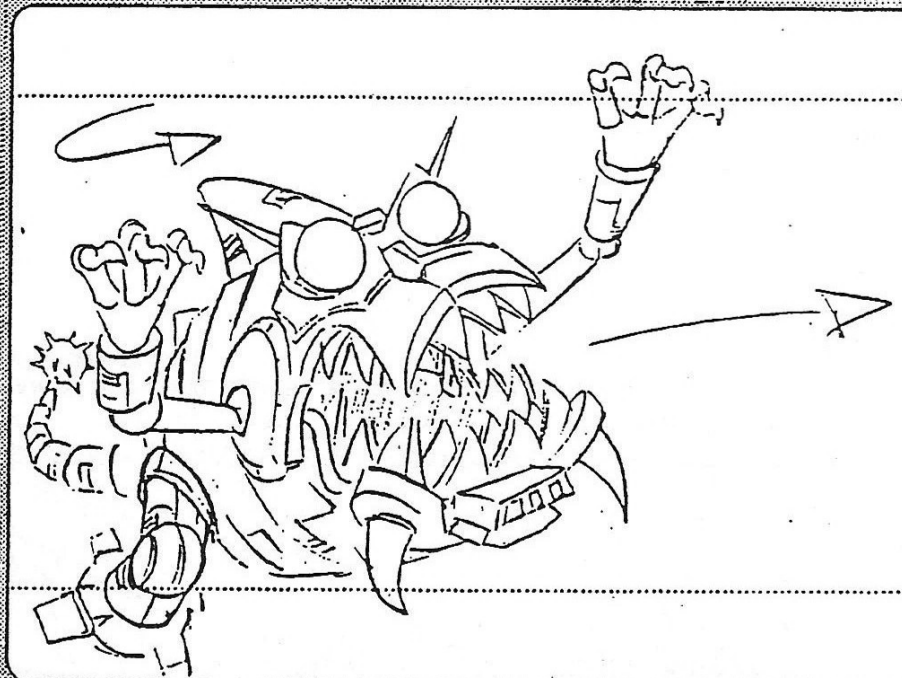
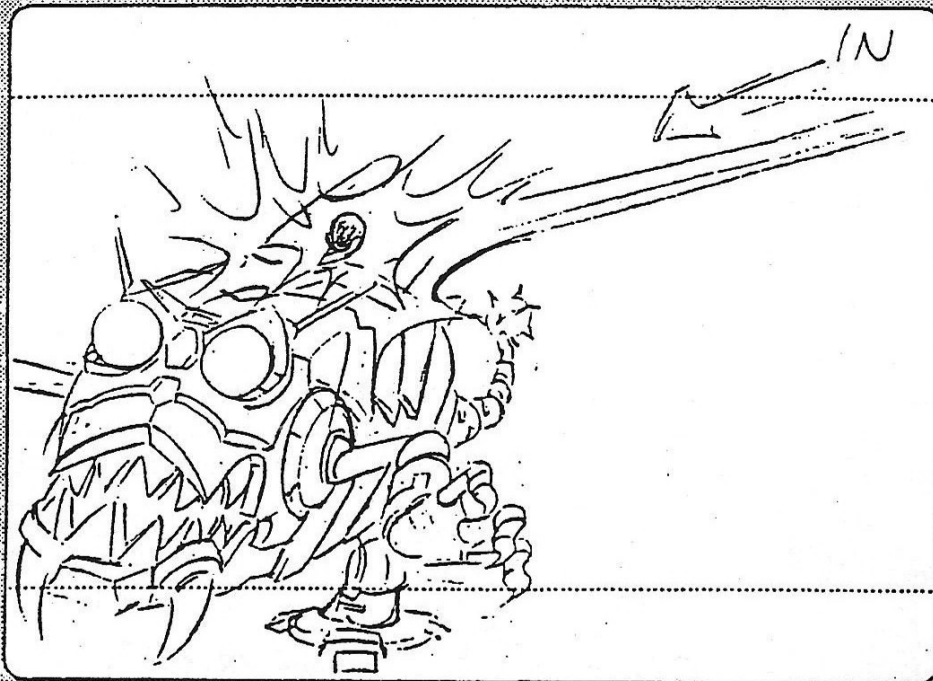
DIAL

MUSIC/SFX

SC. 24-42 B

SC. CONT

SEQ 24 Page 38-B



ACTION M.L.S. A SHARKTICON. THE PELLET FLIES INTO SCENE AND EXPLODES INTO THE SHARKTICON.

DIAL

MUSIC/SFX

CAMERA

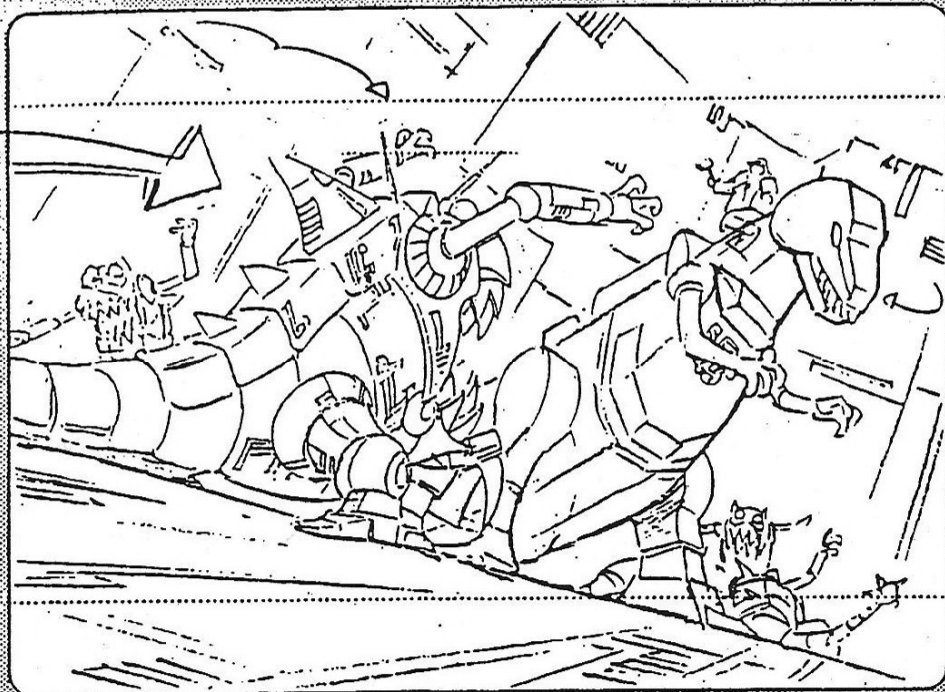
ACTION ANGERED HE TURNS ON GRIMLOCK AND WHEELIE AND ATTACKS THEM.

DIAL

MUSIC/SFX

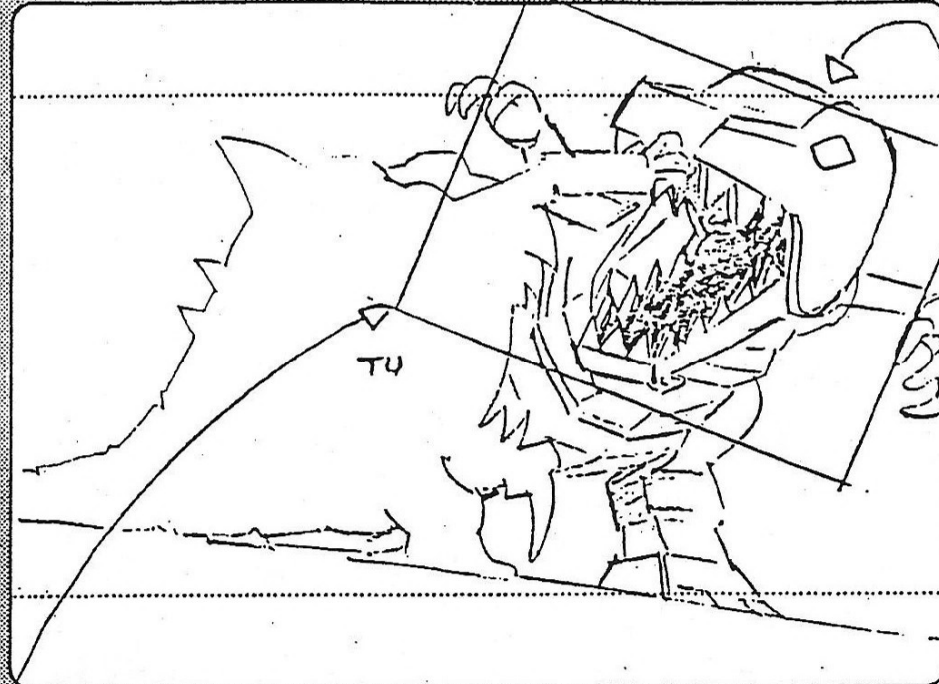
CAMERA

SC. 24-43



SC. CONT

SEQ. 24 Page 39



ACTION L.S. SHARKTICONS AND GRIMLOCK. ONE SHARKTICON RUSHES GRIMLOCK.

DIAL

MUSIC/SFX

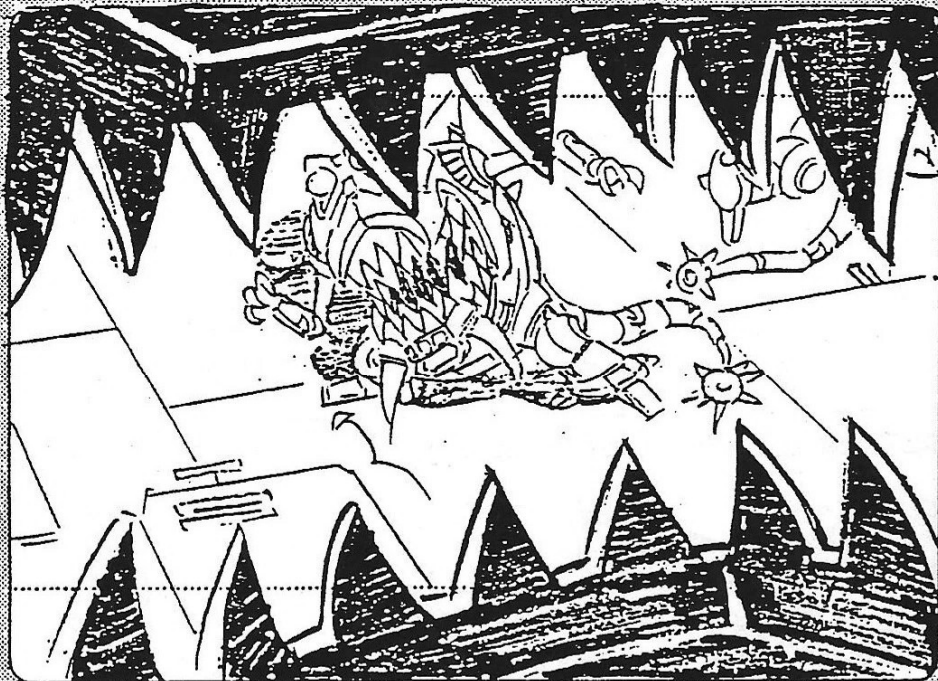
ACTION GRIMLOCK TURNS AND GROWLS AT HIM.

DIAL

MUSIC/SFX

IFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 24-44



ACTION L.S. THE SHARKTICON, THROUGH GRIMLOCK'S MOUTH. THE SHARKTICON COWERS.

DIAL

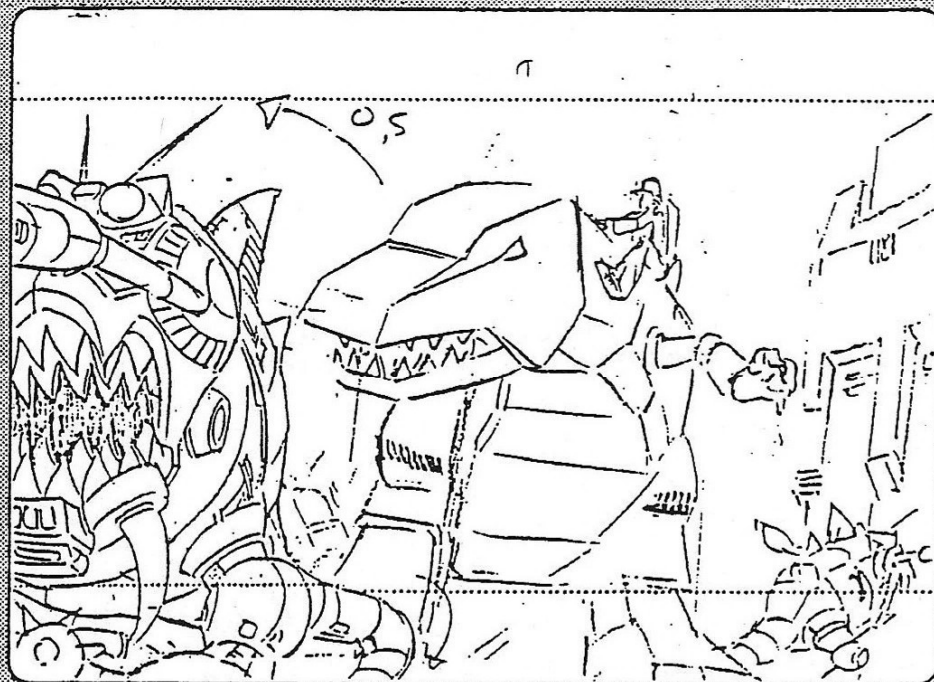
MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 24-45

SEQ. 24 Page 40



ACTION M.L.S. GRIMLOCK AND THE SHARKTICON. THE SHARKTICON TURNS AND FLEES O.S.

DIAL

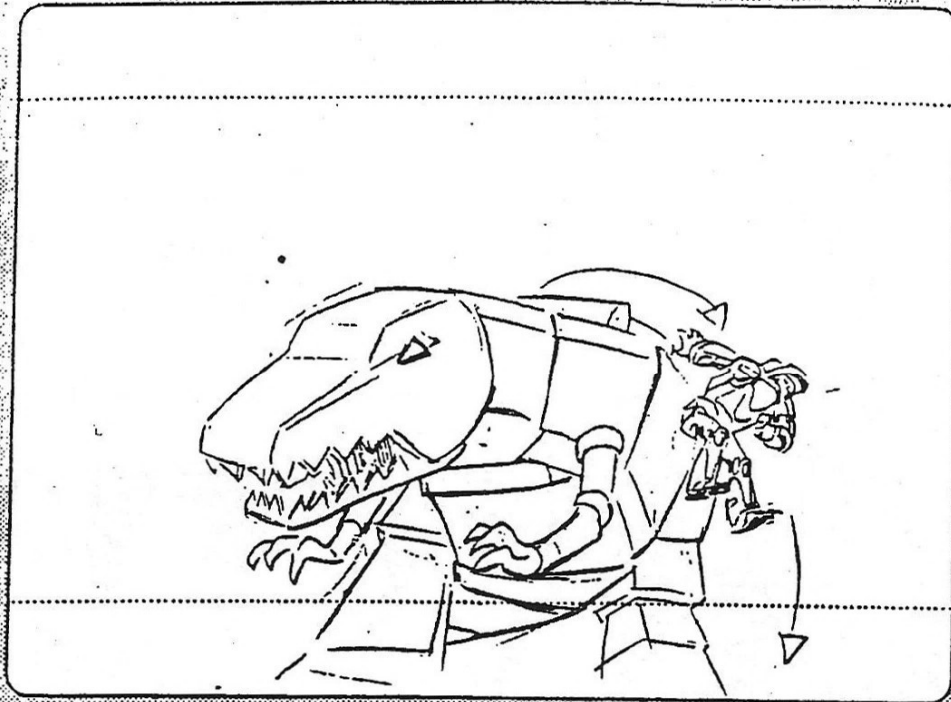
MUSIC/SFX

CAMERA

NEXT PAGE 40A



SC. 24-TS CONT.



ACTION

WHEELIE HOPS DOWN FROM GRIMLOCK'S BACK...  
THEN AS GRIMLOCK STRAIGHTENS UP, WHEELIE...

DIAL

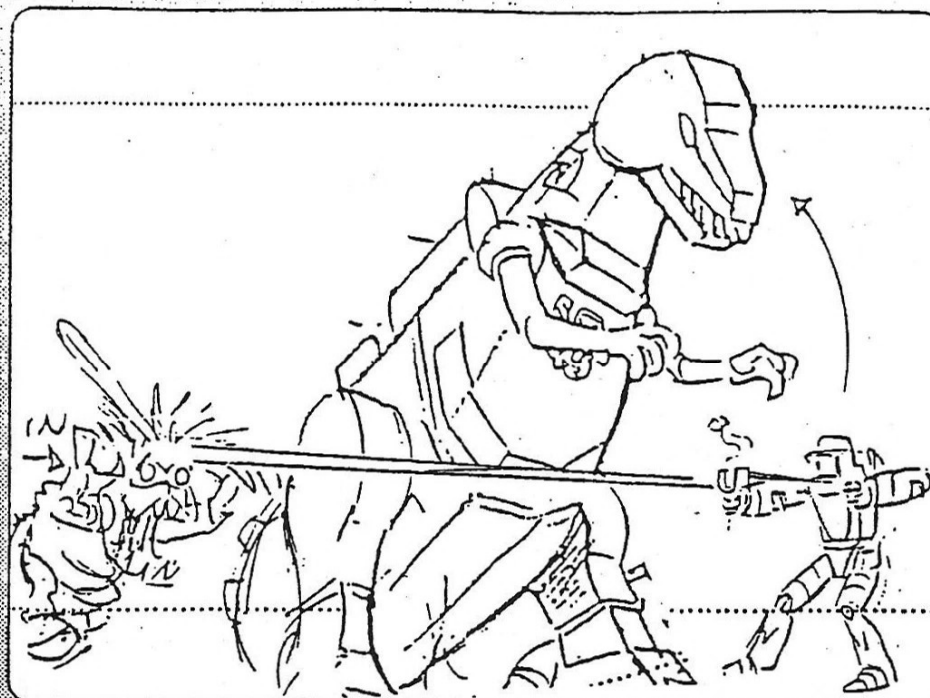
MUSIC/SFX

**TFRAW**  
FRO CAMERA 1 to Beast Hunters and Beyond!!!!

SC. CONT.

SEQ. 24

Page 40A



ACTION

...TAKES AIM WITH HIS SLING AND FIRES A FIRESTONE WHICH  
EXPLODES AGAINST A SHARKTICON'S HEAD.

DIAL

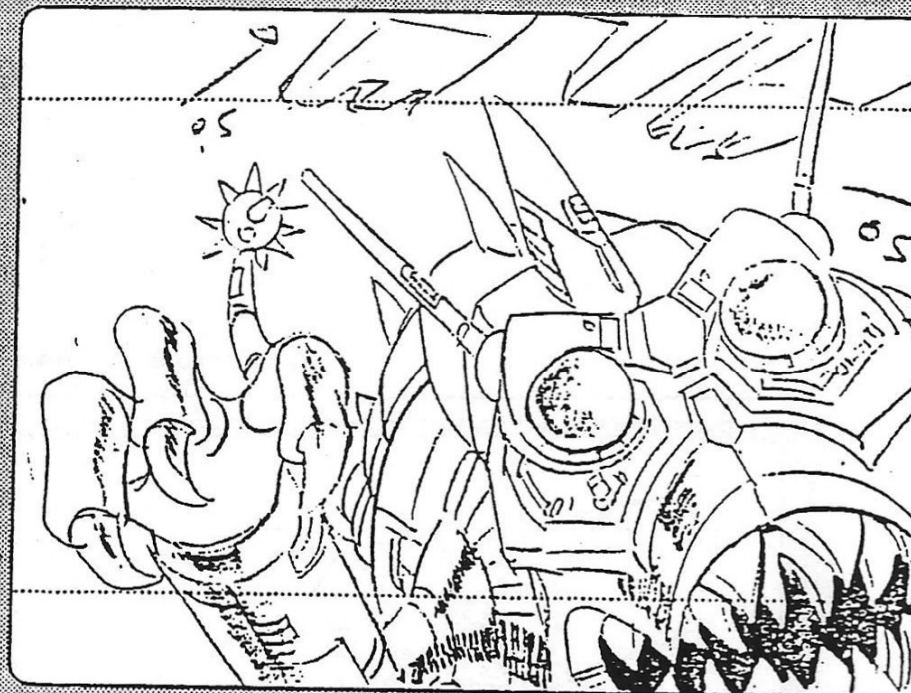
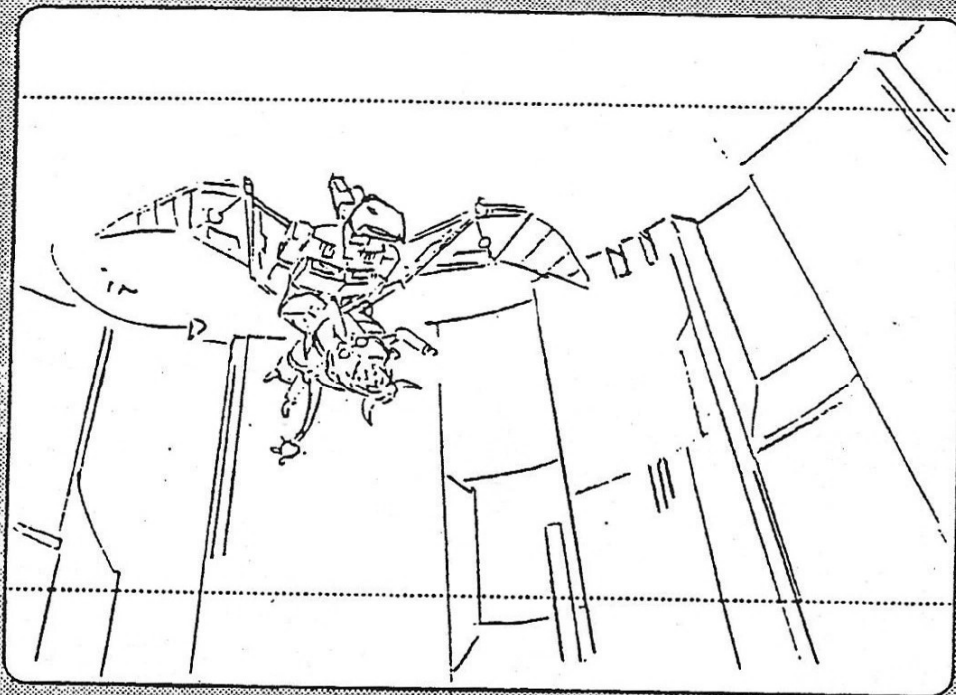
MUSIC/SFX

CAMERA

SC. 24-46

SC. CONT

SEQ. 24 Page 41



ACTION L.S. SWOOP HOLDING A SHARKTICON. HE DIVES DOWN...

DIAL

MUSIC/SFX

CAMERA

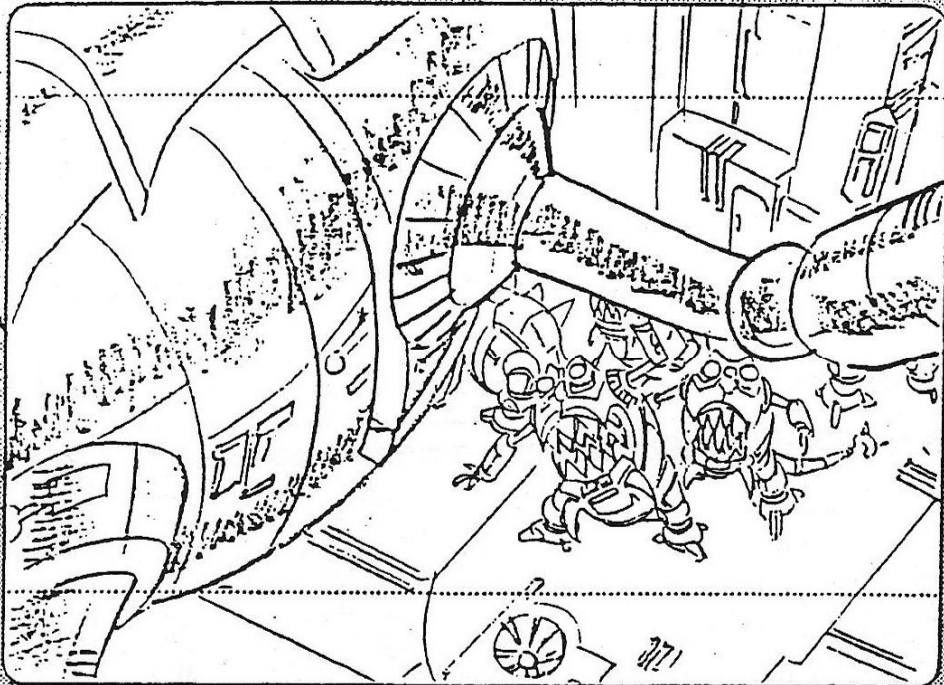
ACTION ...AND RELEASES THE SHARKTICON WHO FALLS O.S.

DIAL

MUSIC/SFX

CAMERA

SC. 24-47



ACTION DOWN SHOT A GROUP OF SHARKTICONS AS THE FALLING SHARKTICON HEADS DIRECTLY FOR THEM...

DIAL

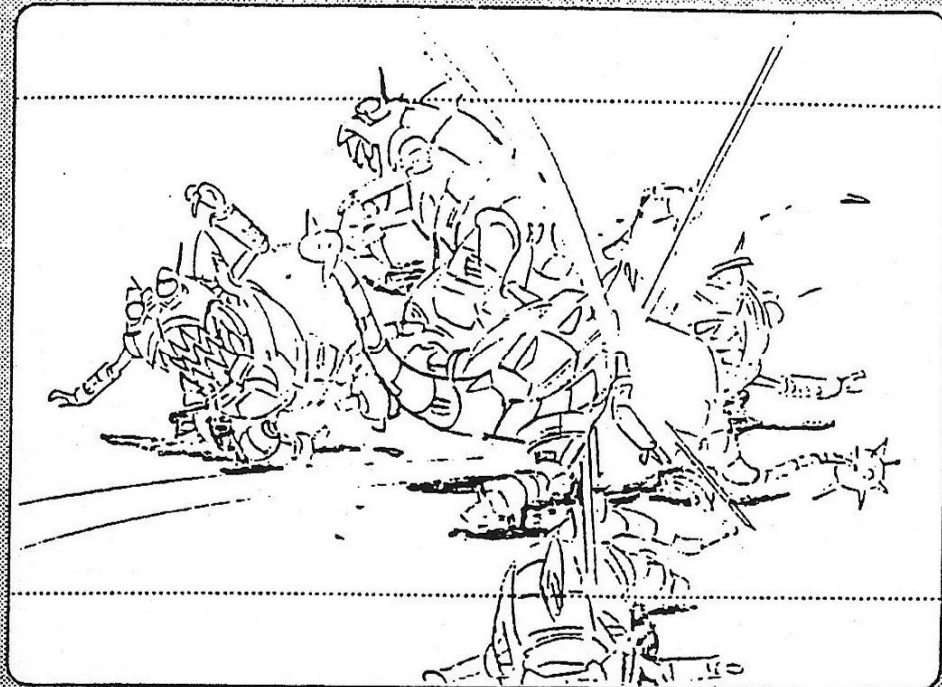
MUSIC/SFX

CAMERA



SC. CONT.

SEQ. 24 Page 42



ACTION ...CRASHING INTO THEM AND KNOCKING THEM OVER.

DIAL

MUSIC/SFX

CAMERA

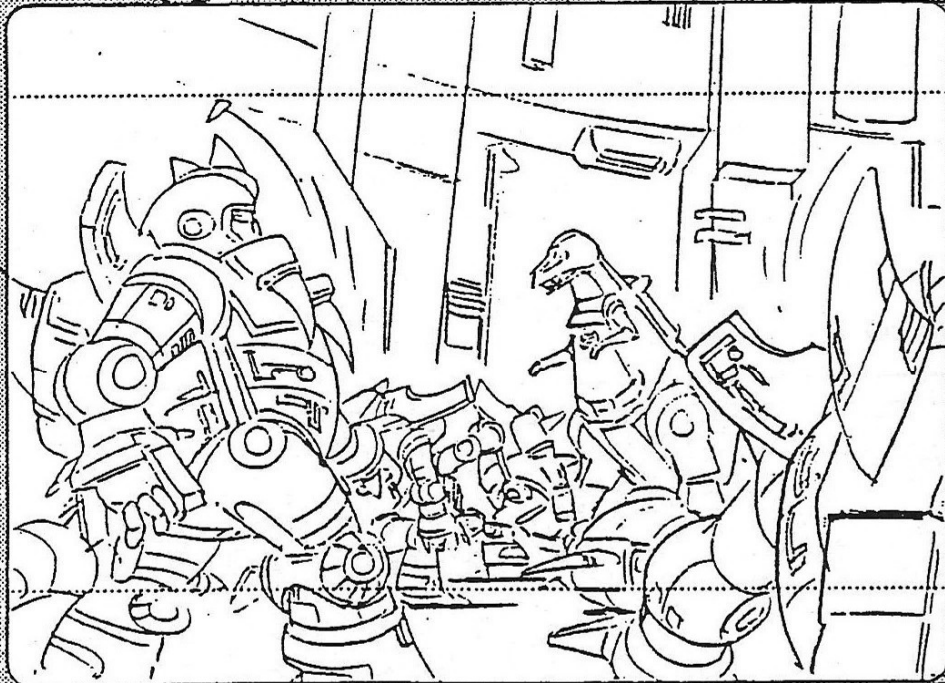
SC. 24-49

STOP



PAN

SEQ. START 24 Page 44



ACTION L.S. THE SHARKTICONS. THEY START, ONE BY ONE, TO TRANSFORM INTO ROBOT MODE. WE PAN OVER THE GROUP, WHICH SURROUNDS THE DINOBOTS.

DIAL

MUSIC/SFX



ACTION

DIAL

MUSIC/SFX

CAMERA

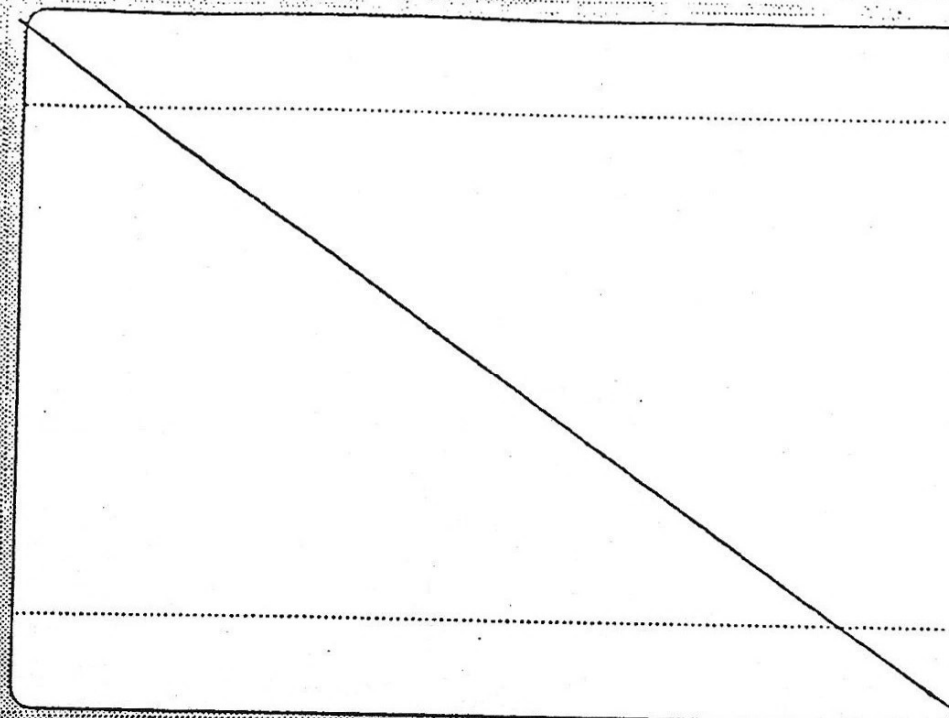


SC. 24-50



SC.

SC. 24 Page 45



ACTION M.L.S. KUP, HOT ROD, SLUDGE AND GRIMLOCK. KUP AND HOT  
ROD ARE LAYING ON A FEW BANGED UP SHARKTICONS...

DIAL

MUSIC/SFX

ACTION

DIAL

MUSIC/SFX

SC. 24-51



ACTION L. DOWN SHOT KUP, HOT ROD AND GRIMLOCK. GRIMLOCK LOOKS DOWN AT HOT ROD AND KUP.

DIAL HOT ROD I never thought I'd be so happy to see those big bozos.

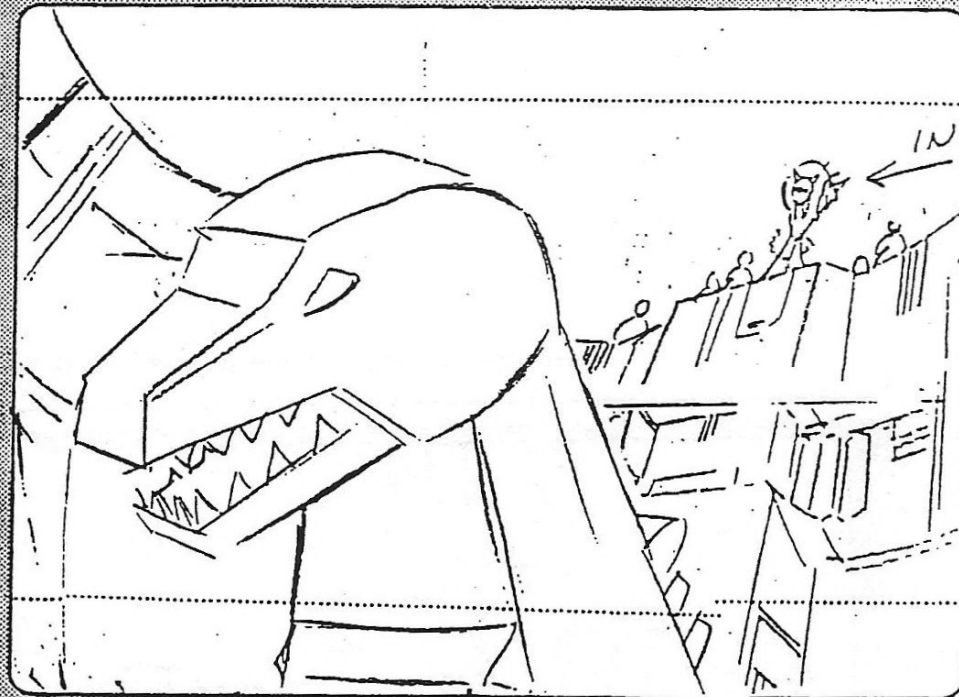
MUSIC/SFX

CAMERA



SC. 24-52

SEQ. 24 Page 46



ACTION C.U. GRIMLOCK. HE SPEAKS TO HOT ROD WHILE BEHIND HIM, ON THE WALL TO THE CITY, THE QUINTESSON JUDGE WALKS IN.

DIAL GRIMLOCK Me, Grimlock no bozo. Me king!

MUSIC/SFX

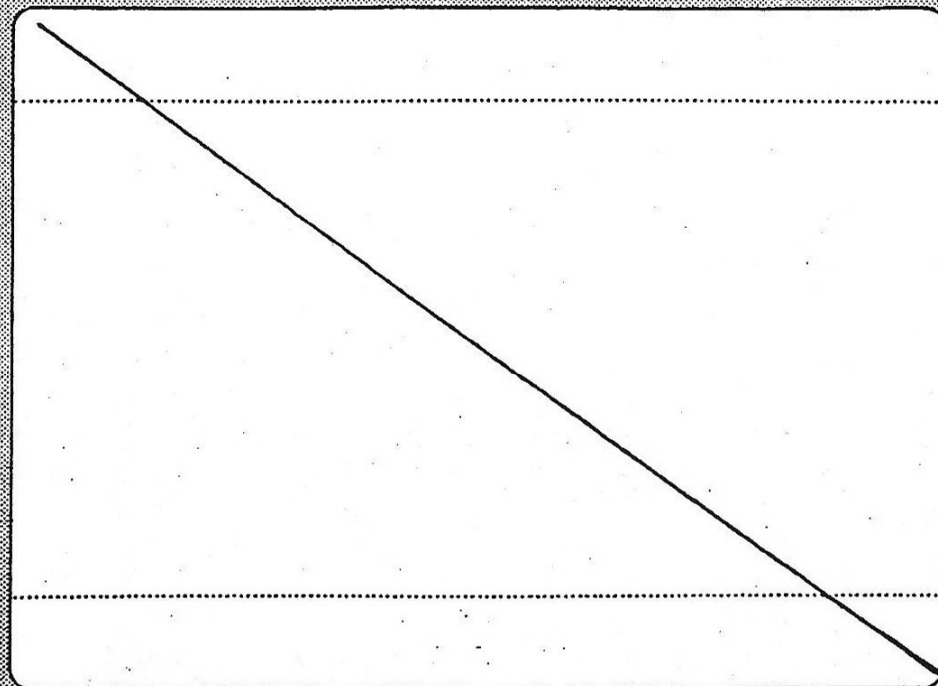
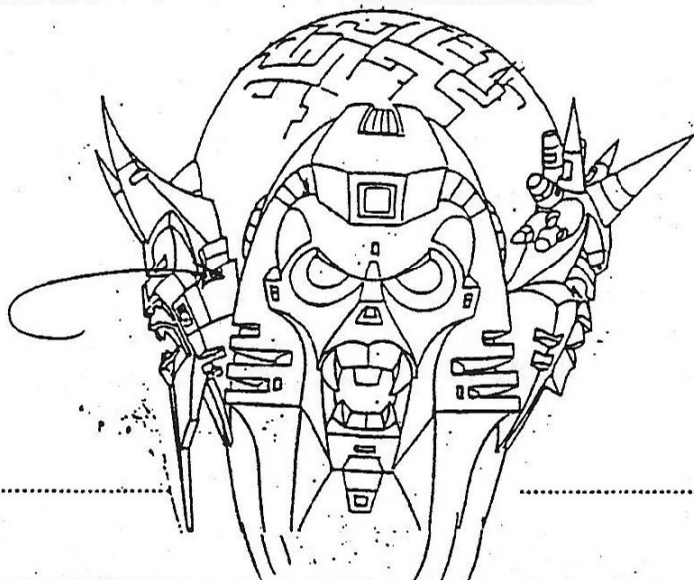
CAMERA

SC. 24-52A

SC.

SEQ 24

Page 46A



NEXT PAGE 46B

ION C.U. THE QUINTESSON JUDGE. HIS FACE CLICKS TO THE DEATH MASK.

- QUINTESSON JUDGE Sharkticons execute them!

ACTION

DIAL

MUSIC/SFX

CAMERA

SC. 24-53



ACTION M.L.S. THE SHARKTICONS LOOK BACK AND FORTH AT EACH OTHER, PUZZLED.

DIAL

MUSIC/SFX

CAMERA



SC. 24-53A

SEQ 24 Page 46B



ACTION M.L.S. GRIMLOCK. HE LOOKS UP AT THE QUINTESSON, THEN DOWN TO THE SHARKTICONS, THEN LIFTS HIS POWERFUL FOOT.

DIAL

MUSIC/SFX

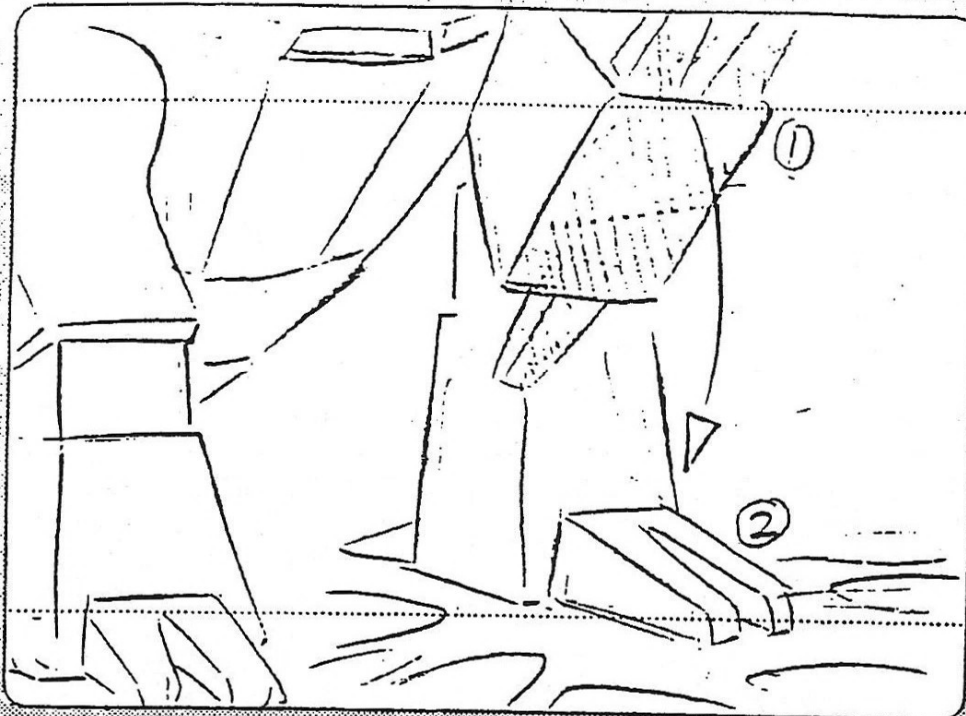
CAMERA

NEXT PAGE 46C



SC. 27-53C SHAKE SEQ 24 Page 10

SC. 27-53C SHAKE SEQ 24 Page 10



ACTION C.U. GRIMLOCK'S FOOT. HE SLAMS IT TO THE GROUND CAUSING IT TO SHAKE VIOLENTLY.

DIAL

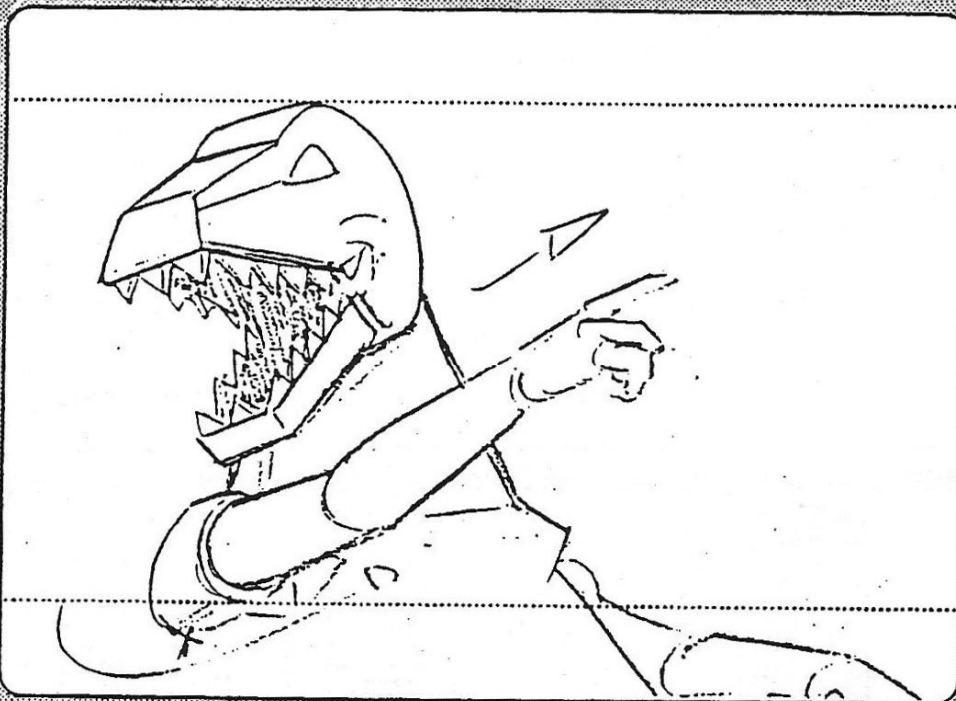
MUSIC/SFX

ACTION L.S. THE SHARKTICONS ARE SHAKEN UP AND BOUNCE AROUND.

DIAL

MUSIC/SFX

SC. 24-53D



ACTION HE THEN TURNS TO THE SHARKTICONS AND POINTS UP AT THE JUDGE.

DIAL GRIMLOCK (POINTING TO THE QUINTESSENS...)  
Me, Grimlock say execute them.

MUSIC/SFX

CAMERA

SC. 24-53E



ACTION M.L.S. THE SHARKTICONS. THEY SMILE AT EACH OTHER IN AGREEMENT, THEN...

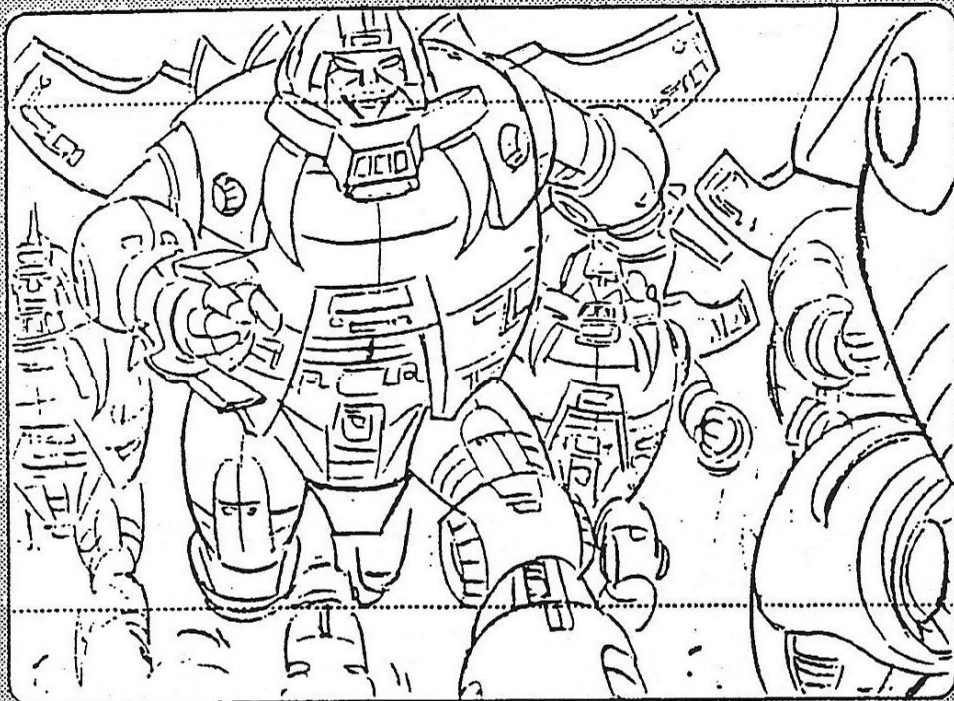
DIAL

MUSIC/SFX

CAMERA

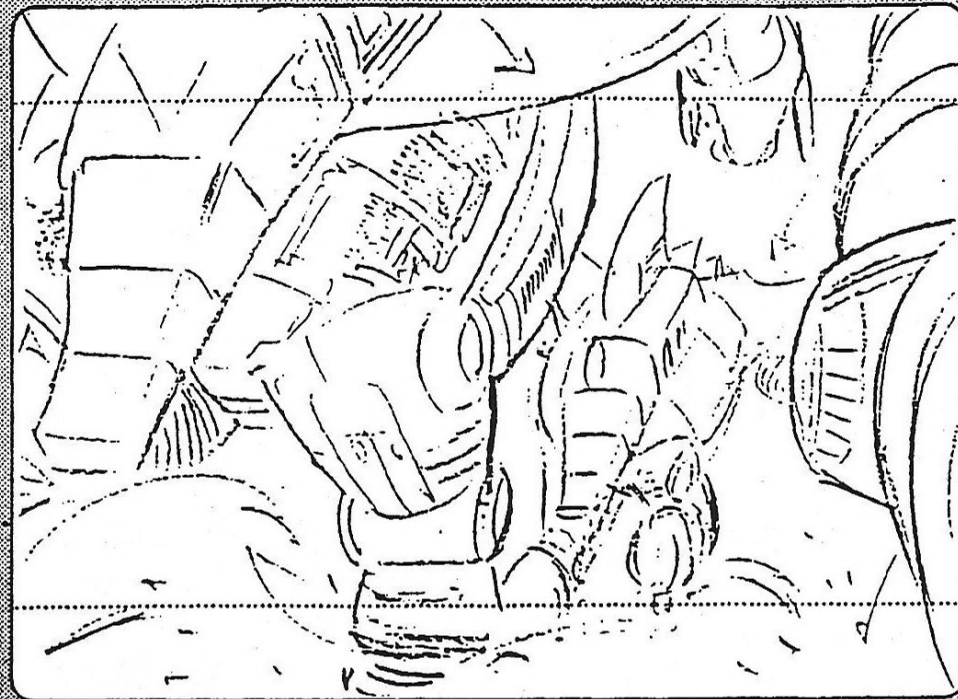
SEQ 24 Page 47

SC. CONT 24-53 E



SC. 24-54

SEQ. 24 Page 48



ACTION ...ALL START RUNNING IN A MAD PACK AFTER THE QUINTESSENS.

DIAL

MUSIC/SFX

CAMERA



ACTION THE SHARKTICONS RUN AWAY FROM CAMERA.

DIAL

MUSIC/SFX

CAMERA

SC. CONT 24-54



ACTION ...PAST GRIMLOCK AND OVER TO THE WALL OF THE ARENA.

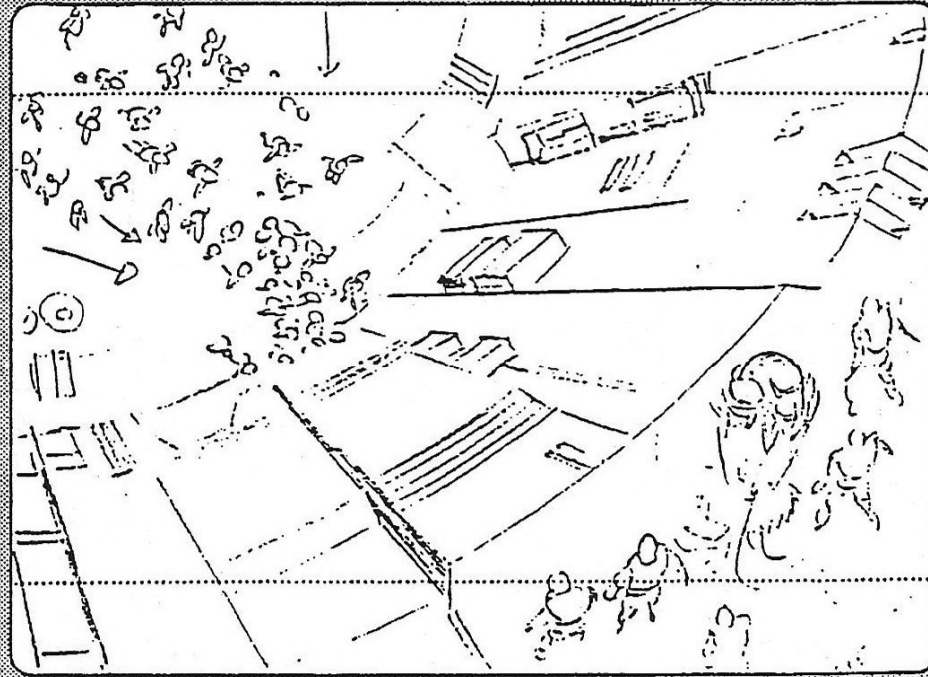
DIAL

MUSIC/SFX

CAMERA

SC. 24-56

SEQ. 24 Page 49



ACTION L. DOWN SHOT THE QUINTESSON JUDGE AND GUARDS STAND ON THE WALL OF THE ARENA AS THE SHARKTICONS RUSH IN AND MASS AT THE BASE OF THE WALL.

DIAL

MUSIC/SFX

CAMERA

NO SCENE 24-55



SC. 27-50



ACTION L.S. THE SHARKTICONS. THEY STAND CLIMBING ON TOP OF EACH OTHER CREATING A TOWER.

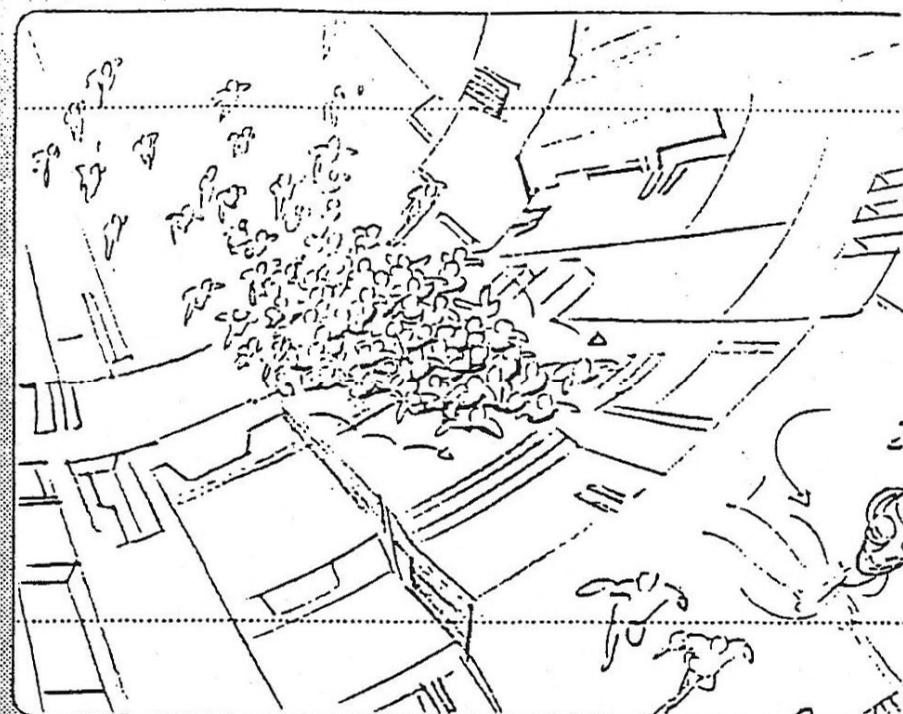
DIAL

MUSIC/SFX

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 27-50

SC. 27-50



ACTION L. DOWN SHOT THE QUINTESSON JUDGE AND GUARDS TURN AND RUN AS THE TOWER OF SHARKTICONS GROWS TOWARD THEM.

DIAL

MUSIC/SFX

SC. 24-59

SC. CONT

SEQ 24 Page 5



ACTION M.S. HOT ROD AND KUP. THEY WATCH THE SHARKTICONS IN THE DISTANCE CLIMB UP OVER THE WALL AND AFTER THE QUINTESSENS.

DIAL KUP I think the problems on this planet will be solved very shortly.

MUSIC/SFX

CAMERA

ACTION HOT ROD TURNS TO KUP...

DIAL HOT ROD But, what about our problems? We need a ship.

MUSIC/SFX

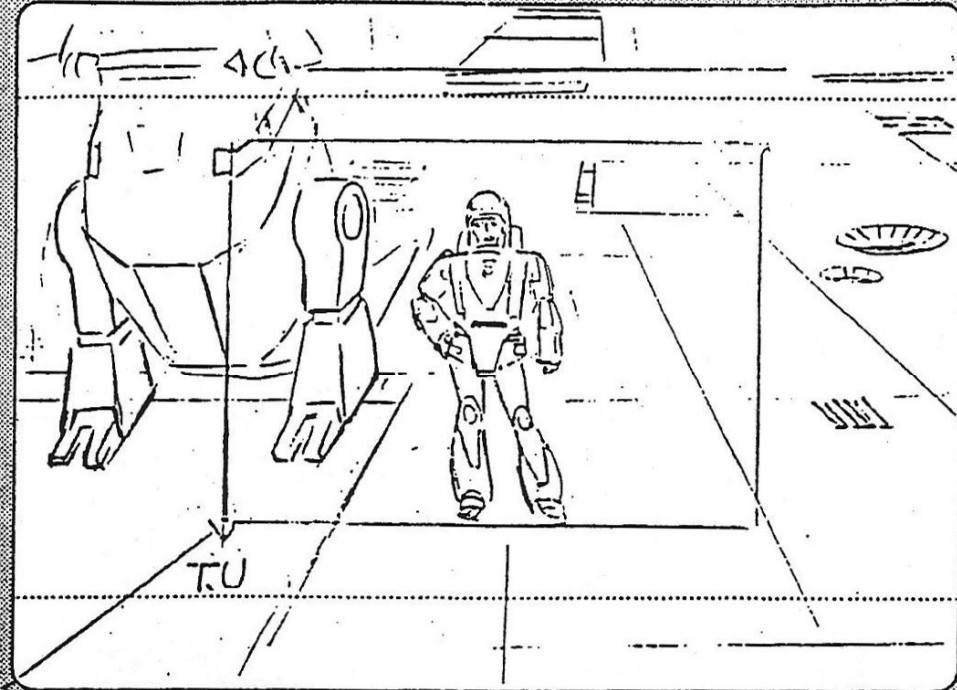
CAMERA

SC. CONT 24-59



SC. 24-60

SEQ. 24 Page 52



ACTION ...THEN THEY BOTH TURN TO THE O.S. WHEELIE.

DIAL WHEELIE (V.C.) You get ship...

MUSIC/SFX

**IFRAW**  
CAMERA 1 to Beast Hunters and Beyond!!!!

ACTION L.S. WHEELIE. WE TRUCK IN ON HIM.

DIAL WHEELIE (CONT) If I get trip.

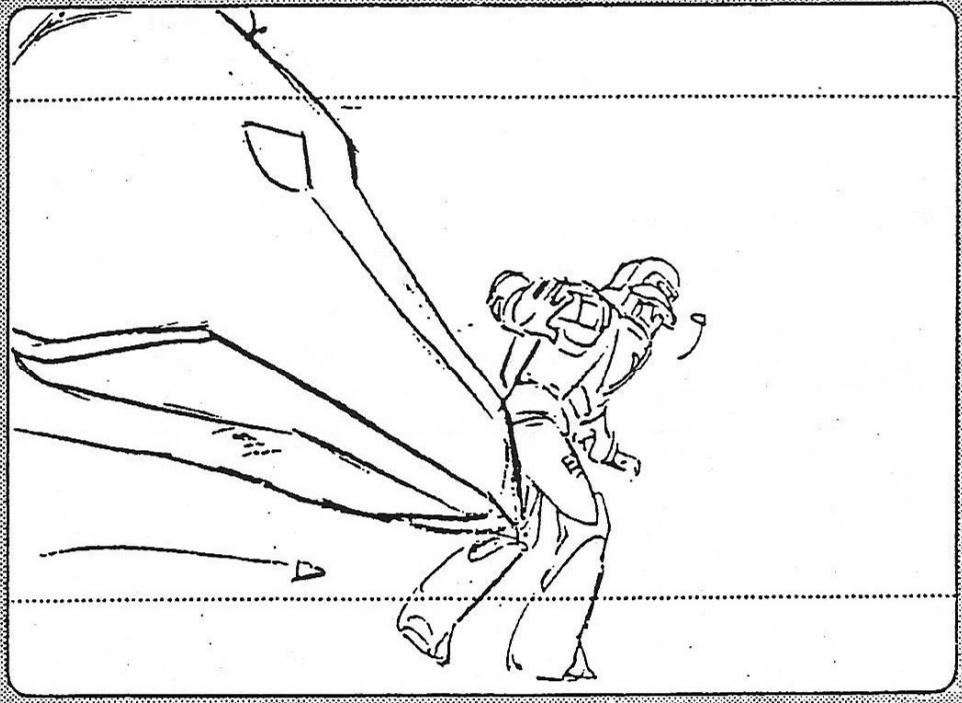
MUSIC/SFX

CAMERA

SC. 24-61

SC. CONT.

SEQ 24 Page 53



ACTION M.L.S. HOT ROD, KUP AND WHEELIE...

DIAL HOT ROD Who are you?

MUSIC/SFX



ACTION ...WHEELIE TURNS AS GRIMLOCK ENTERS THE SCENE BEHIND HIM. WHEELIE GETS UP ON GRIMLOCK'S NOSE.

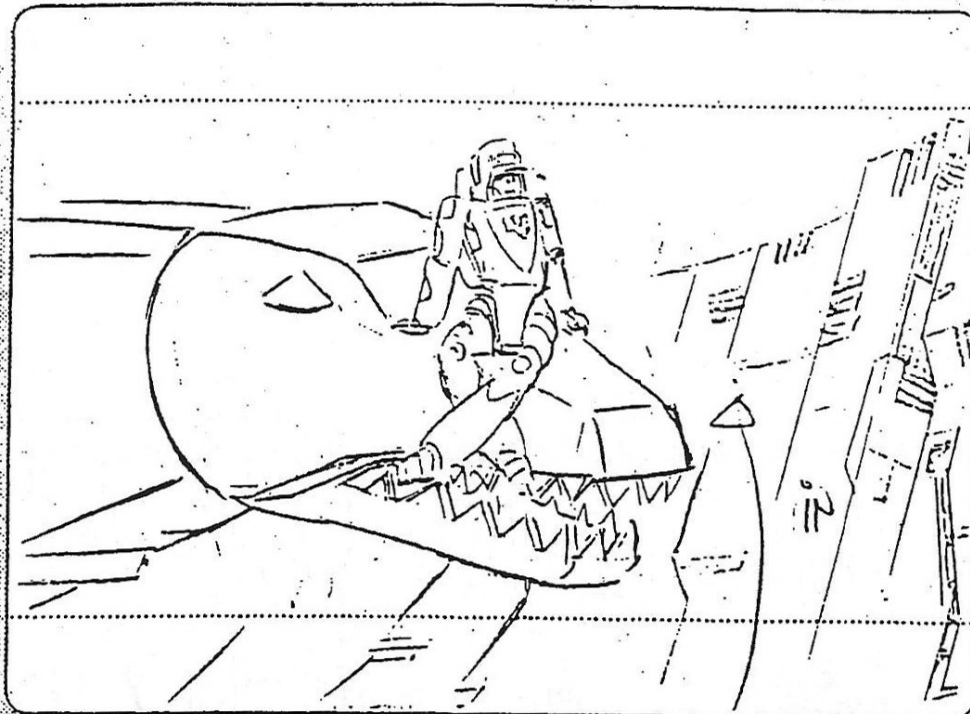
DIAL GRIMLOCK Him Wheelie, . . .

MUSIC/SFX

CAMERA



SC. 24-62



ACTION L.S. WHEELIE AS HE IS CARRIED UP ON GRIMLOCK'S SNOUT.

DIAL GRIMLOCK (CONT) ... him friend.

MUSIC/SFX

CAMERA

SC. 24-63

SEQ. 24 Page 52



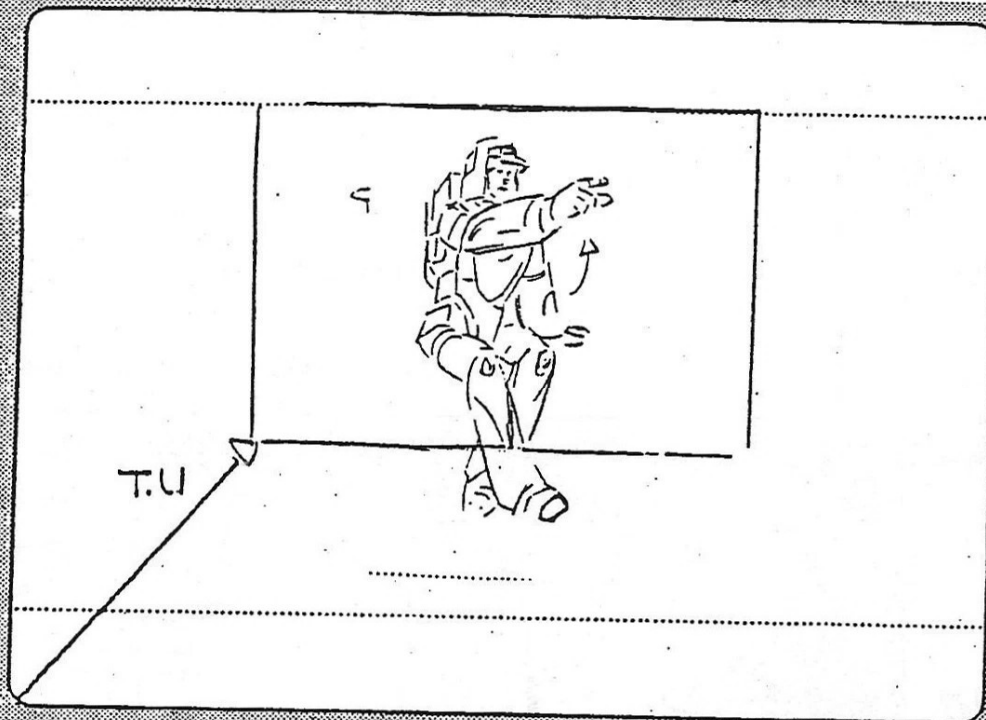
ACTION M.S. HOT ROD AND KUP. HOT ROD MOVES FORWARD.

DIAL HOT ROD He'll be mine too, if he can find a ship.

MUSIC/SFX

CAMERA

SC. 24-64



ACTION L.S. WHEELIE ON SLAG POINTS O.S.

DIAL WHEELIE  
Give a stare... over there.

MUSIC/SFX

CAMERA

SC. 24-65

SEQ. 24 Page 6



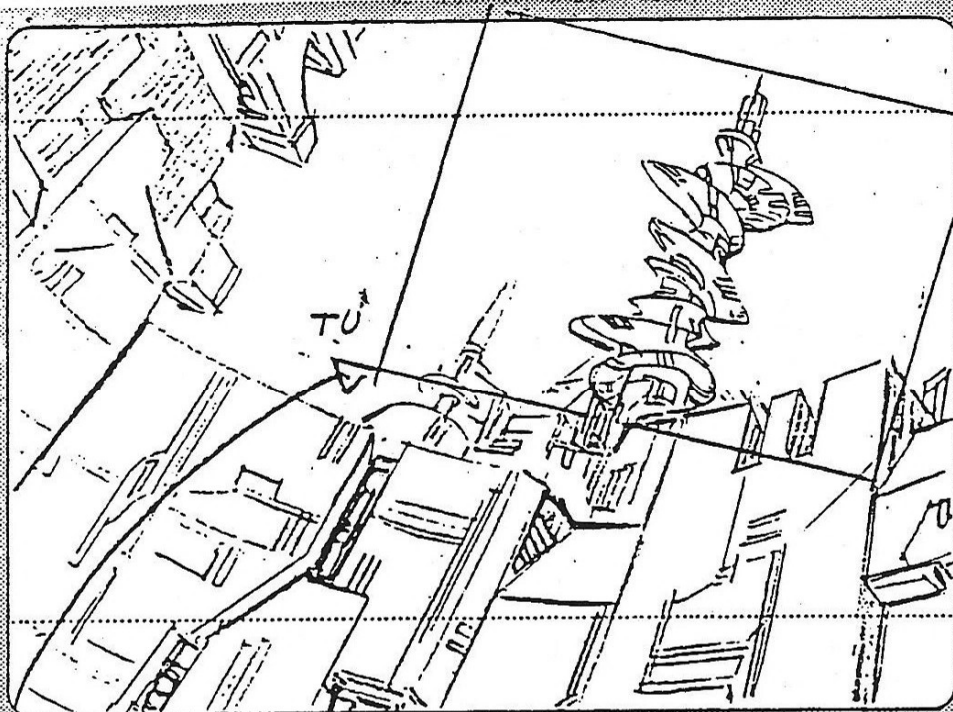
ACTION M.S. HOT ROD AND KUP. THEY BOTH TURN AND LOOK.

DIAL

MUSIC/SFX

CAMERA

SC. 24-66



SC. 24-67

SEC. 24 Page 56



ACTION L.S. THE WALL OF THE ARENA AND BEYOND, A QUINTESSON SPACE SHIP. WE TRUCK IN ON THE SHIP.

DIAL KUP (V.O.) That's a ship?

MUSIC/SFX

CAMERA

ACTION M.C.U. HOT ROD. HE LOOKS UP AND SMILES.

DIAL HOT ROD Who cares? As long as it flies.

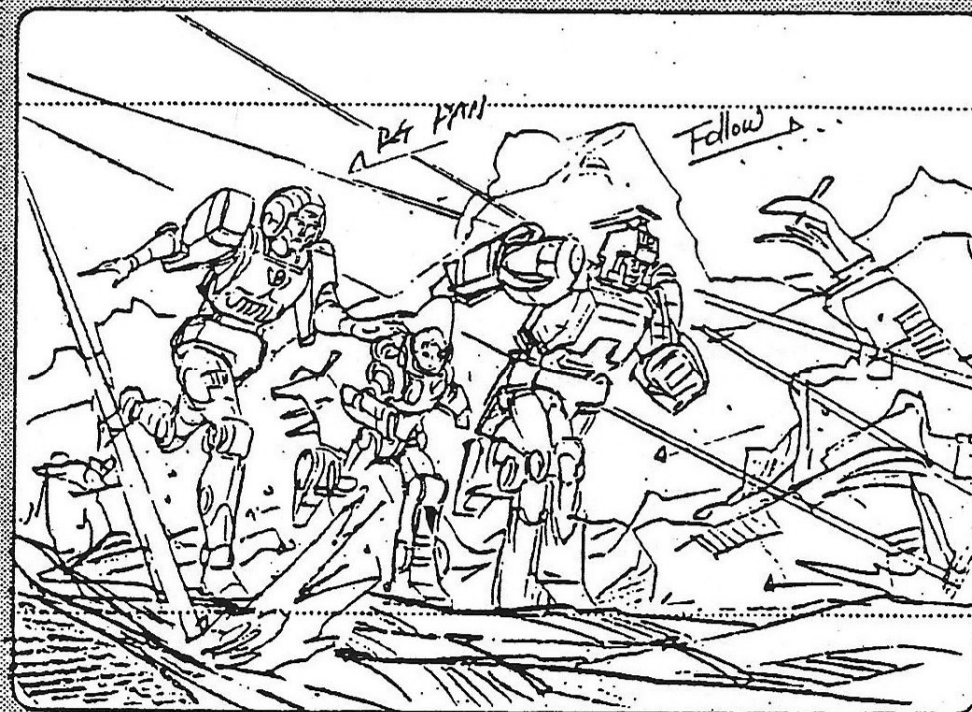
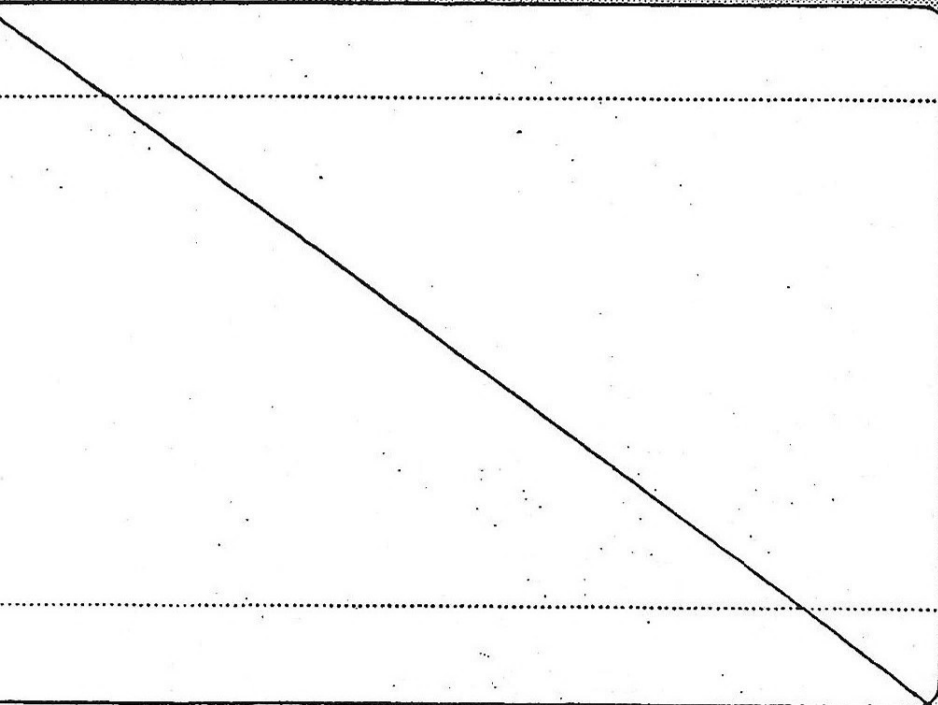
MUSIC/SFX

CAMERA

SC.

SC. 25-1

SEQ. 25 Page 1



ACTION M.S. ARCEE, DANIEL & BLURR. WE FOLLOW THEM RUNNING AS THEY DODGE LASER BEAMS.

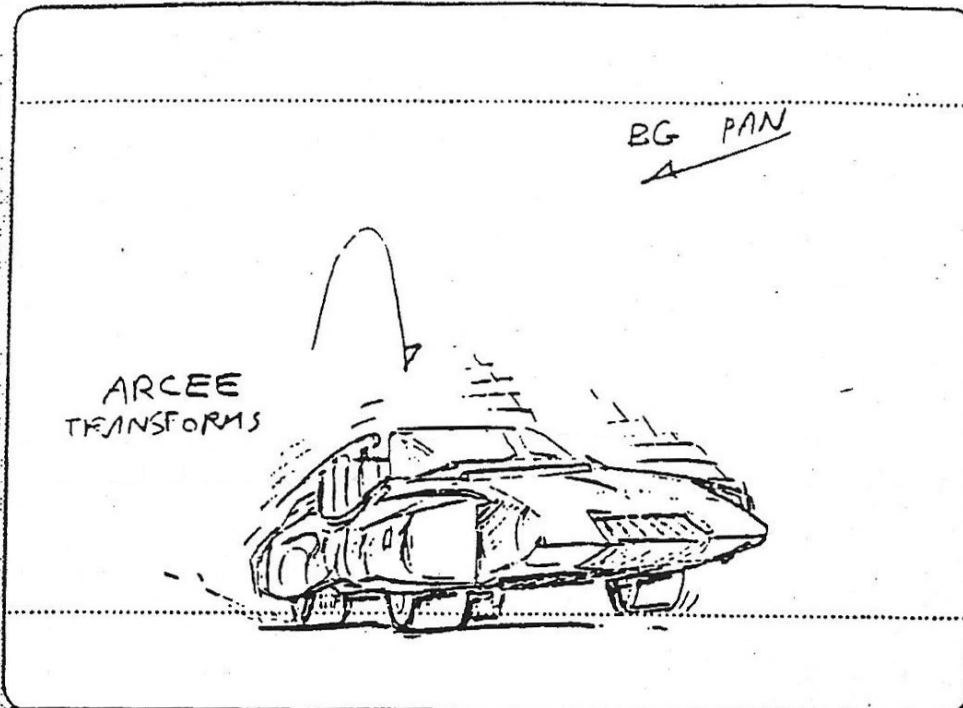
DIAL

MUSIC/SFX

CAMERA

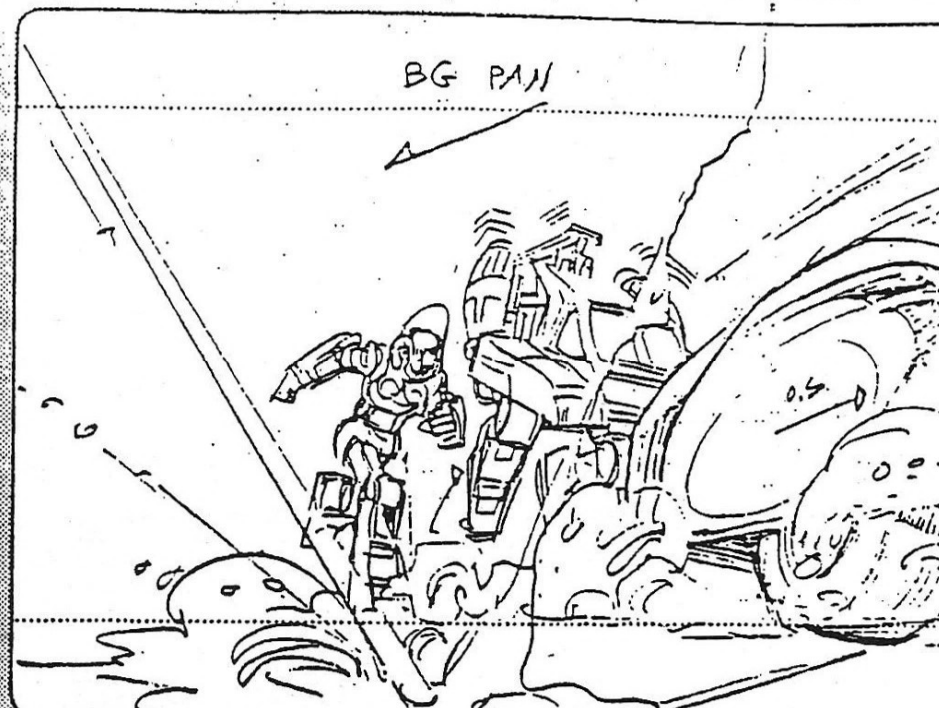


SC. CONT 25 - 1



SC. CONT 25 - 1

SEQ. 25



ACTION ARCEE, WHILE STILL RUNNING, TRANSFORMS TO AUTO MODE.

DIAL

MUSIC/SFX

CAMERA

ACTION SHE STREAKS O.S. AS ANOTHER LASER HITS NEARBY. DANIEL LOOKS AT BLURR WHO IS STARTING TO TRANSFORM. FOR THE TIME IT TAKES FOR HIM TO REPLY, BLURR RUNS ALONG IN MID-TRANSFORMATION.

DIAL DANIEL

What do I do?

BLURR

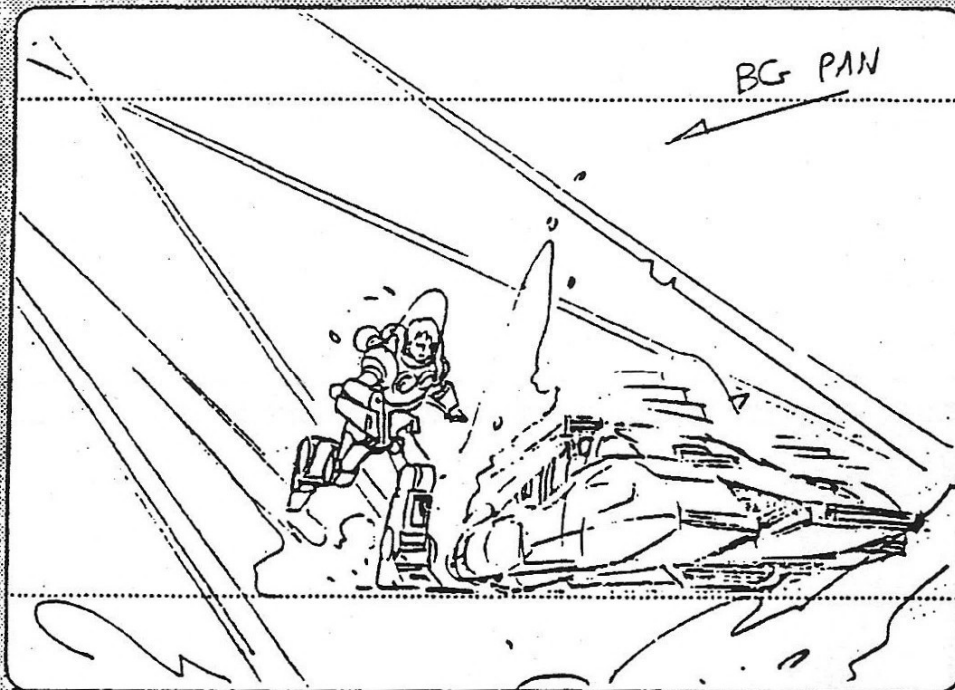
Transform! You can do it. I know you can do....

MUSIC/SFX

CAMERA



SC. CONT 25-1



ACTION BLURR COMPLETES HIS TRANSFORMATION QUICKLY, AS MORE LASERS HIT THE GROUND.

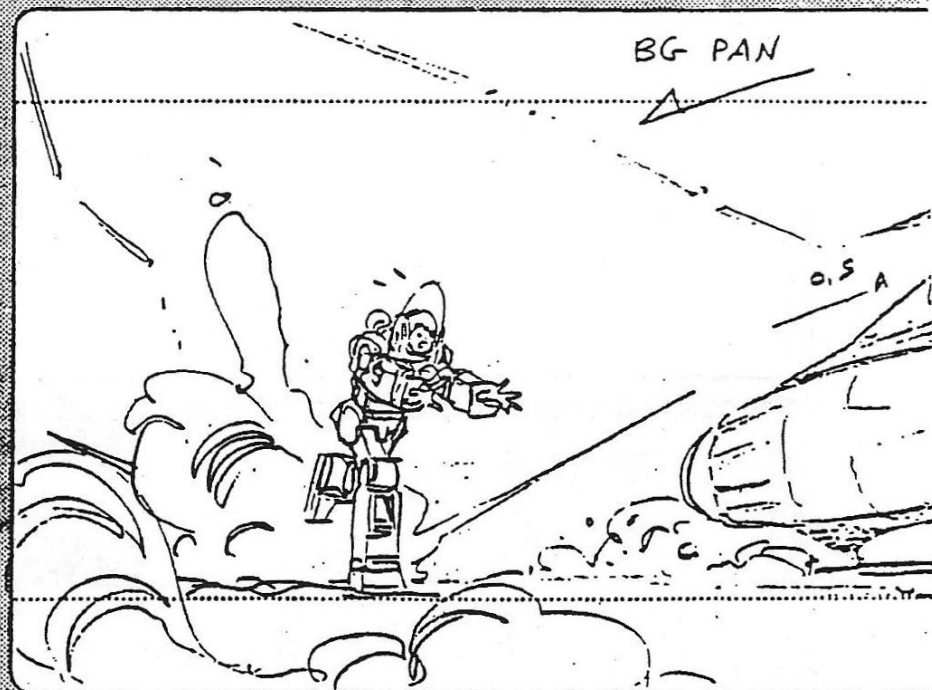
DIAL BRURR (CONT) (TRANSFORMATION COMPLETE, HE BLURS OFF AND..)

MUSIC/SFX You can do . . .

CAMERA

SC. CONT

SEQ. 25 Page 3



ACTION HE STREAKS O.S., LEAVING DANIEL, STILL RUNNING BEHIND.

DIAL BRURR (CONT) ... it!

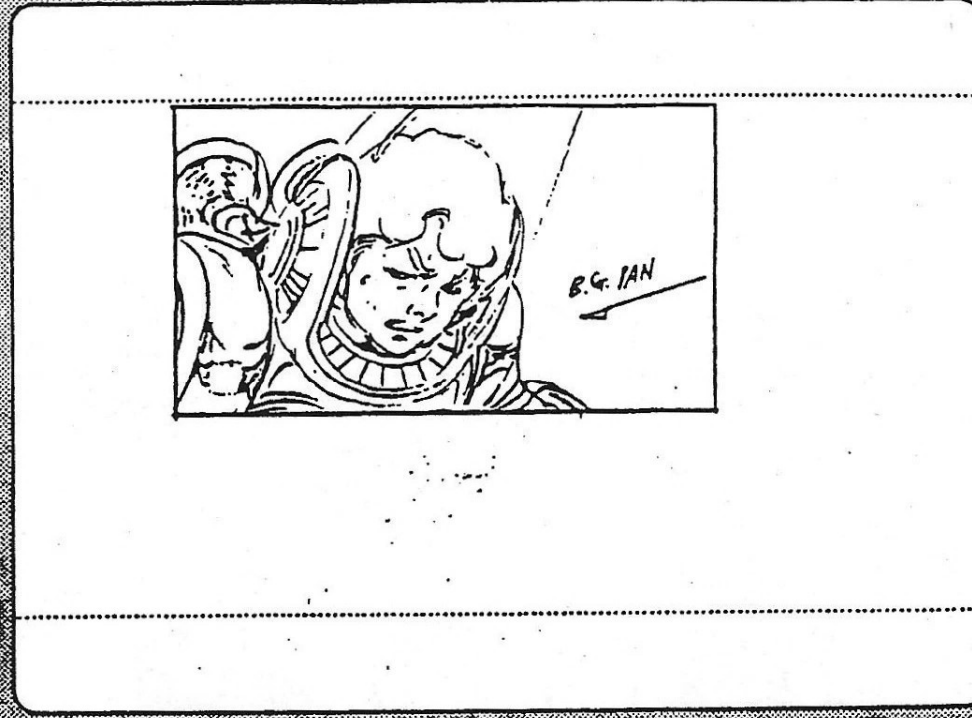
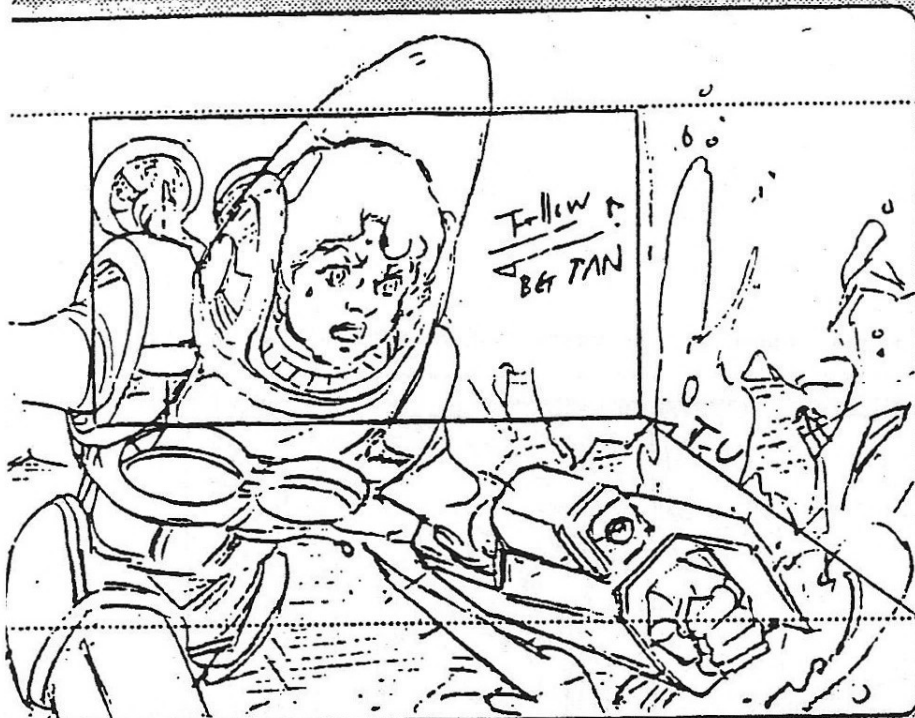
MUSIC/SFX

CAMERA

25-1A TRUCKIN

SC. CONT

SEQ. 25 Page 4



M.C. DANIEL IN EXO-SUIT STRAINING TO TRANSFORM. WE FOLLOW HIM AS HE RUNS ALONG...

ACTION ...BROWS KNIT AS HE LOOKS DOWN AT EXO-SUIT AGAIN AND REPEATS COMMAND.

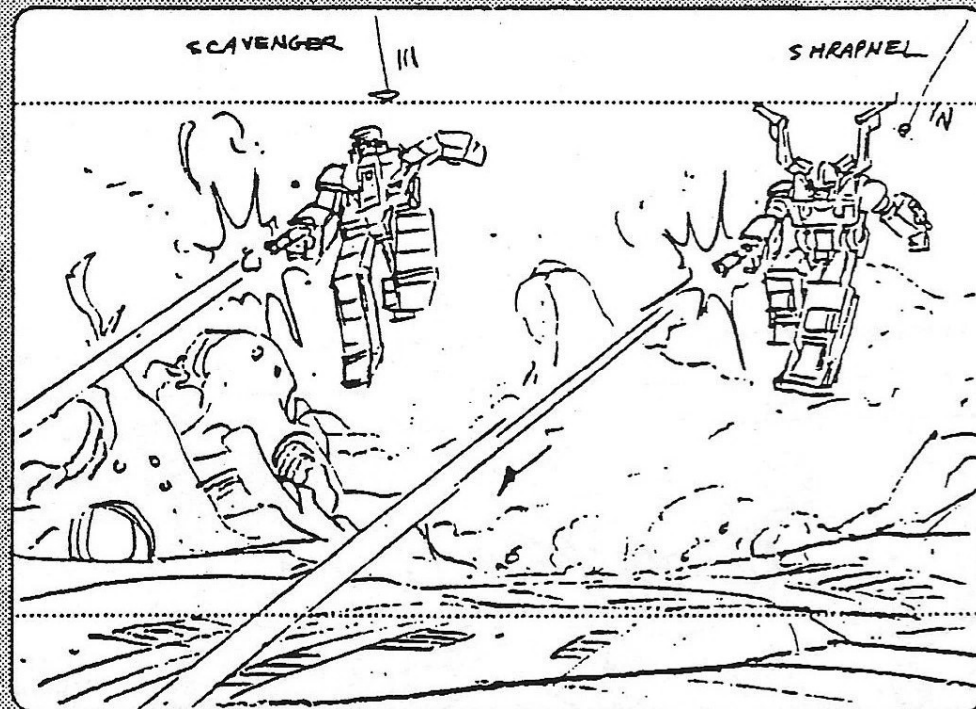
DIAL DANIEL Transform....

MUSIC/SFX

C. CONT 25-1A

SC. 25-2

SEQ. 25 Page 5



1 RAYS STREAK IN FROM O.S. DANIEL LOOKS AND REACTS IN HORROR.

ACTION DANIEL'S P.O.V. - SCAVENGER AND SHRAPNEL DROP DOWN INTO SCENE FIRING LASER BLASTS AT O.S. DANIEL...

DIAL

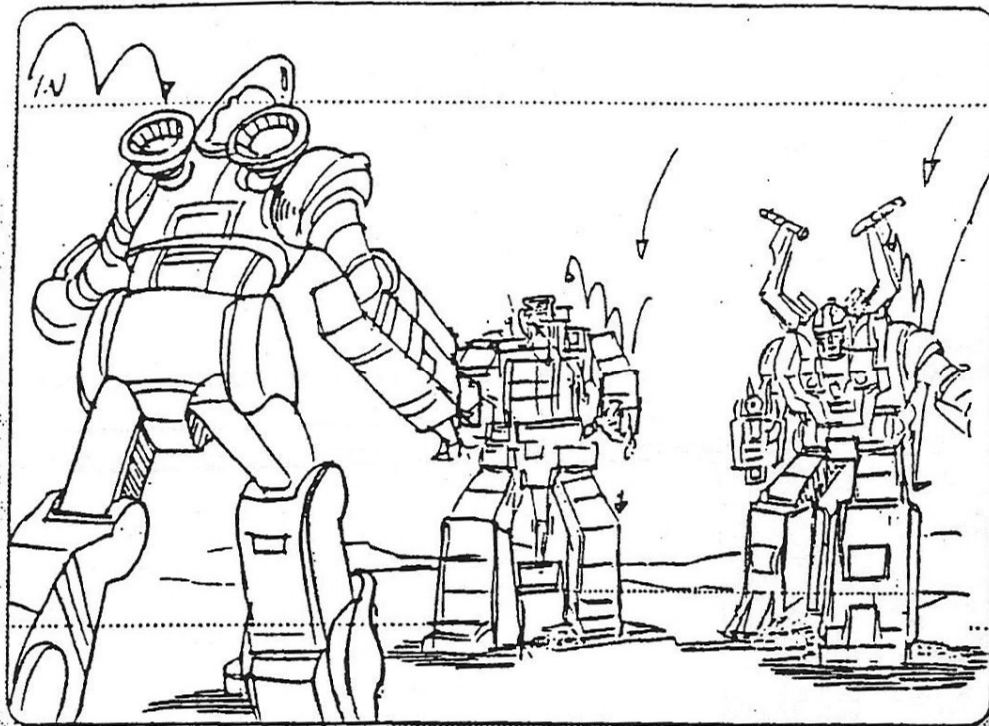
MUSIC/SFX

CAMERA

SFX

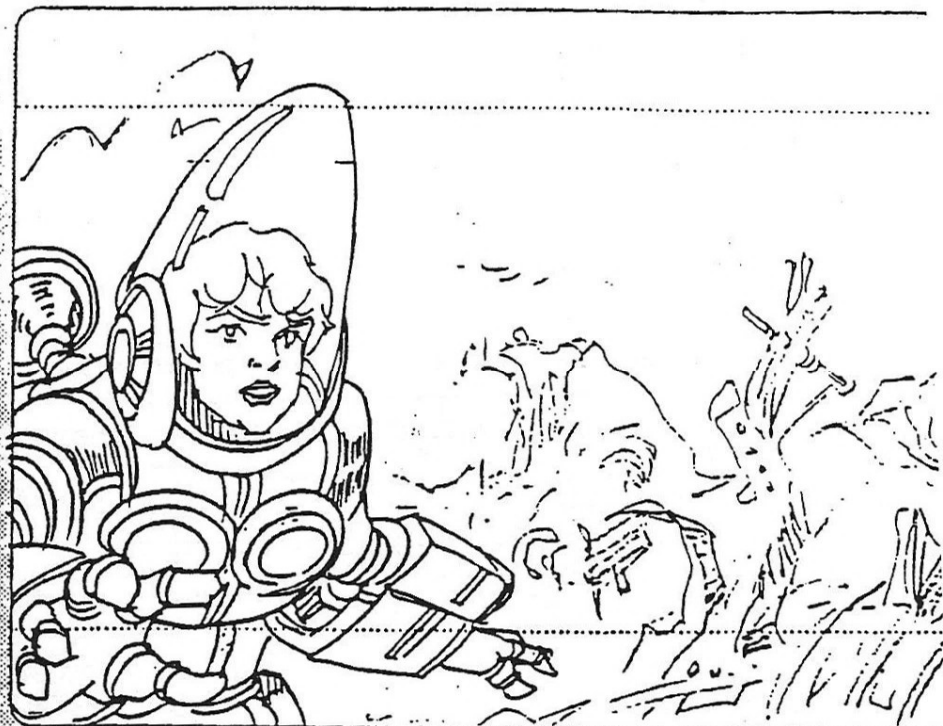


SC. CONT 25-2



SC. 25-3

SEQ. 25 Page 0



ACTION .....SCAVENGER AND SHRAPNEL LAND AND DANIEL ENTERS THE SCENE  
IN FRONT OF THEM.

DIAL

SCAVENGER                      Human germ!

MUSIC/SFX

**TFRAW**

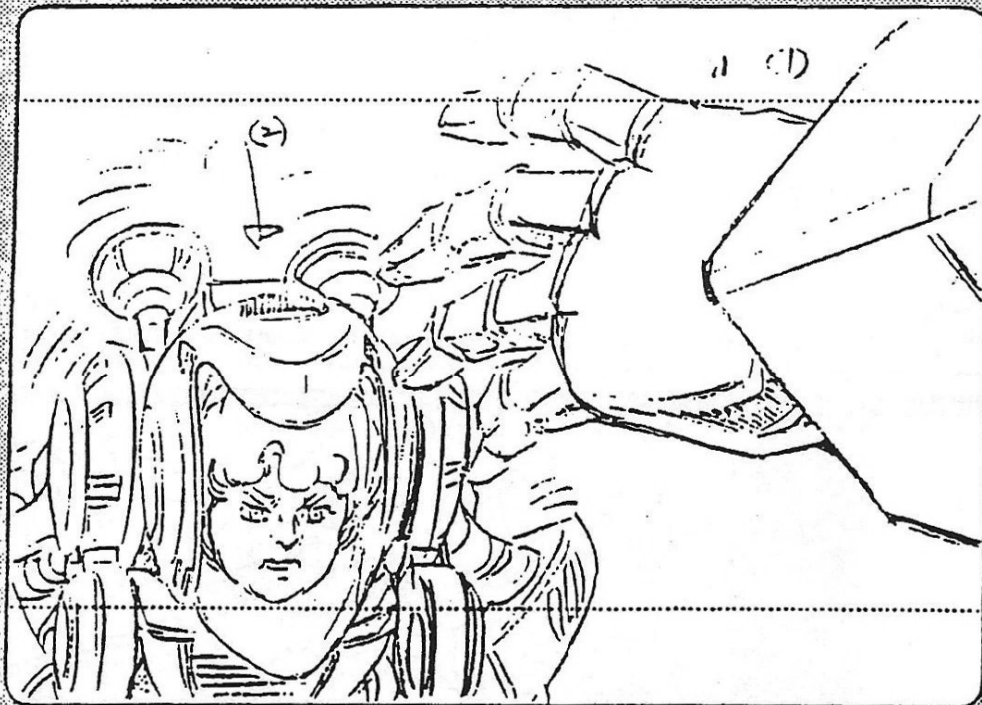
*from Generation 1 to Beast Hunters and Beyond!!!!*

ACTION M.S. DANIEL REACTING TO SITUATION. HE KEEPS RUNNING FORWARD

DIAL

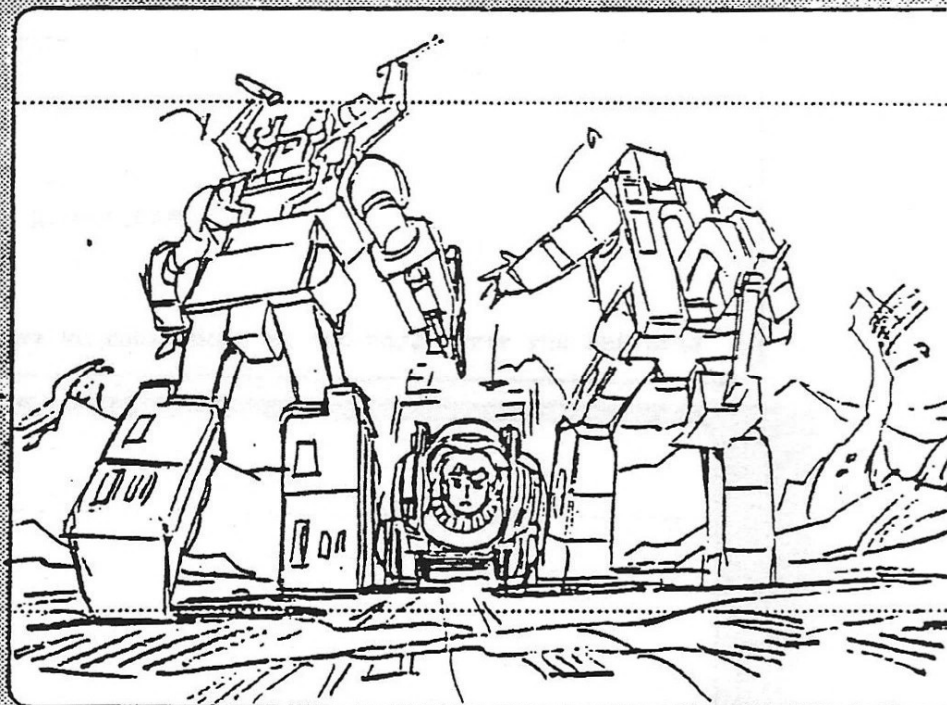
MUSIC/SFX

SC. CONT 25-3



SC. 25-4

SEQ. 25 Page 7



ACTION SCAVENGER'S HAND REACHES IN FOR DANIEL WHO'S EXO-SUIT TRANSFORMS.

DIAL

MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION M.S. SCAVENGER AND SHRAPNEL RUN TOWARD DANIEL AS HE TRANSFORMS INTO AUTO MODE AND STARTS DRIVING THROUGH THEM...

DIAL

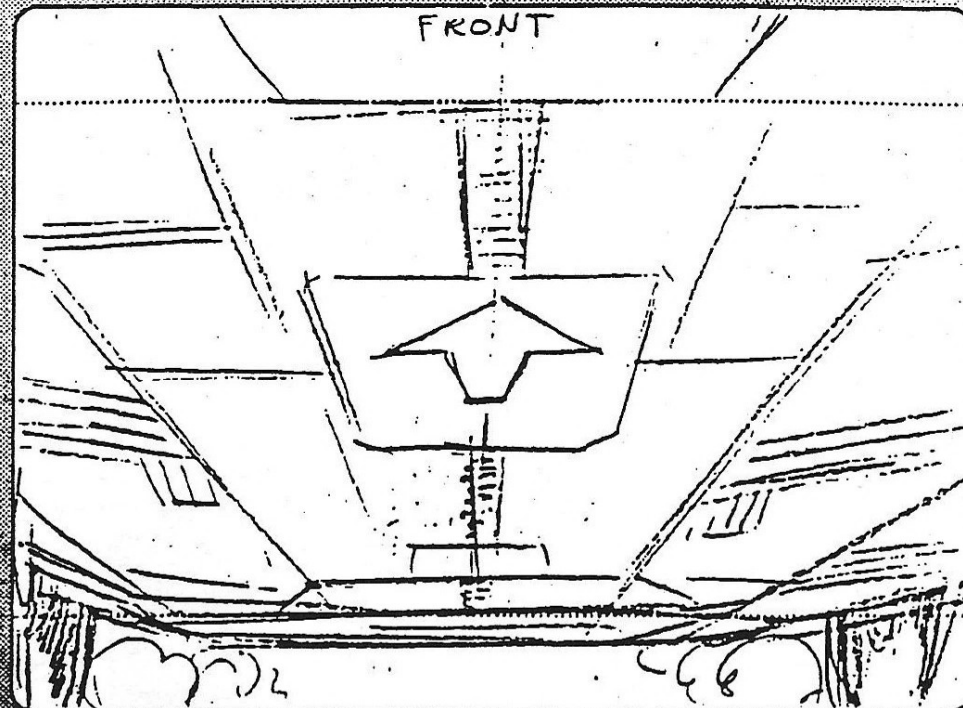
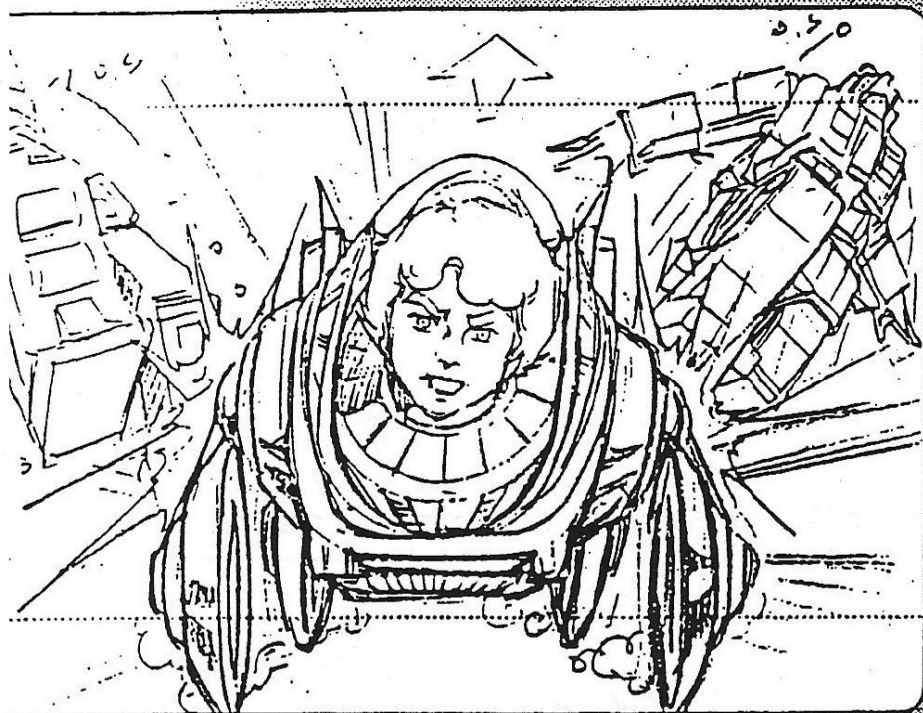
MUSIC/SFX

CAMERA

C. CONT 25-4

SC. CONT

SEQ. 25 Page 8



...KNOCKING THEM OVER...

DANIEL Wooooh!!

FX

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...WE SEE UP SHOT OF DANIEL AS HE RACES FORWARD.

DIAL

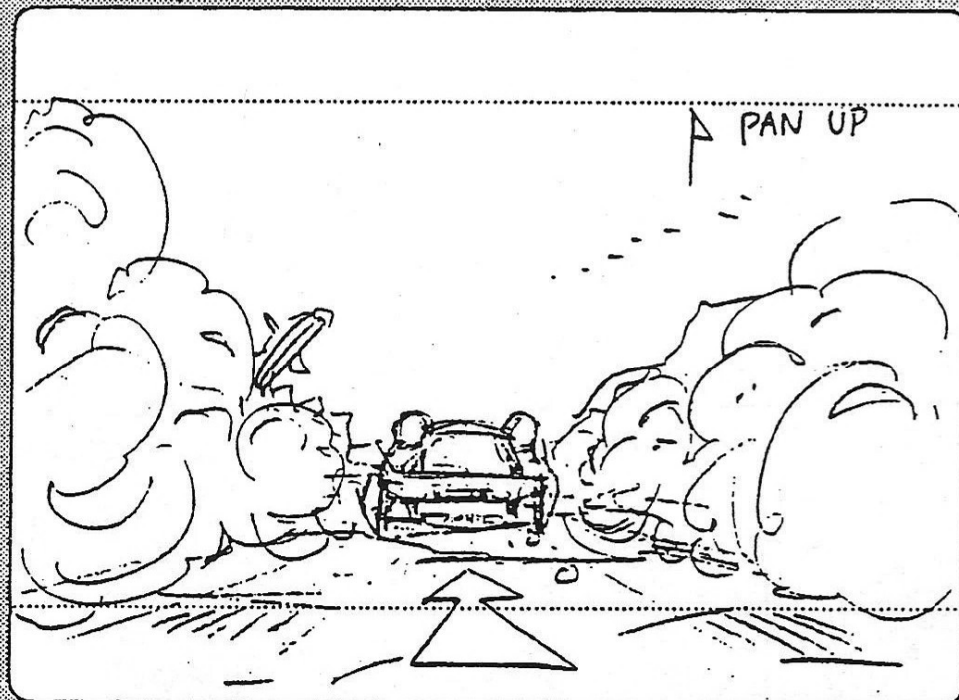
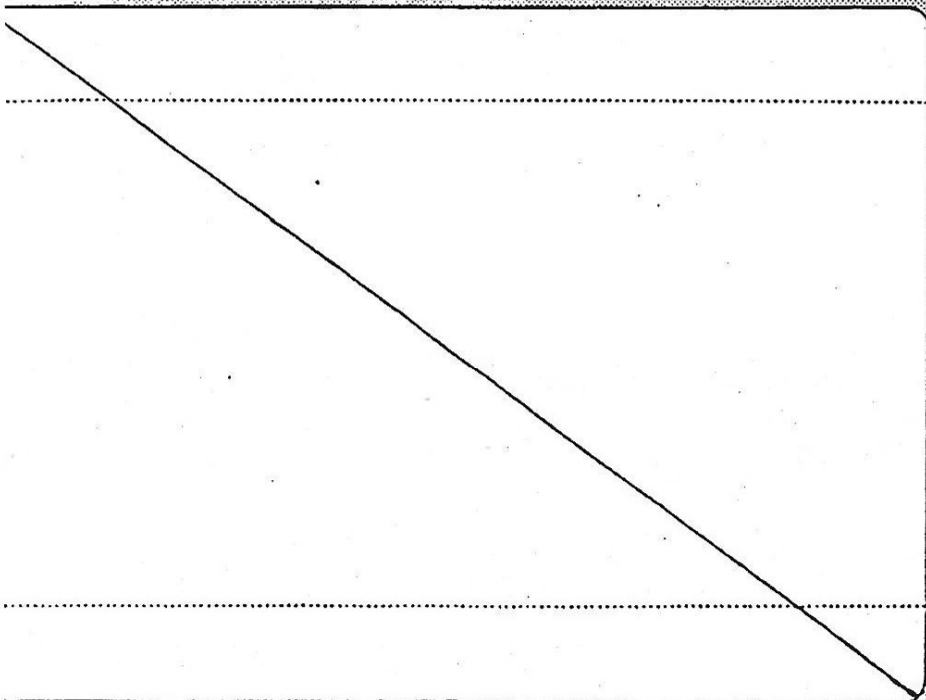
MUSIC/SFX

CAMERA

C.

SC. 25-5

SEQ. 25 Page 9



ACTION M.S. DANIEL IN AUTO MODE RACING AWAY FROM CAMERA.

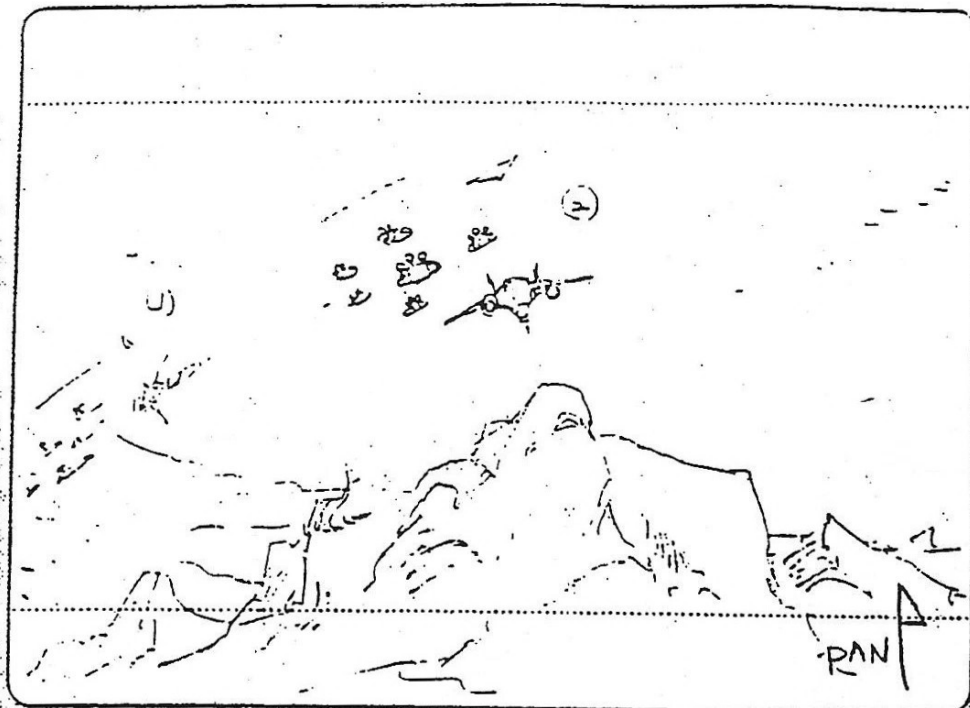
DIAL

MUSIC/SFX

CAMERA

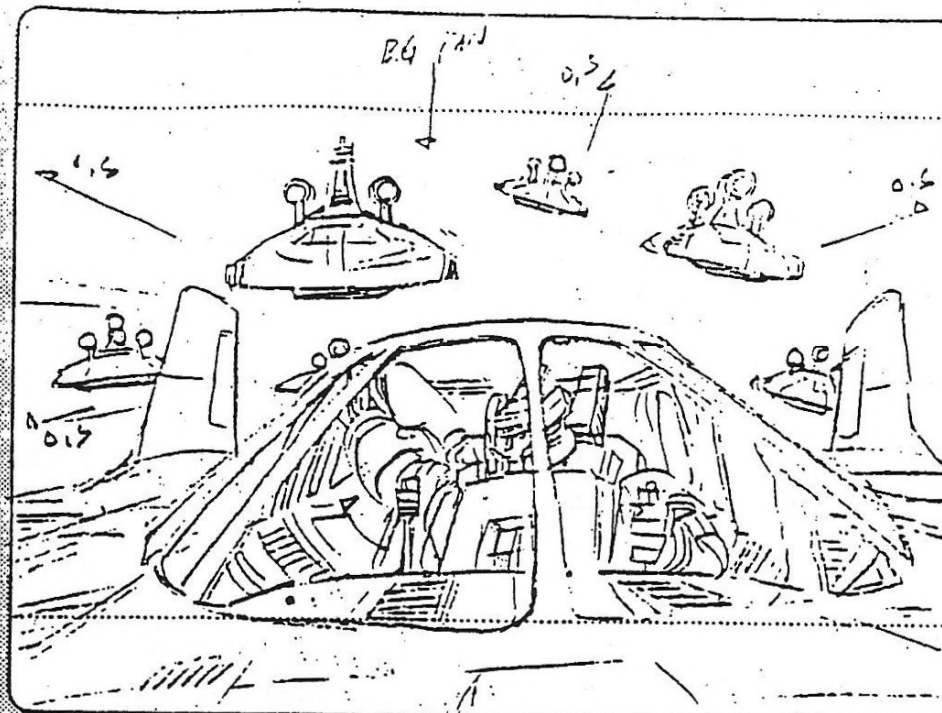


SC. CONT 15-5



SC. CONT

SEQ. 25



ACTION X.L.S. GALVATRON FLIES OVER A MOUNTAIN RIDGE IN ADVANCE OF HIS FORCES (THE SWEEPS).

DIAL

MUSIC/SFX

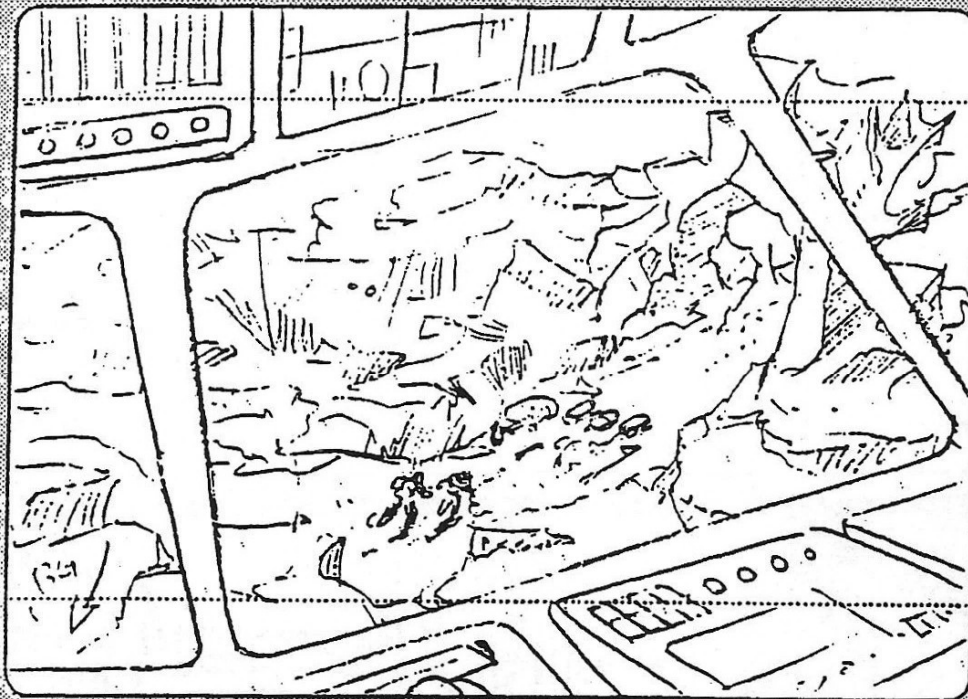
ACTION GALVATRON MOTIONING TO HIS FORCES BEHIND HIM TO SPLIT OFF AND ATTACK THE O.S. AUTOBOTS.

DIAL GALVATRON

There they are. Attack!

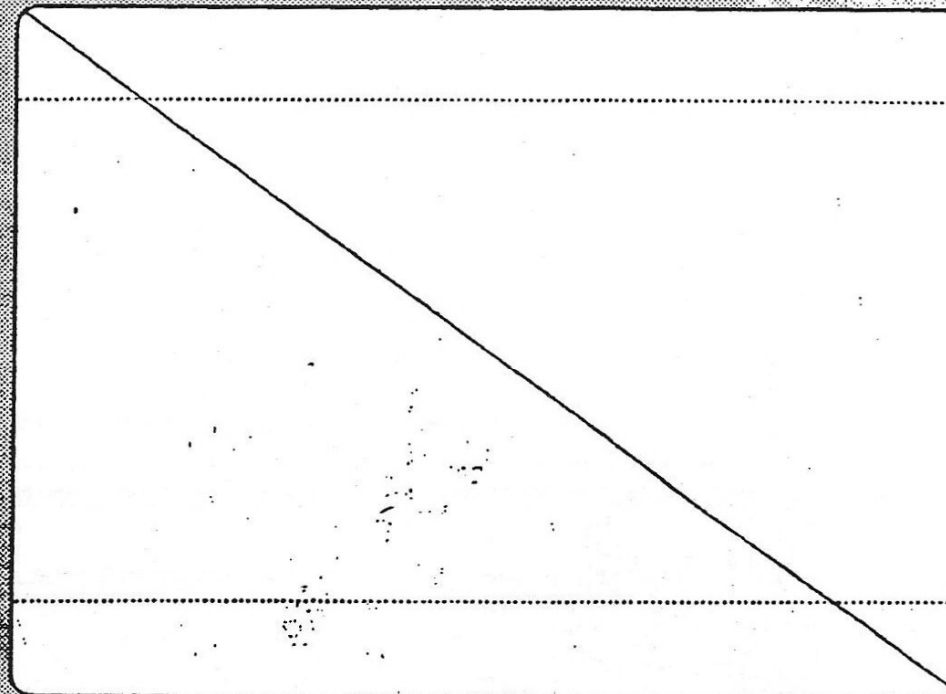
MUSIC/SFX

SC. 25-6



SC.

SEQ. 25 Page 11



ACTION X.L.S. P.O.V. THROUGH WINDOW OF GALVATRON SHIP WE SEE AUTOBOTS  
ON JUNKION ON JUNKION DASH THROUGH THE MAZE-LIKE WALLS OF JUNK.

DIAL

MUSIC/SFX

CAMERA

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

DIAL

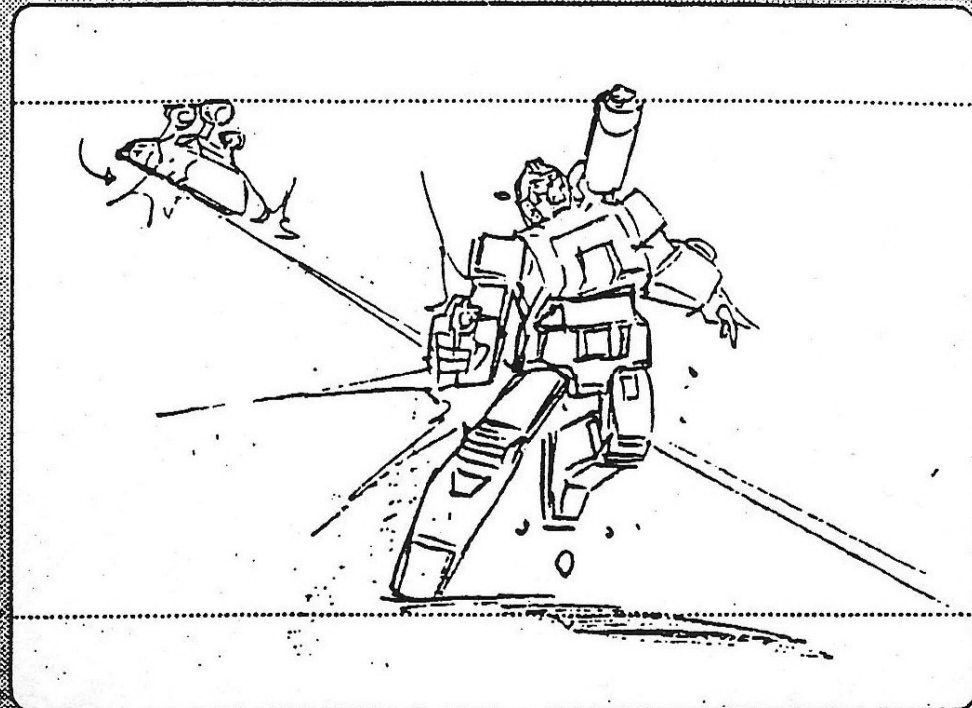
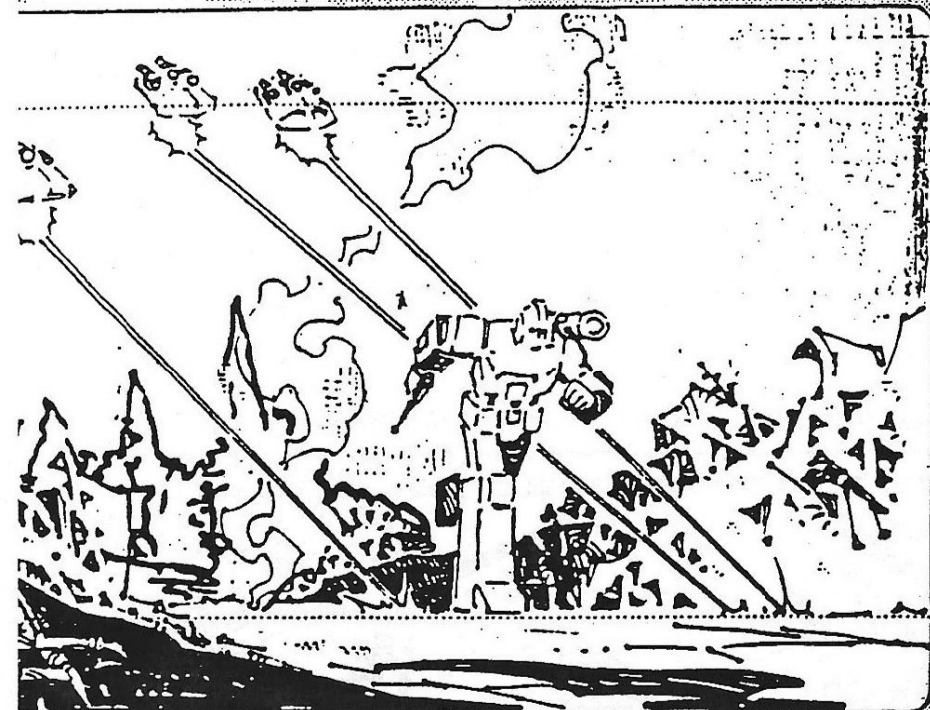
MUSIC/SFX

CAMERA

C. 25-7

SC. CONT

SEQ. 25 Page 12



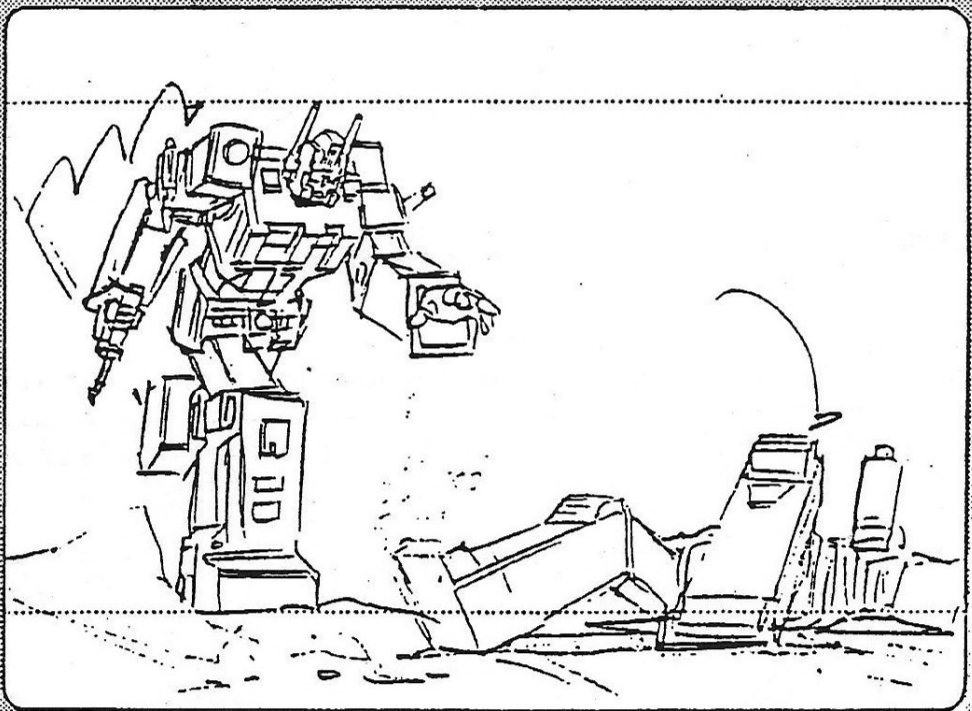
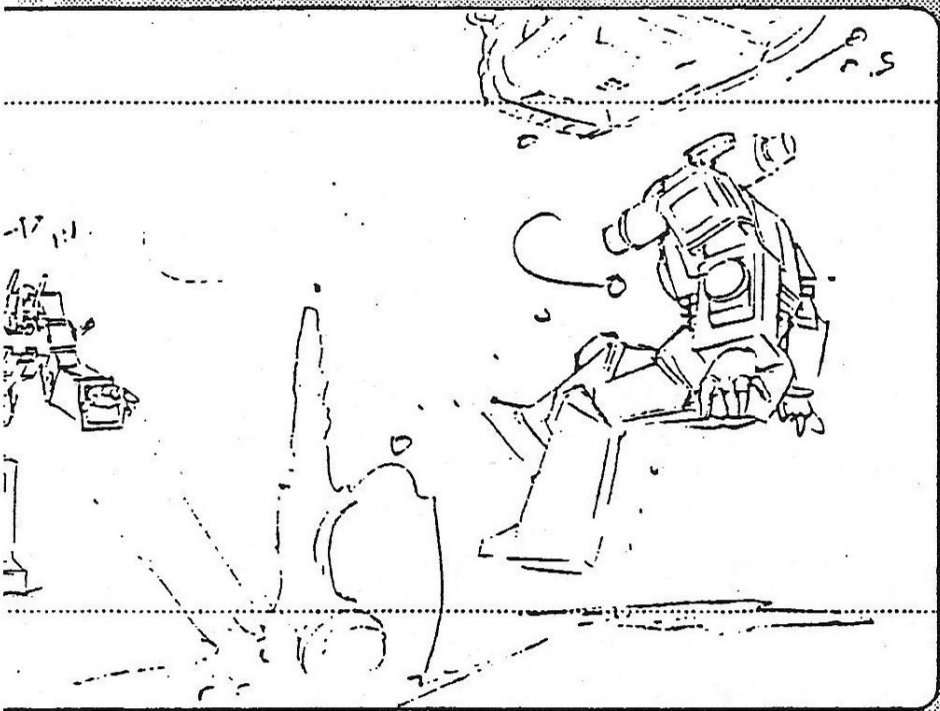
L.S. PERCEPTOR AND ARCEE RUNNING, PURSUED BY SWEEPS WHO...

ACTION LET OUT RAY BLAST WHICH HITS PERCEPTOR...

DIAL

MUSIC/SFX

CAMERA



N ...SPINNING HIM AROUND. PERCEPTOR FALLS TO THE GROUND...  
ULTRA MAGNUS ENTERS THE SCENE...

ACTION ...AND RUNS TOWARDS PERCEPTOR WHO LIES ON THE GROUND...

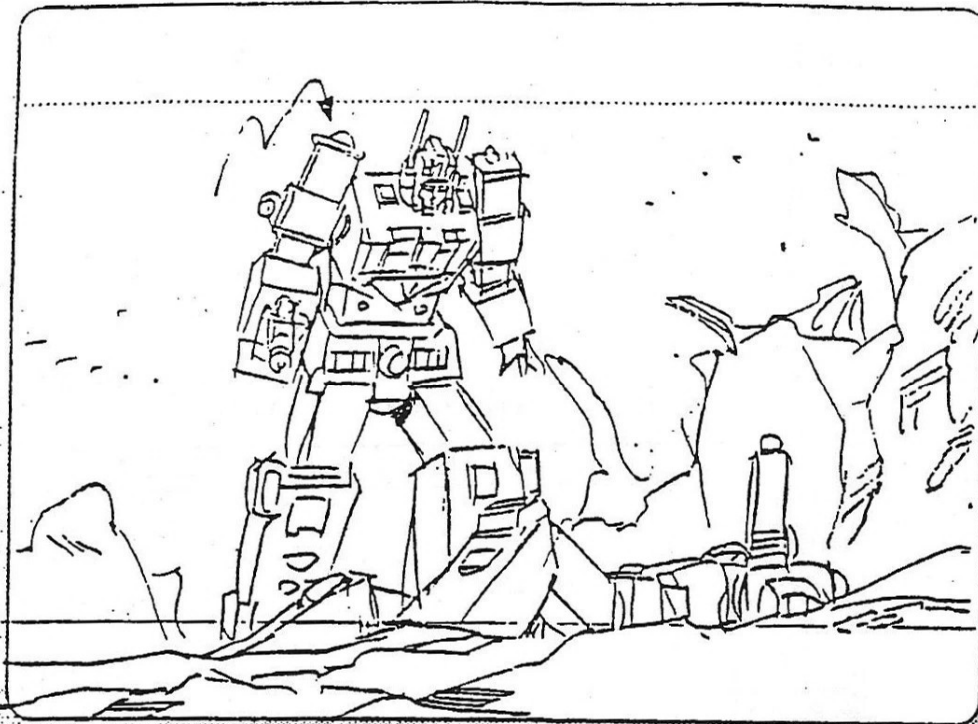
DIAL

MUSIC/SFX

CAMERA

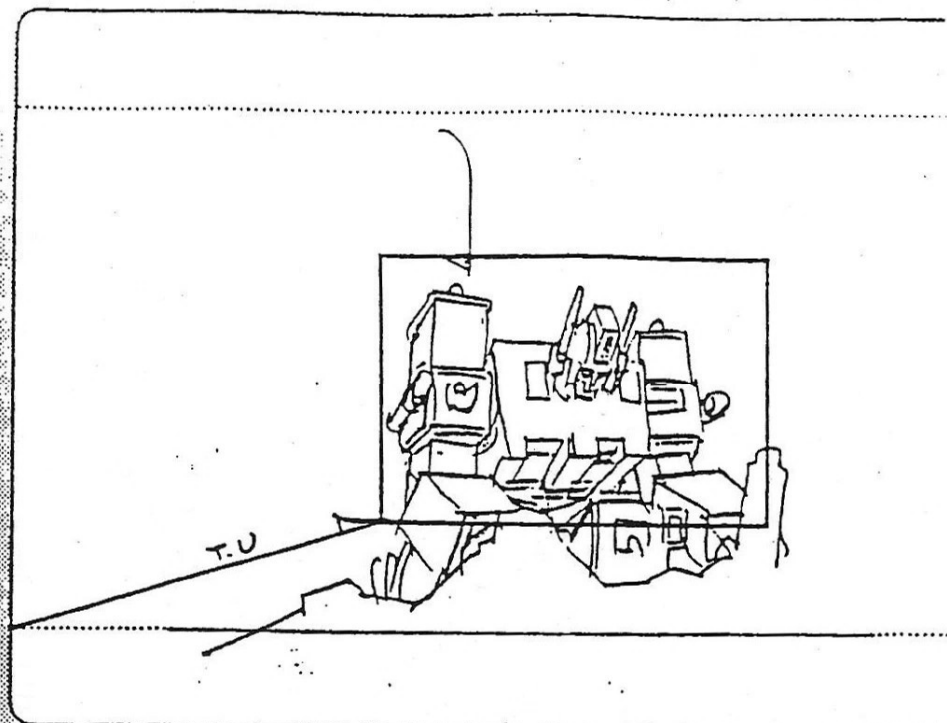


SC. CONT 25



SC. CONT

SEQ. 25



ACTION ...ULTRA MAGNUS STOPS NEXT TO PERCEPTOR AND LOOKS DOWN AT HIM...

DIAL PERCEPTOR Magnus!

MUSIC/SFX

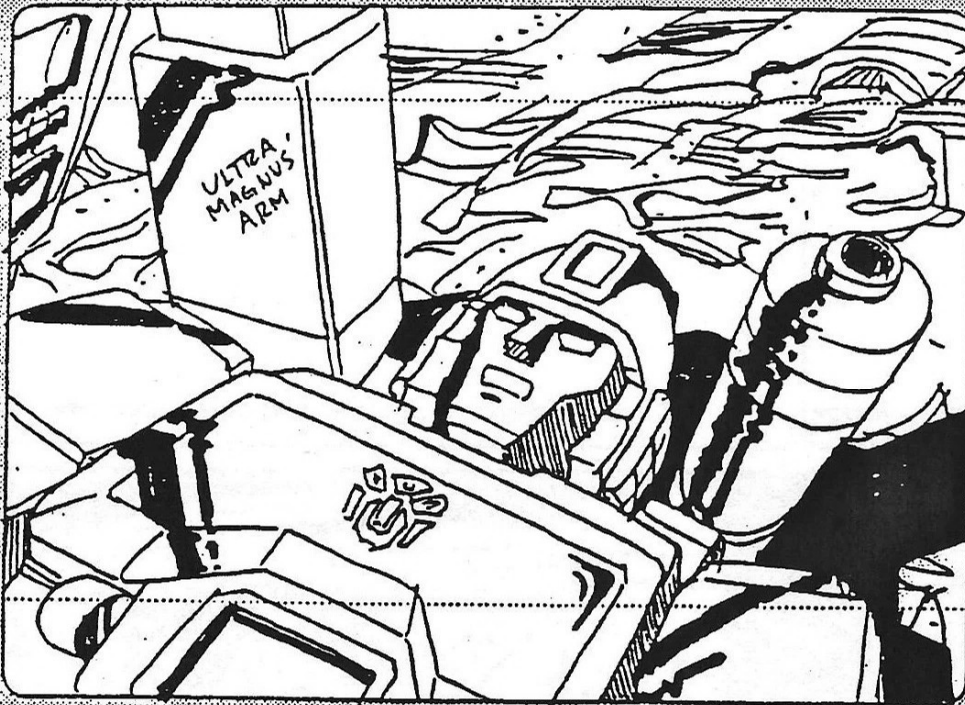
**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...THEN HE KNEELS DOWN BY HIS SHOE.

DIAL ULTRA MAGNUS Perceptor! How bad is it?

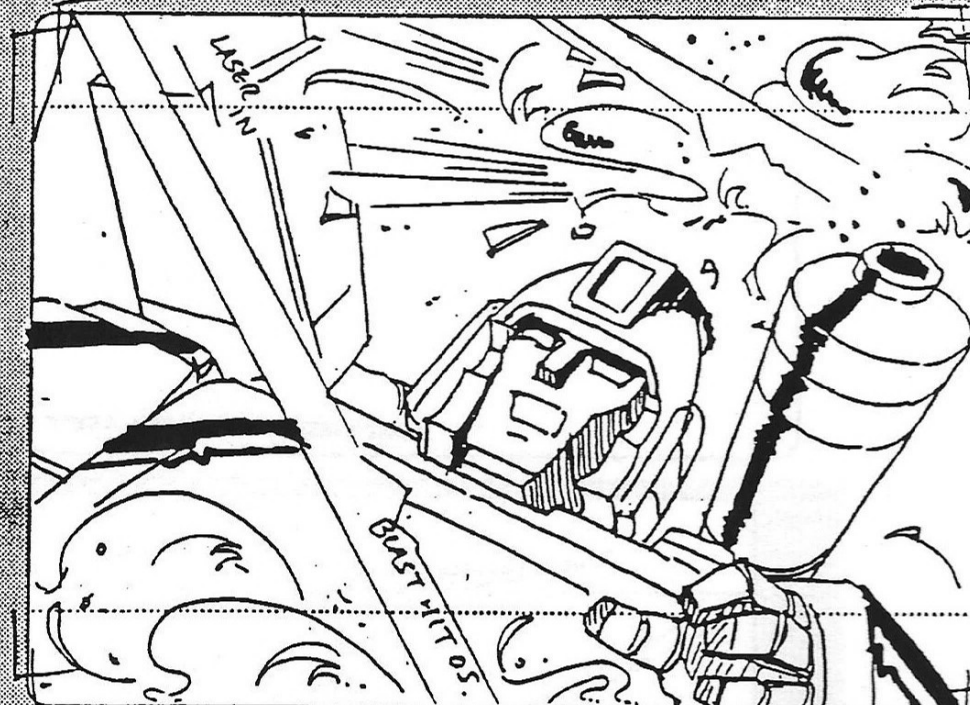
MUSIC/SFX

SC. 25-8



SC. CONT

CAM JAR. SEQ. 25 Page 15



ACTION C.U. PERCEPTOR LYING ON GROUND. WE SEE ULTRA MAGNUS' ARM NEXT TO HIM...

DIAL PERCEPTOR Lacerations...

MUSIC/SFX

CAMERA

ACTION ...BLASTS LASER IN AND SHOTS TEAR INTO THE JUNK ALL AROUND TH

DIAL

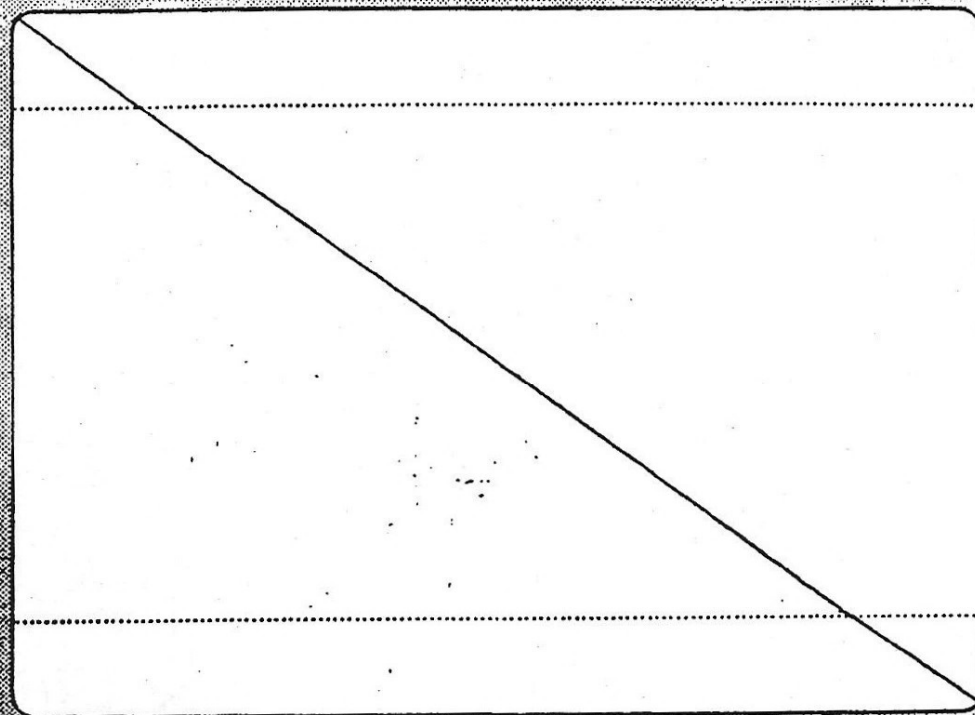
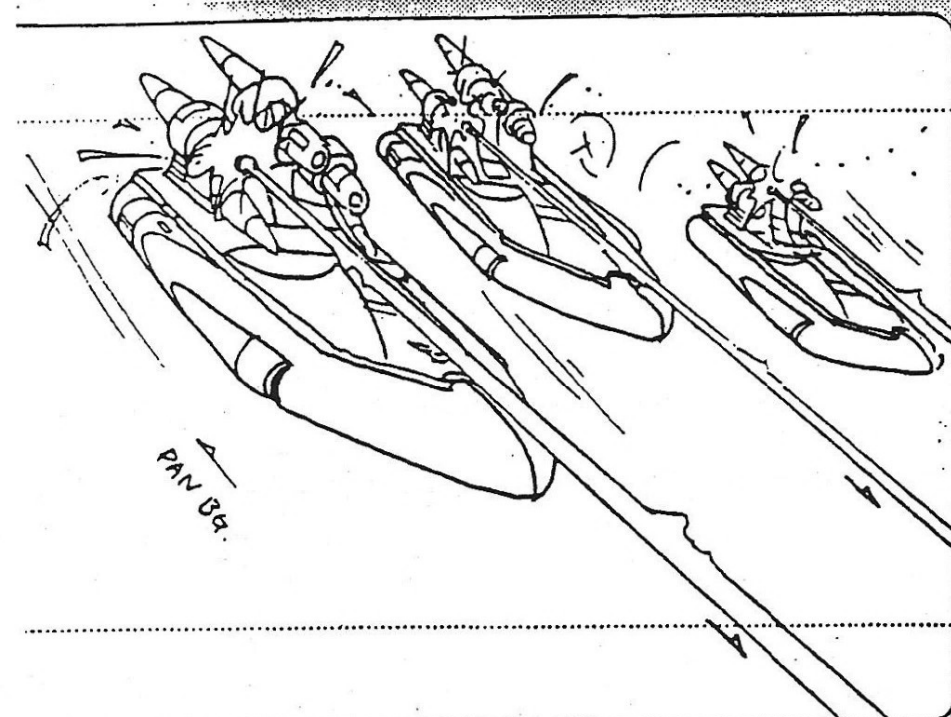
MUSIC/SFX

CAMERA

C. 25-9

SC.

SEQ. 25 Page 16

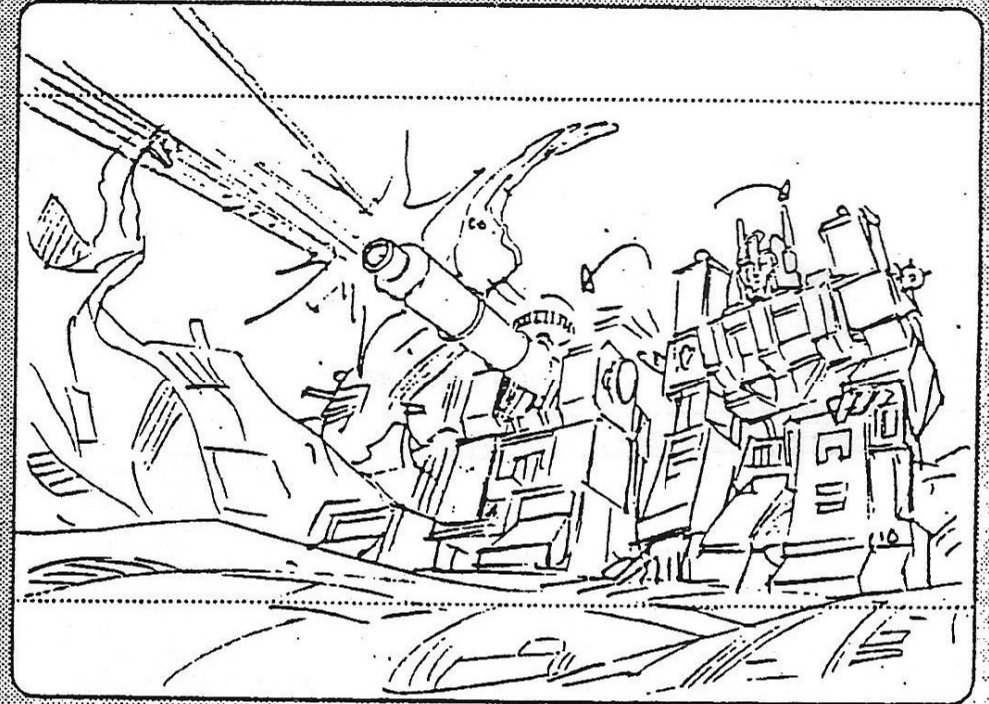
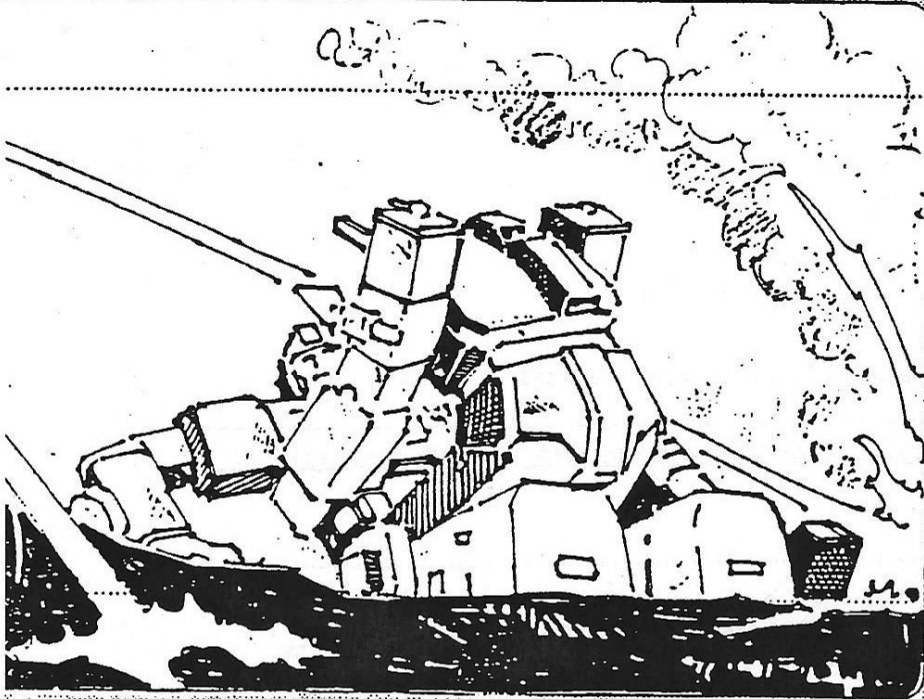


L.S. SWEEP ROARS TOWARDS THEM.

ACTION

DIAL

MUSIC/SFX



M.L.S. PERCEPTOR AND ULTRA MAGNUS. PERCEPTOR GETS UP WITH ULTRA MAGNUS'S HELP...

PERCEPTOR (CONT) ...but superficial.

SFX

ACTION

...PERCEPTOR SUDDENLY TRANSFORMS INTO CANNON MODE AND FIRES O.S.

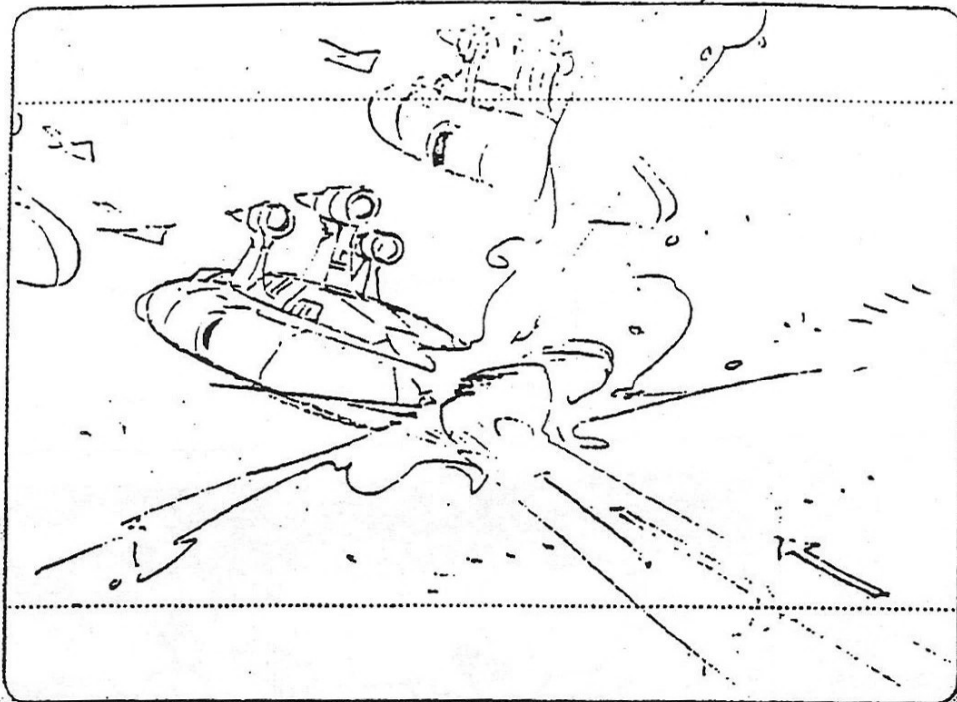
DIAL

MUSIC/SFX

CAMERA

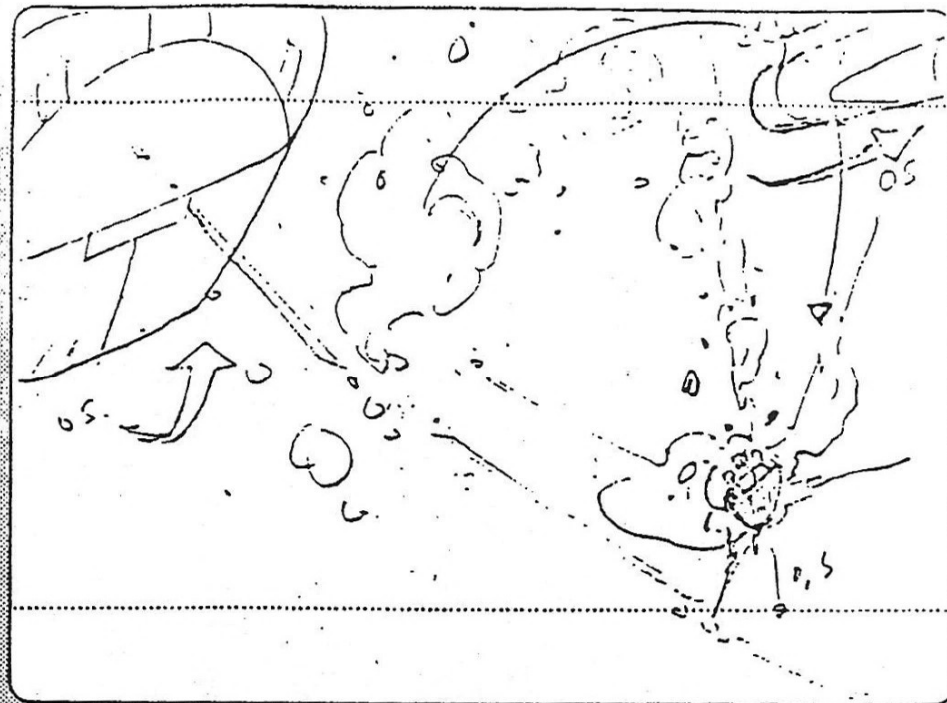


SC. 25 - 11



SC. CONT

SEQ. 25



ACTION M.L.S. THE SWEEPS AS THEY ARE HIT BY PERCEPTOR'S BLAST...

DIAL

MUSIC/SFX

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION .....AND BLOWN O.S.

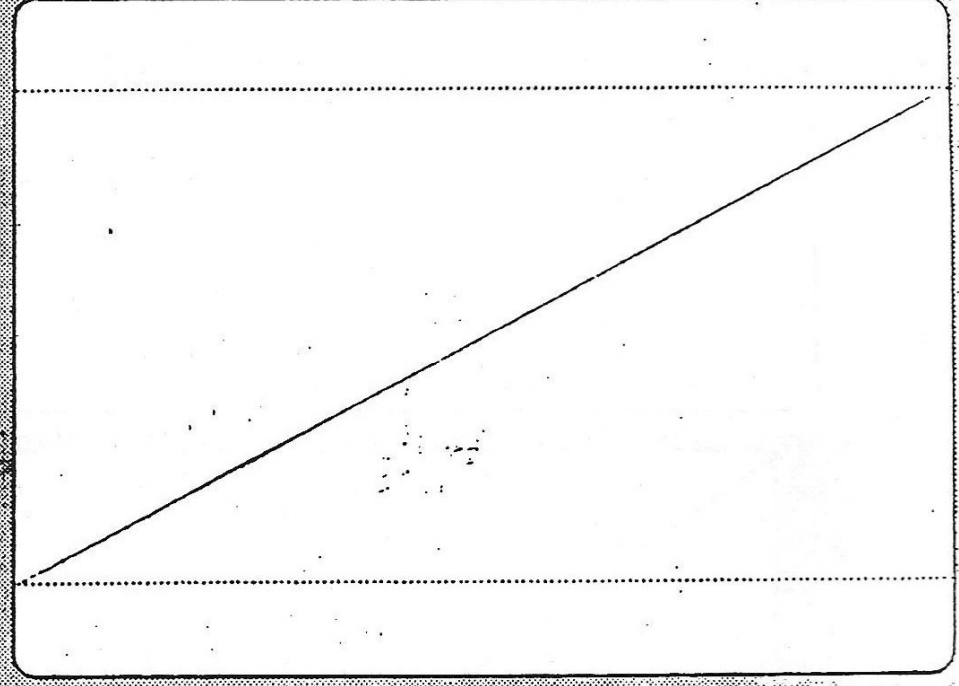
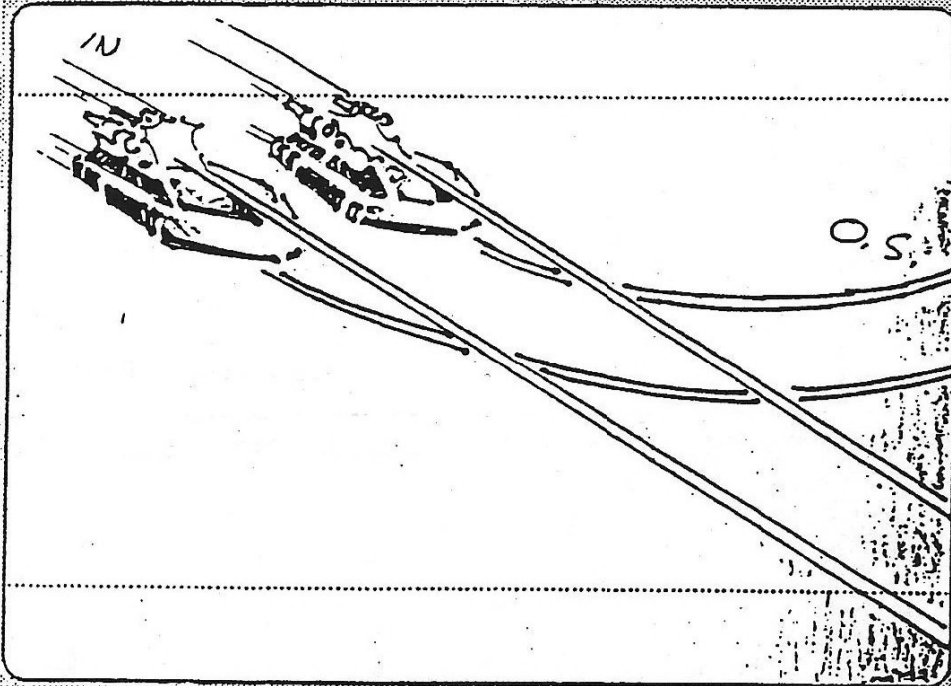
DIAL

MUSIC/SFX

SC. 25-11A

SC.

SEQ. 25 Page 19



ACTION: L.S. A PAIR OF SWEEPS COMING INTO SCENE AND GOING UP O.S.

DIAL

MUSIC/SFX

CAMERA

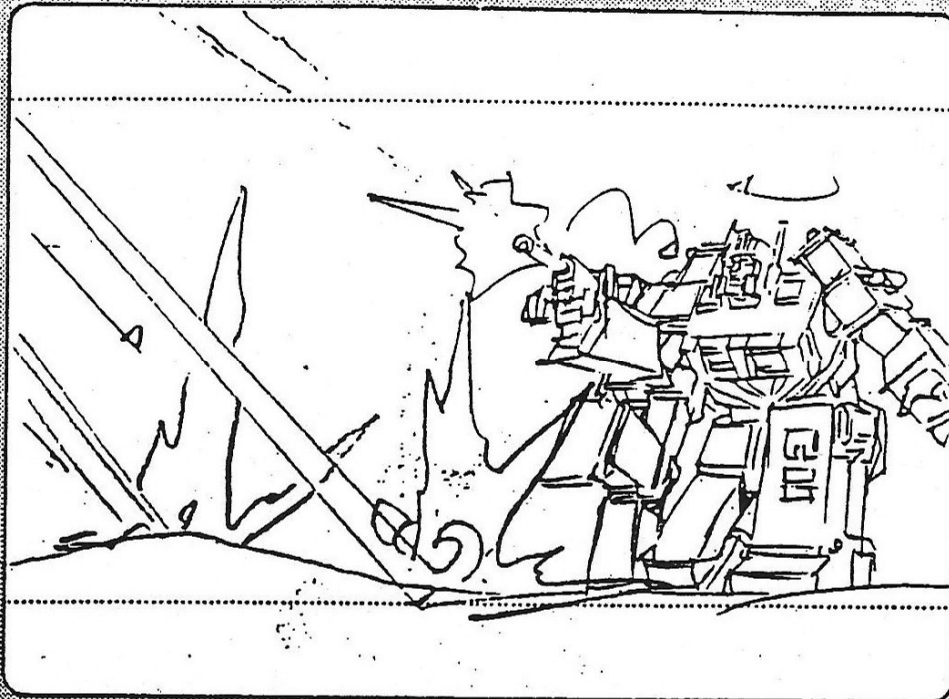
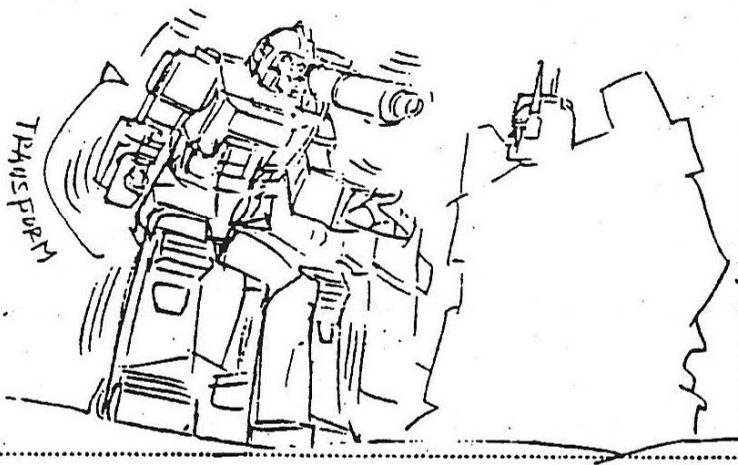
**TFR**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

DIAL

MUSIC/SFX

CAMERA



Y L.S. PERCEPTOR TRANSFORMS TO ROBOT MODE.

ACTION ...ULTRA MAGNUS FIRES A SHOT AT SWEEPS AS PERCEPTOR MAKES A BREAK FOR COVER.

DIAL

MUSIC/SFX

CAMERA

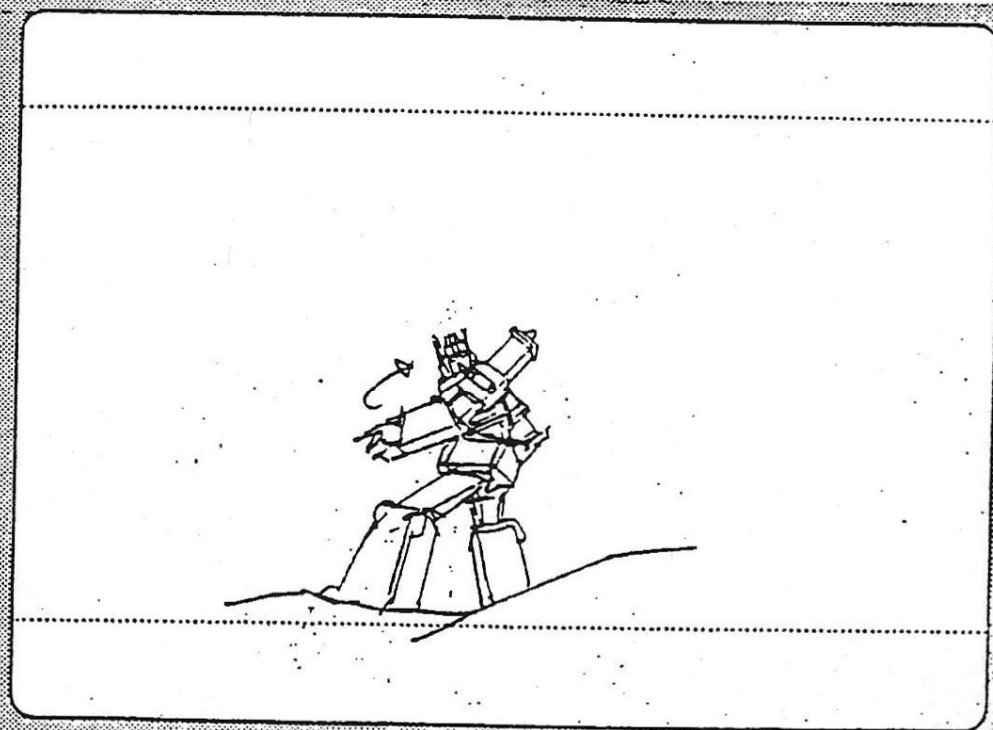
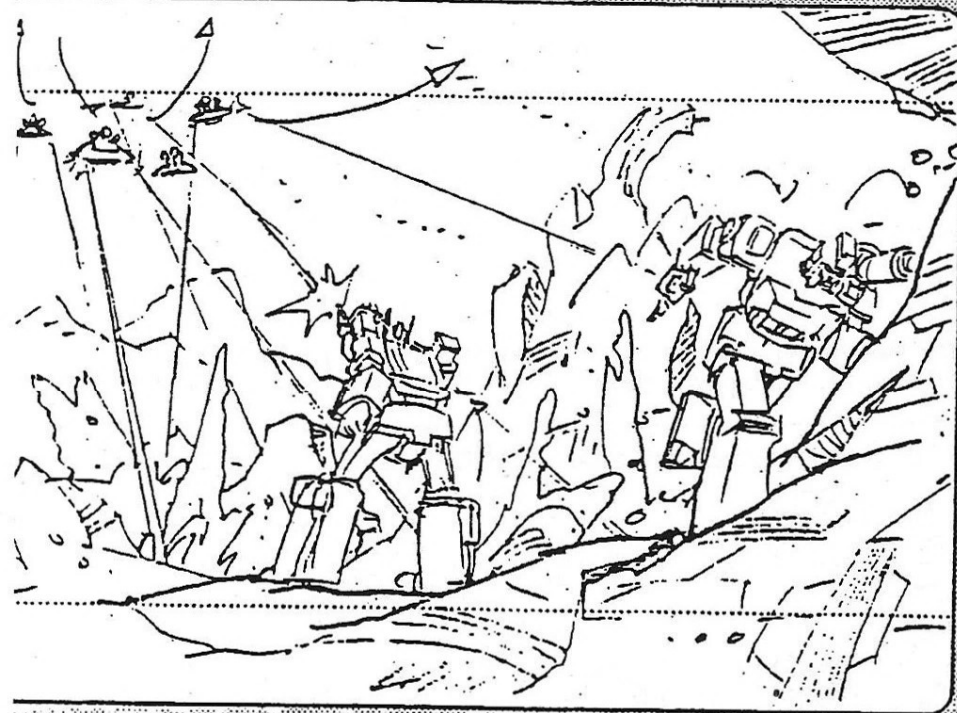
ULTRA MAGNUS Then move it..... Make a break for cover. I'll try to unleash the power of the Matrix.

SFX

SC. 25-11C

SC. CONT

SEQ. 25 Page 21



X.L.S. ON PERCEPTOR AND ULTRA MAGNUS. PERCEPTOR TAKES OFF.  
ULTRA MAGNUS STAYS BEHIND AND FIRES A FEW SHOTS AT SWEEPS WHICH  
STREAK OVER IN DEADLY FORMATIONS...

ACTION ...ULTRA MAGNUS TURNS TO SEE.

DIAL

MUSIC/SFX

CAMERA

SFX



SC. 25-11D



ACTION L.S. BLURR, ARCEE AND DANIEL STAND IN THE DISTANCE ALONG THE JUNK-LINED CORRIDOR. ULTRA MAGNUS IS IN THE FOREGROUND.

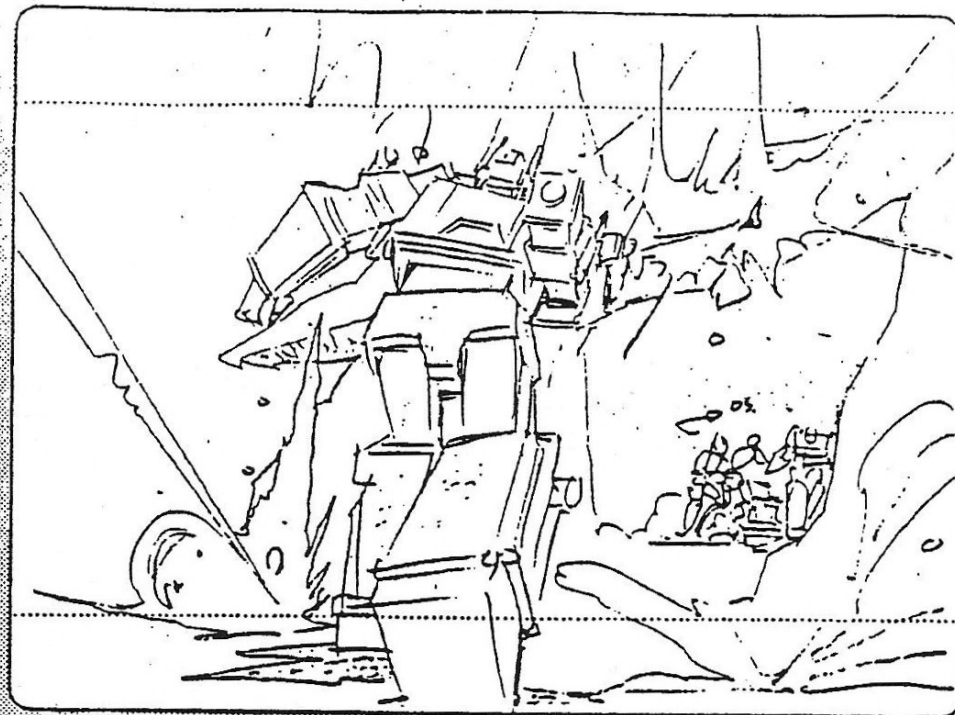
DIAL

MUSIC/SFX



SC. CONT

SEQ. 25

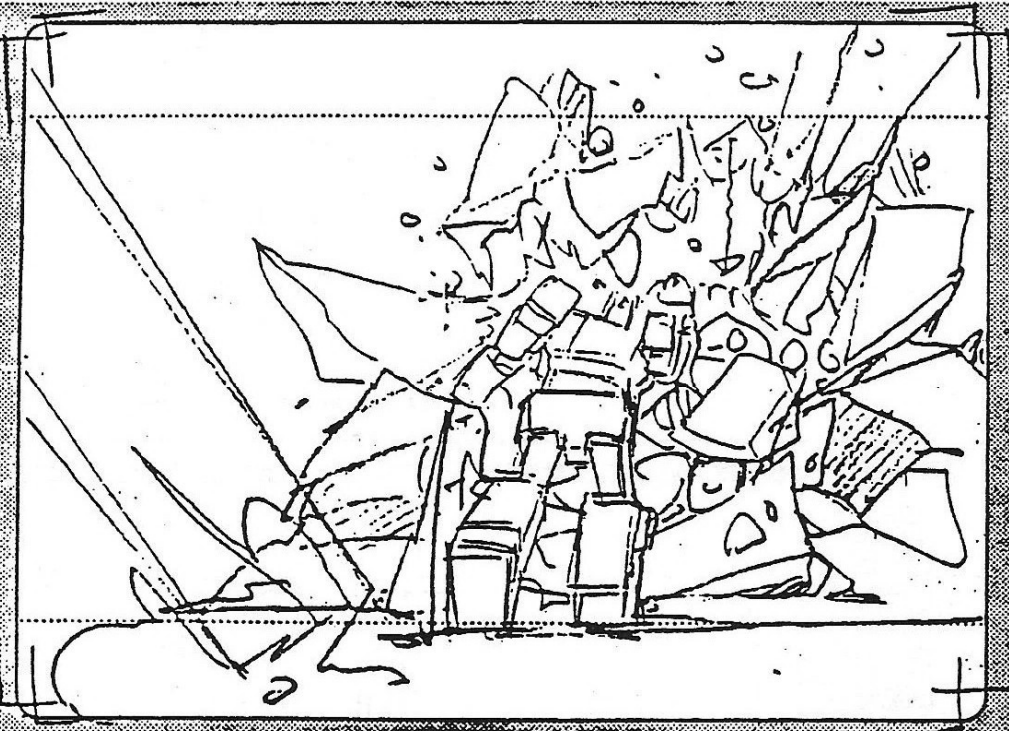


ACTION ...ULTRA MAGNUS TURNS AND RUNS, SHOOTING AT THE JUNK WALLS...

DIAL BLURR/SPRINGER/ 'Til all are one.  
- PERCEPTOR/ARCEE  
DANIEL

MUSIC/SFX

SC. CONT 25-11D



ACTION ...THE RAYS HIT THE WALLS AND THEY TUMBLE DOWN.

DIAL

MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 25-12

SEQ. 25 Page 23

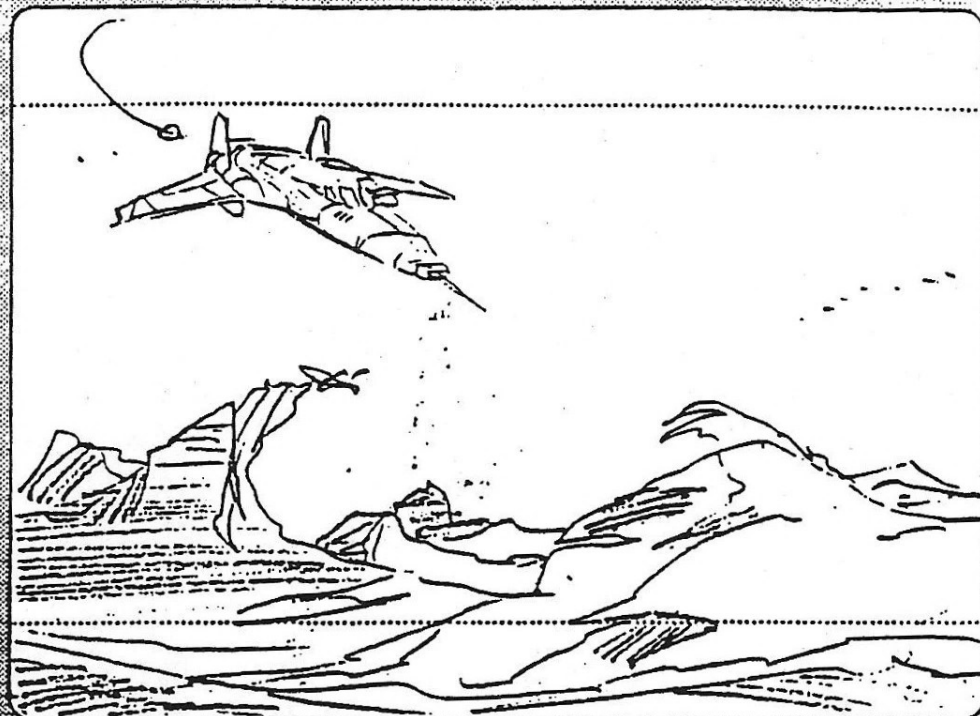
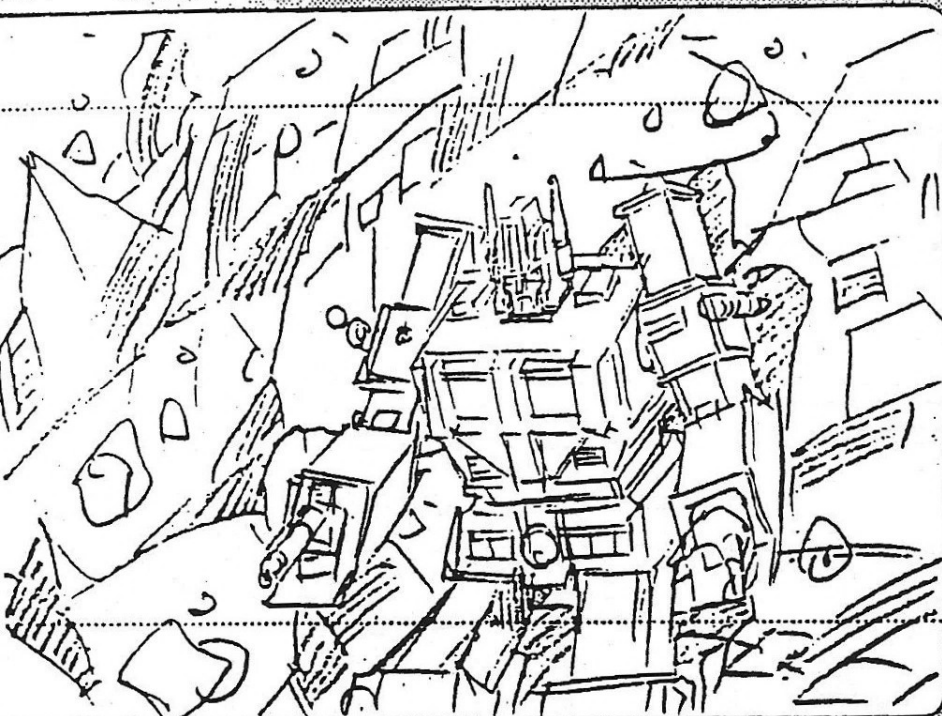


ACTION M.S. ULTRA MAGNUS LOOKING AT THE TUMBLING WALL WHICH SEPARATES HIM FROM THE OTHER AUTOBOTS...

DIAL

MUSIC/SFX

CAMERA



...ULTRA MAGNUS TURNS. HIS BACK IS NOW TO FALLEN JUNK.

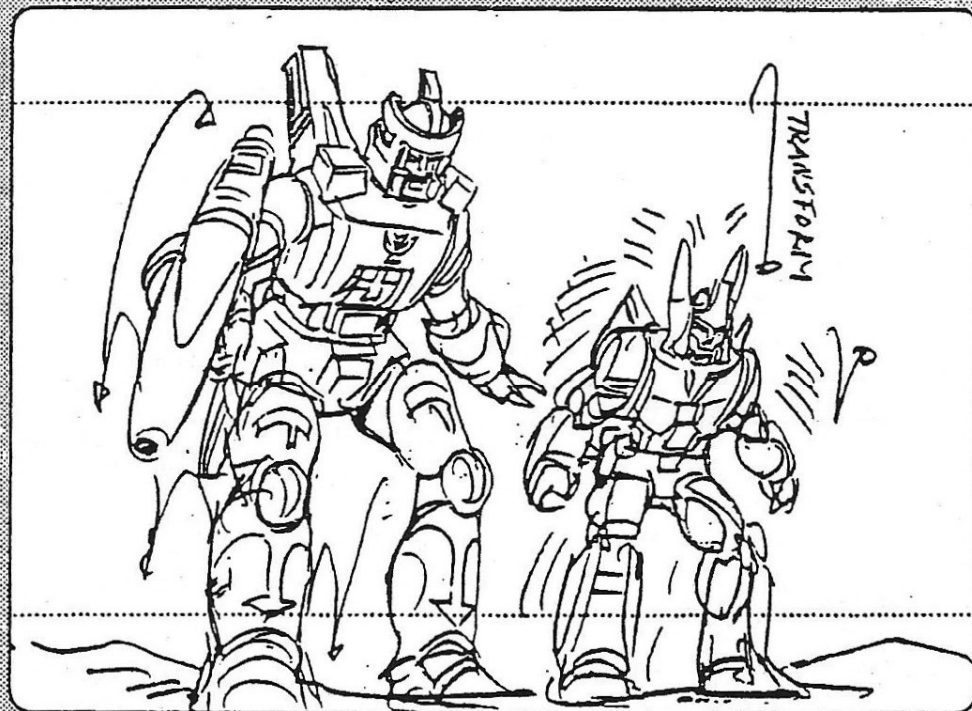
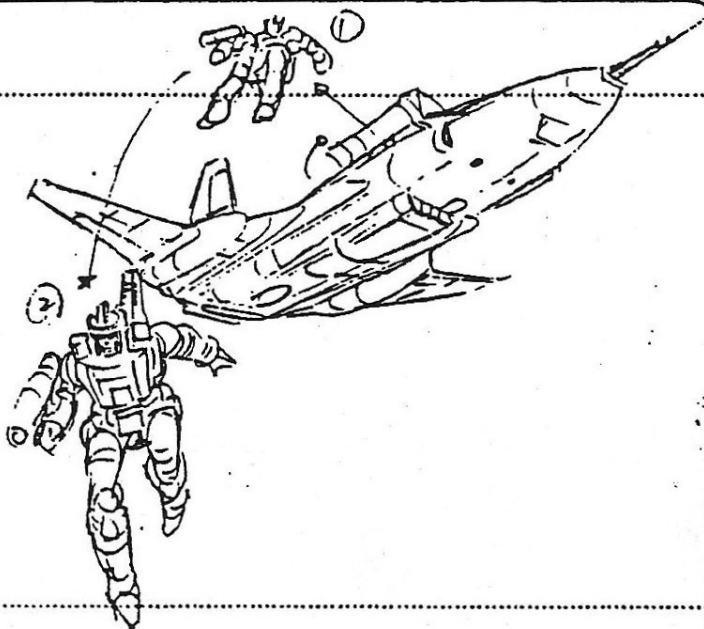
ULTRA MAGNUS 'Til all are one!

ACTION L.S. CYCLONUS ZOOMING IN SHOT FROM ABOVE...

DIAL

MUSIC/SFX

CAMERA



ON ...GALVATRON POPS OUT OF CYCLONUS AND...

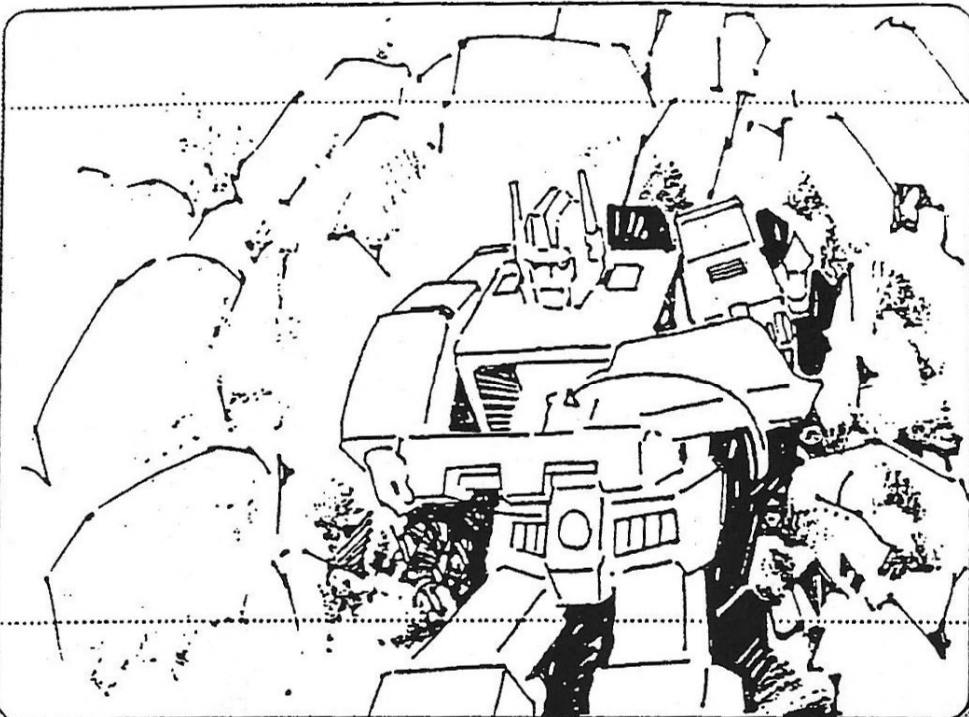
ACTION ...BOTH LAND AND TRANSFORM IN FRONT OF ULTRA MAGNUS O.S.

DIAL

MUSIC/SFX

CAMERA



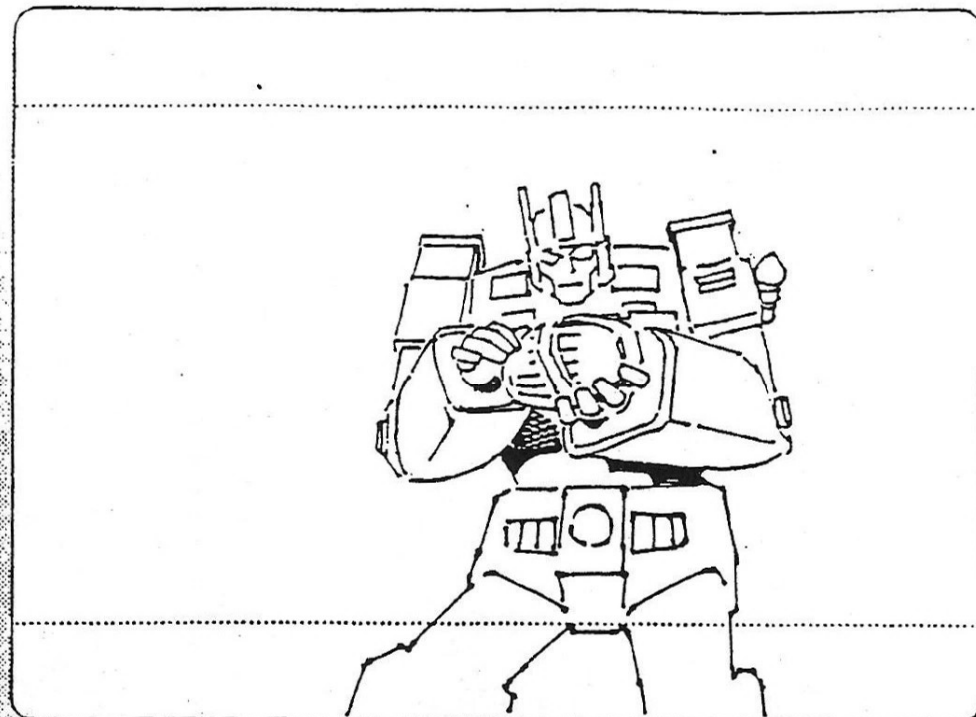


ACTION M.S. ULTRA MAGNUS OPENS HIS CHEST COMPARTMENT.

AL

MUSIC/SFX

**TFRAW**  
 (From Generation 1 to Beast Hunters and Beyond!!!!)  
 MERA



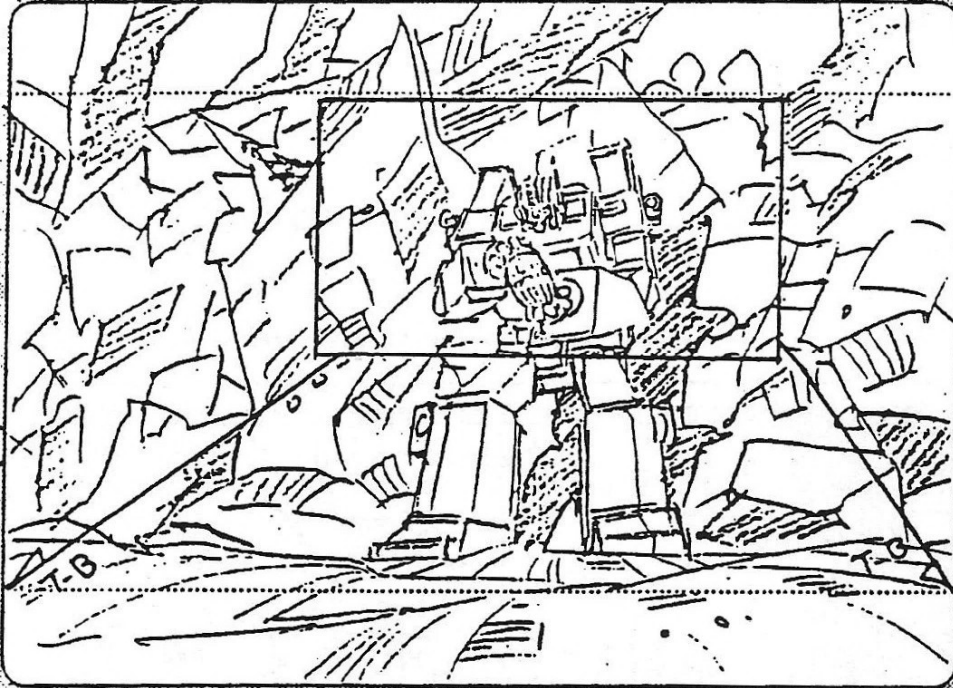
ACTION ...AND TAKES OUT THE AUTOBOT MATRIX.

DIAL

MUSIC/SFX

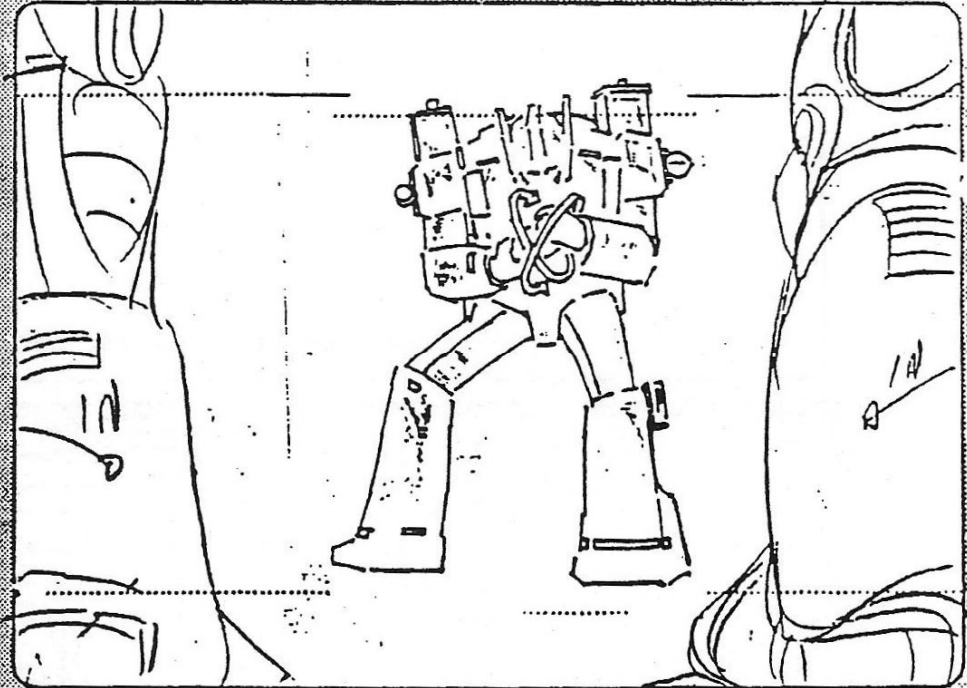
CAMERA

SC. CONT 25-14 TRUCK OUT



SC. CONT

SEQ. 25 Page 27



ACTION ...WE TRUCK BACK AS ULTRA MAGNUS STRUGGLES TO OPEN THE MATRIX...

DIAL ULTRA MAGNUS

Open! Dammit! Open!

MUSIC/SFX

CAMERA

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...HE PUTS HIS HAND INSIDE AND GETS A POWERFUL SHOCK.

DIAL

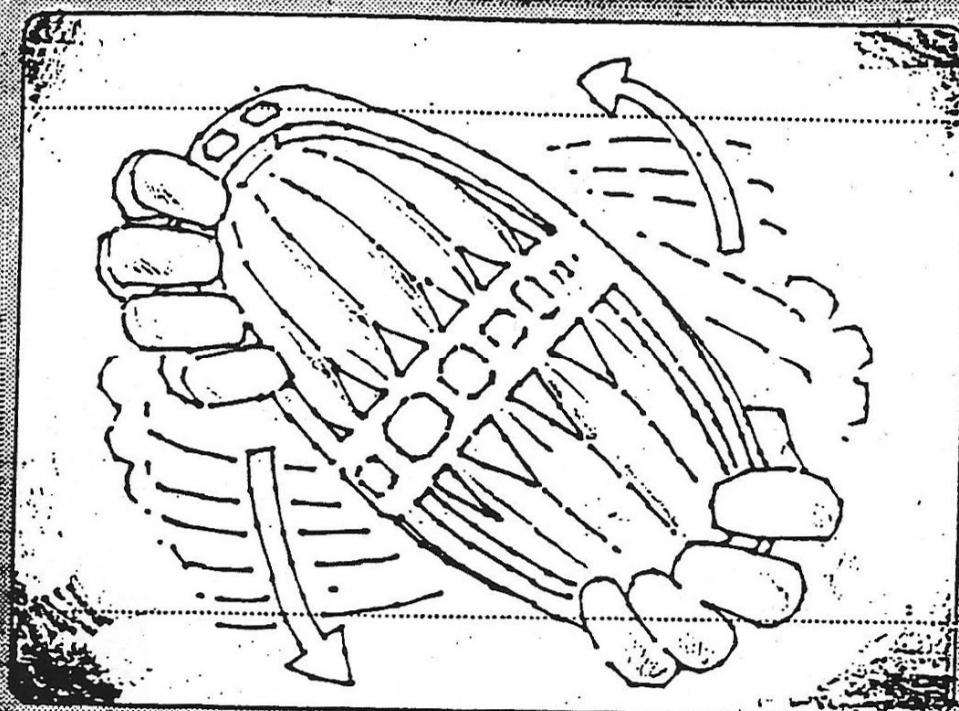
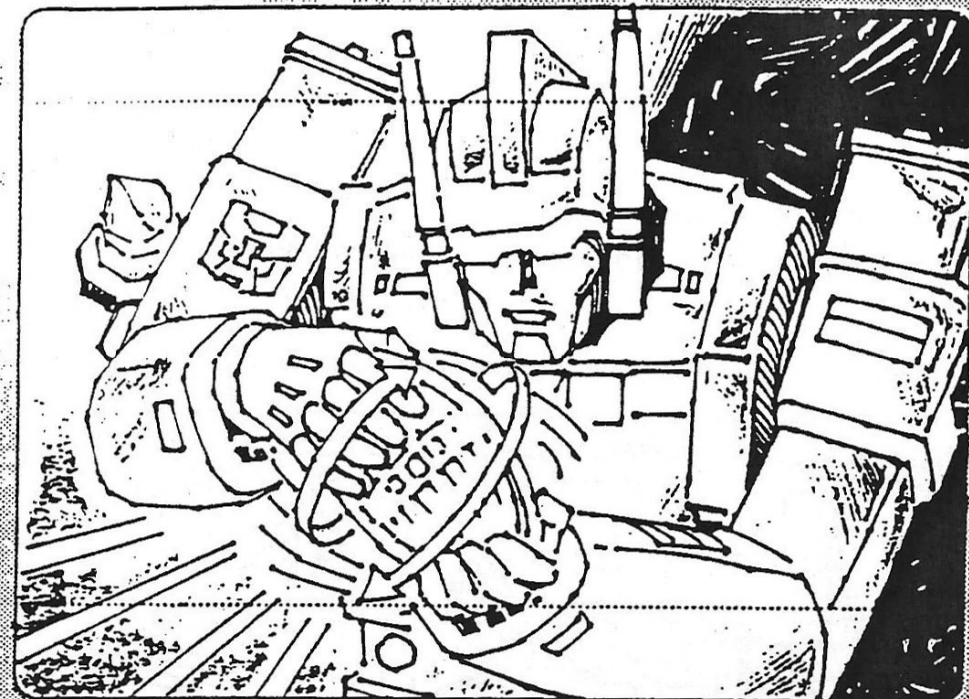
MUSIC/SFX

CAMERA

SC. 25-14 A

SC. 25-14 B

SEQ. 25 Page 27A



ACTION M.C.U. ULTRA MAGNUS. HE TWISTS AND TURNS THE MATRIX, TRYING TO MAKE IT WORK. IS BECOMING DESPERATE.

AL. ULTRA MAGNUS Open! Damnit! Open!

ACTION C.U. THE MATRIX. ULTRA MAGNUS TRIES TO FIT HIS FINGERS INTO THE HOLES OF THE MATRIX. HE FUMBLES AROUND WITH THE MATRIX IN A FRANTIC ATTEMPT TO GET IT TO WORK.

DIAL

MUSIC/SFX

MUSIC/SFX

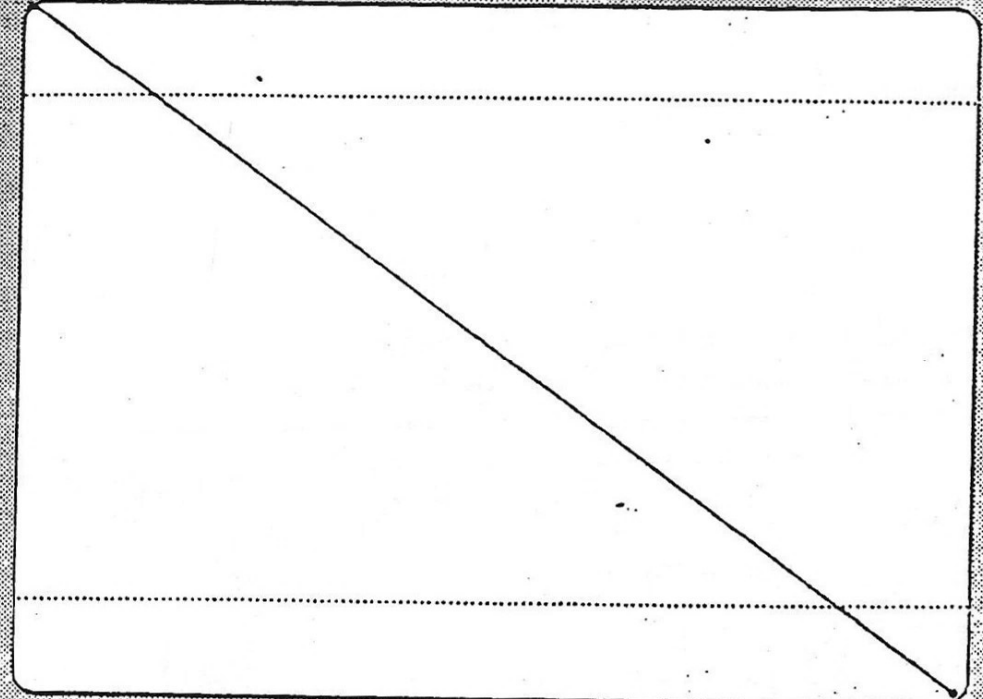
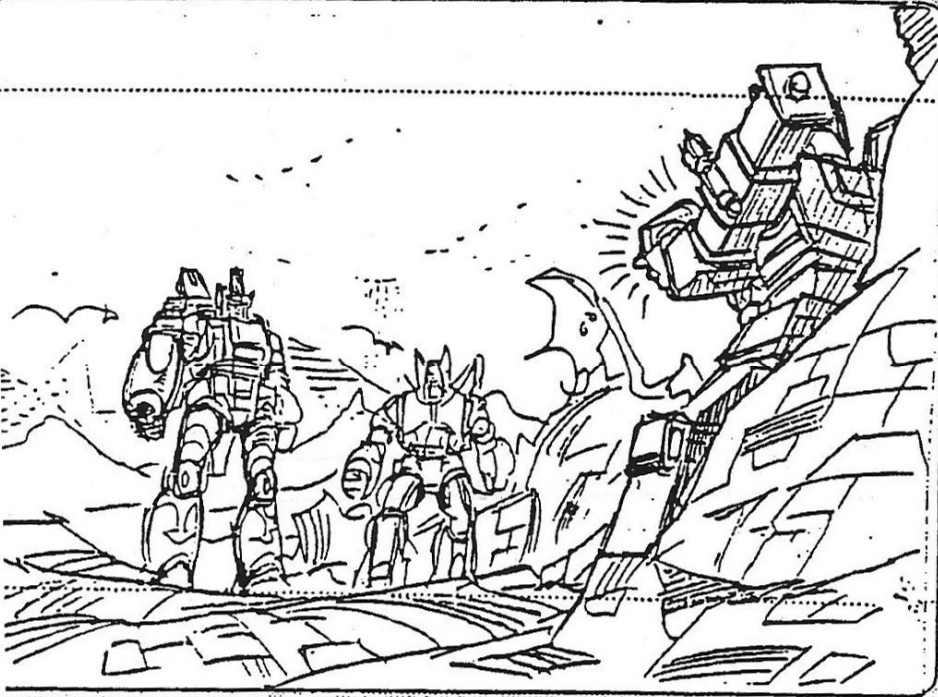
TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ALERT PAGE 27 B

SC. 25-15

SC.

SEQ. 25 Page 27-B



NEXT PAGE 28

✓ L.S. GALVATRON. CYCLONUS AND ULTRA MAGNUS. GALVATRON AND UNICRON WALK TOWARD ULTRA MAGNUS WHO IS FUMBLING WITH THE MATRIX.

SFX

ACTION

DIAL

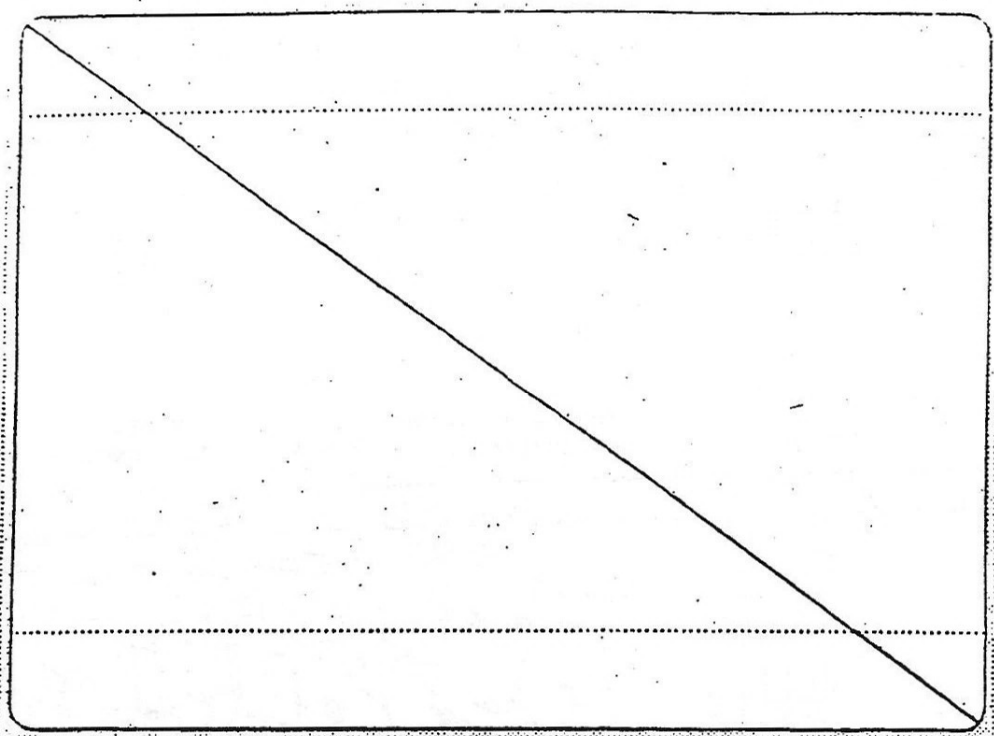
MUSIC/SFX

CAMERA



SC. 23-10

REF. 15



ACTION

DIAL

MUSIC/SFX

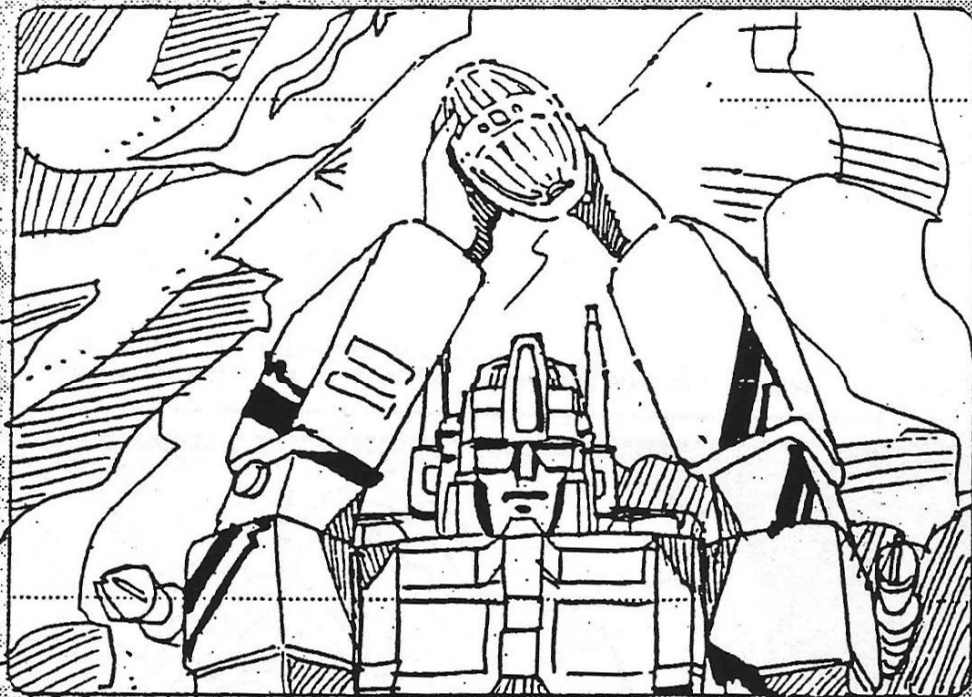
ACTION

L.S. ULTRA MAGNUS STILL STRUGGLES WITH THE MATRIX.  
GALVATRON AND CYCLONUS STEP INTO THE SCENE AND STOP.

DIAL

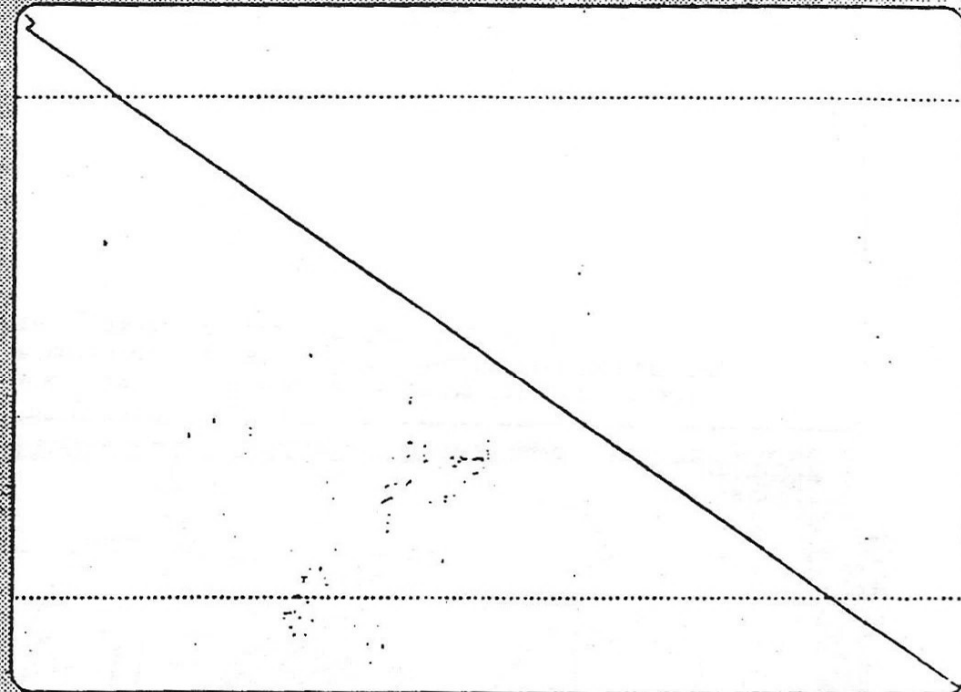
MUSIC/SFX

SC. 25-17



SC.

SEQ. 25 Page 29



ACTION C.U. ULTRA MAGNUS HOLDING MATRIX ABOVE HIS HEAD.

DIAL ULTRA MAGNUS (BAFFLED) Prime, you said the Matrix would light our darkest hour.

MUSIC/SFX

CAMERA



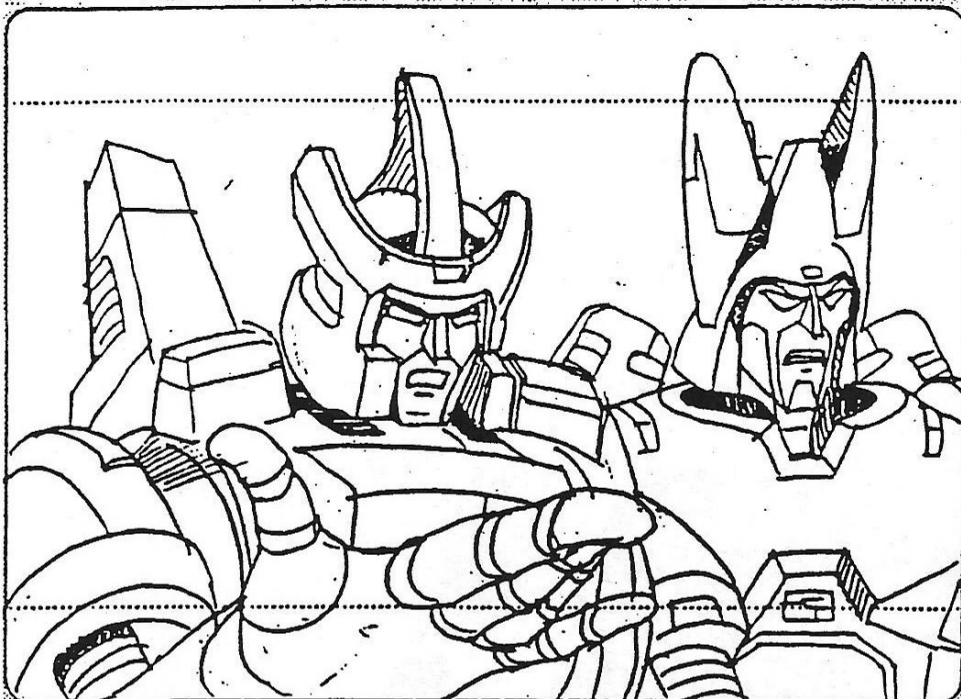
ACTION

DIAL

MUSIC/SFX

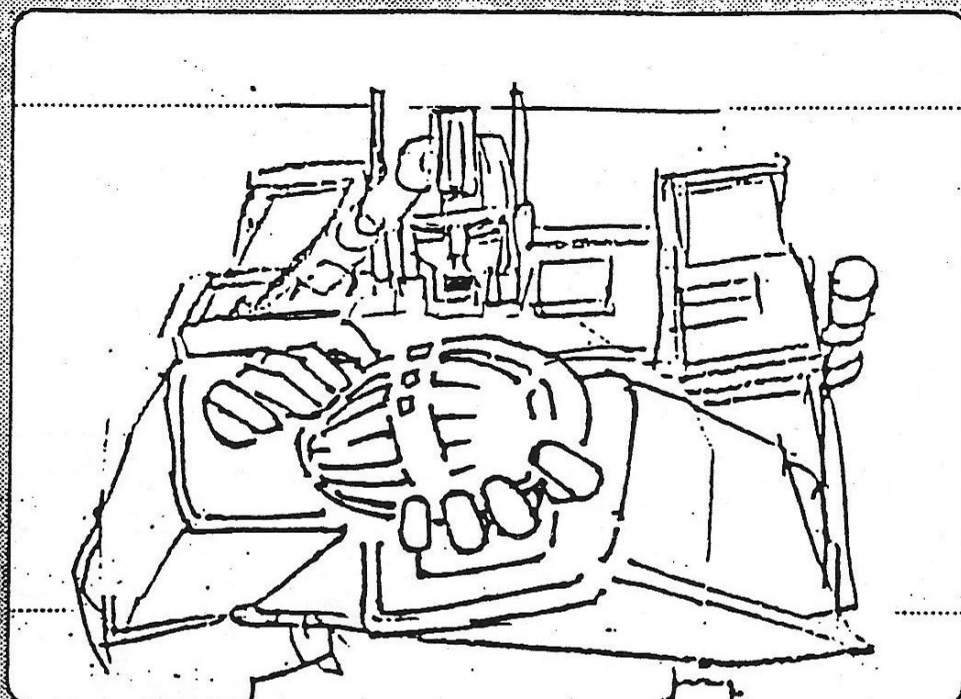
CAMERA

SC. 25-18



SC. 25-18A

SEQ. 25 Page 30



NEXT PAGE 30A

ACTION L.S. GALVATRON, CYCLONUS, ULTRA MAGNUS. THEY STAND OFF FACING EACH OTHER. GALVATRON GIVES AN ORDER TO ULTRA MAGNUS.

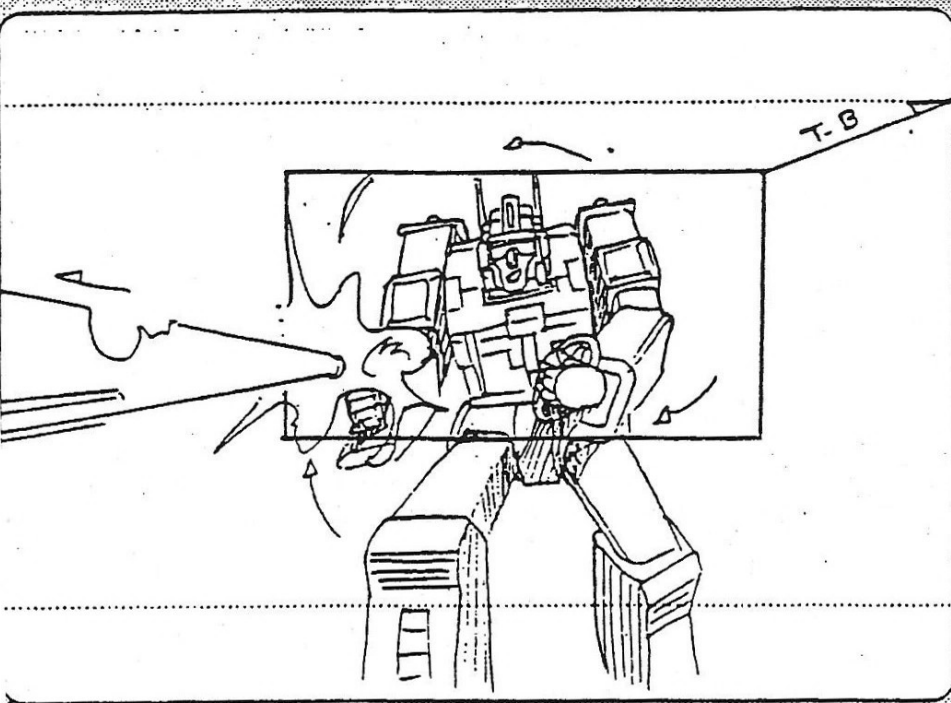
DIAL GALVATRON Magnus, I want the Matrix.

ACTION M.C.U. ULTRA MAGNUS. HE IS DEFIANT.

DIAL ULTRA MAGNUS Never!

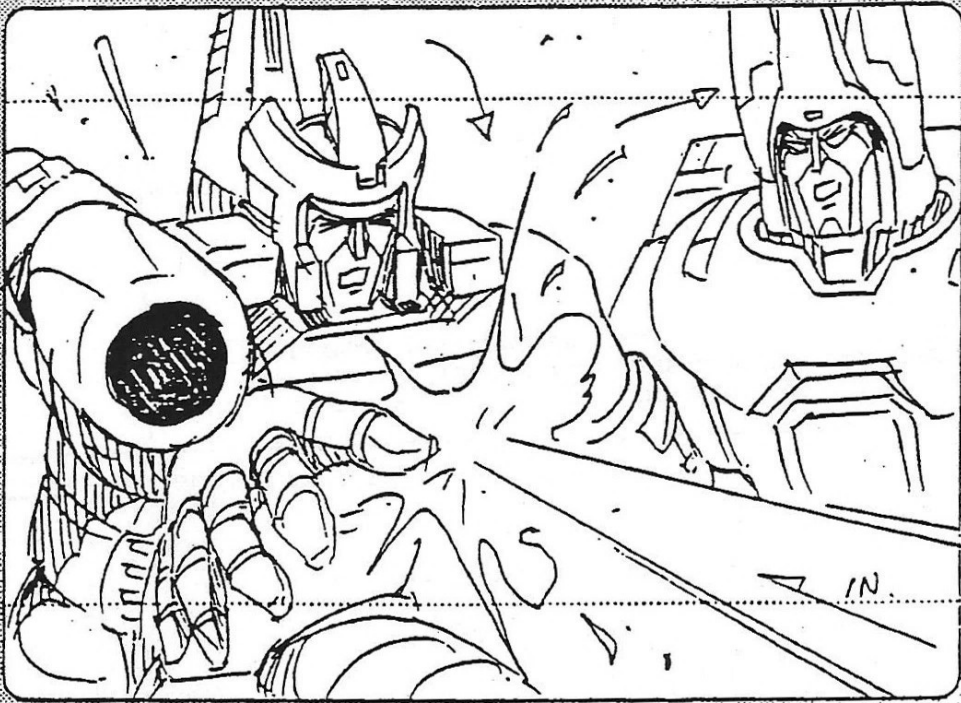
MUSIC/SFX

SC. CONT 25-18A



SC. 25-18B

Page 30A



NEXT PAGE 30B

ION WE TRUCK OUT AS ULTRA-MAGNUS DRAWS HIS WEAPON AND FIRES  
AT GALVATRON O.S.

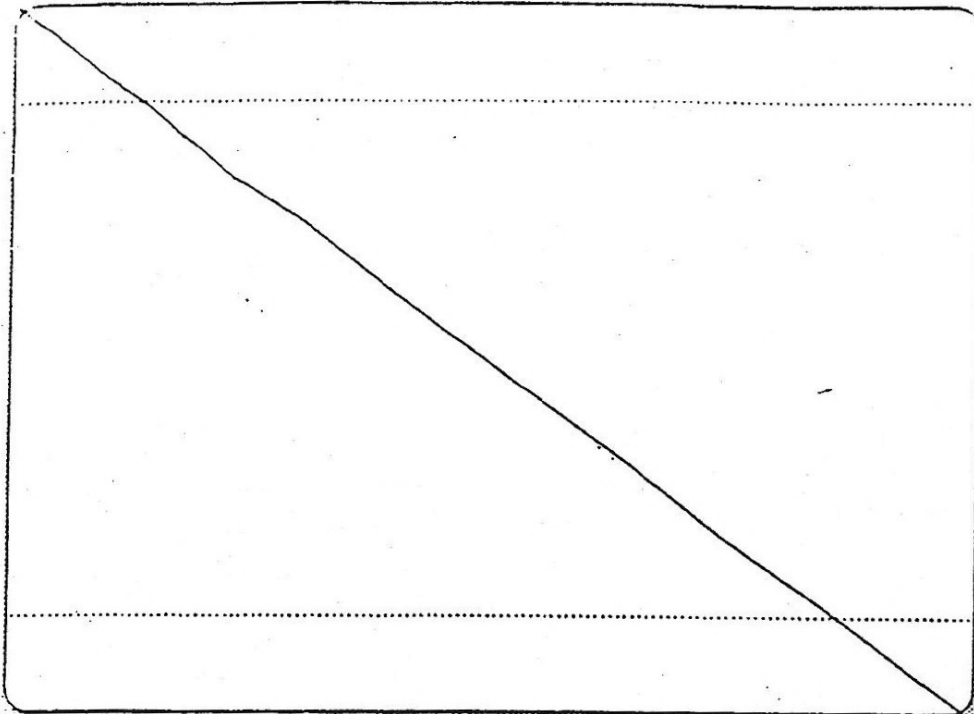
ACTION M.S. GALVATRON AND CYCLONUS. THE LASER BLAST FROM ULTRA  
MAGNUS RIPS INTO GALVATRON.

DIAL

MUSIC/SFX

CAMERA

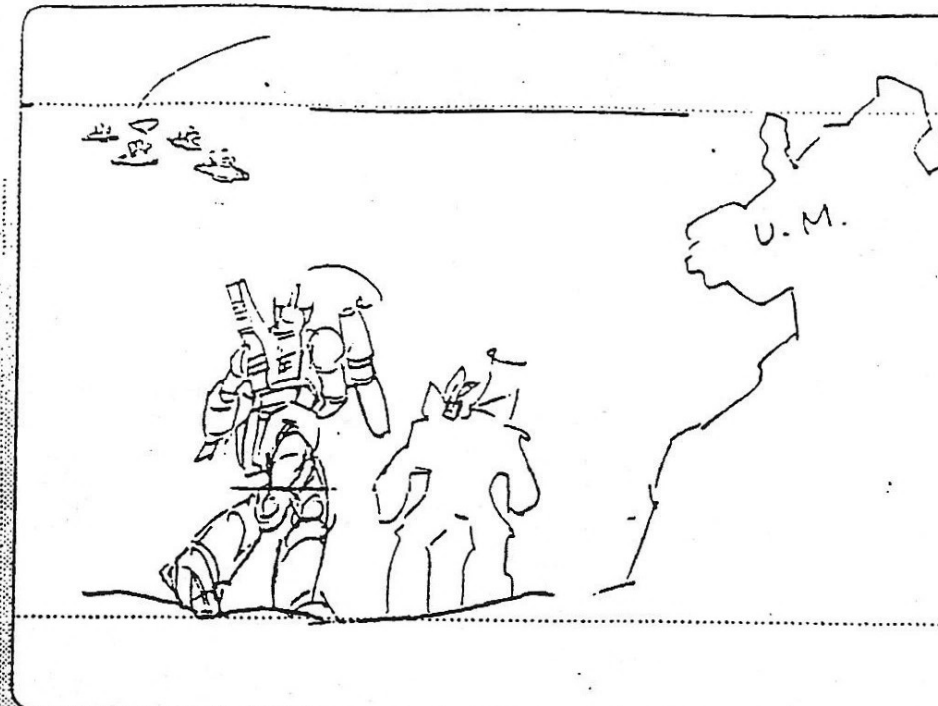




SC. 27. 3

SEQ. 27

27.3



ACTION

DIAL

MUSIC/SFX

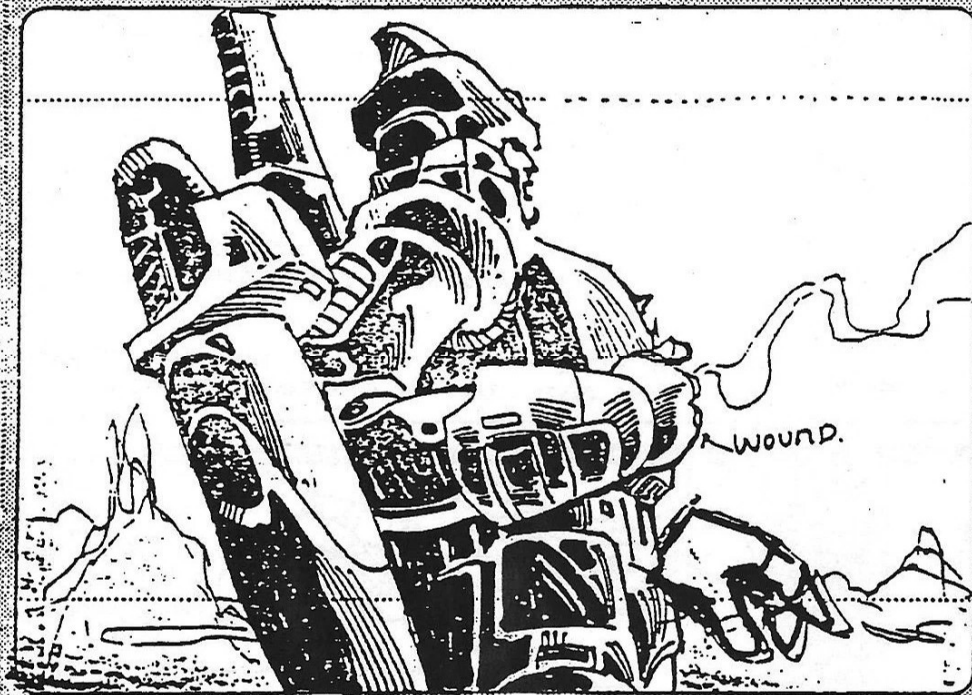
**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!  
CAMERA

ACTION L.S. GALVATRON, CYCLONUS, ULTRA MAGNUS. THEY STAND AND FACE EACH OTHER, AS FOUR SWEEPS FLYING INTO THE SCENE GALVATRON AND CYCLONUS TURN.

DIAL

MUSIC/SFX

SC. 25-19.



ACTION M.S. GALVATRON. HE IS TURNED BACK LOOKING AT THE SWEEPS.  
THEN HE GIVES THEM A COMMAND.

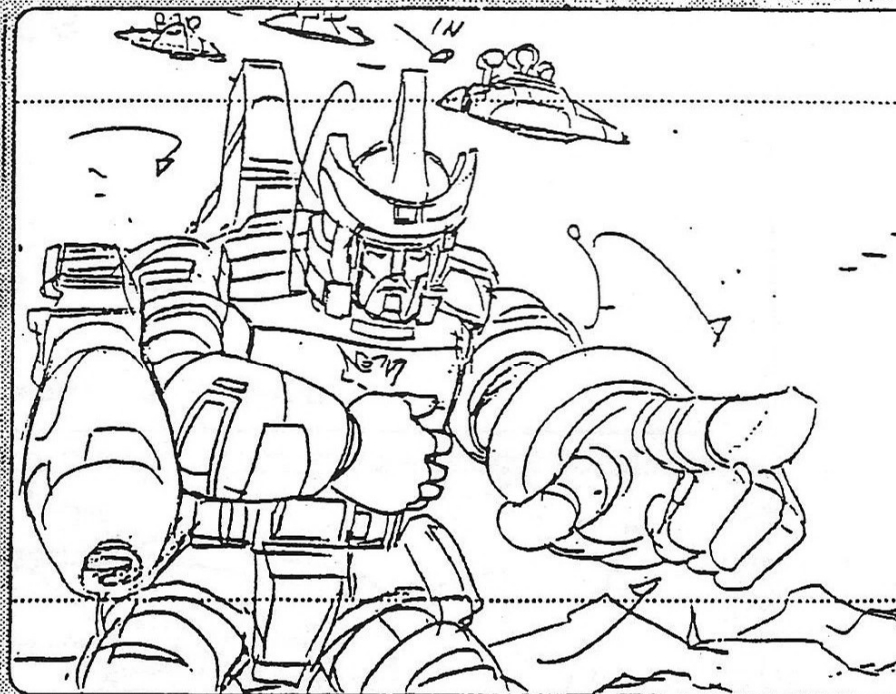
DIAL GALVATRON Sweeps...

MUSIC/SFX

CAMERA

SC. CONT

SEQ. 25 Page 31



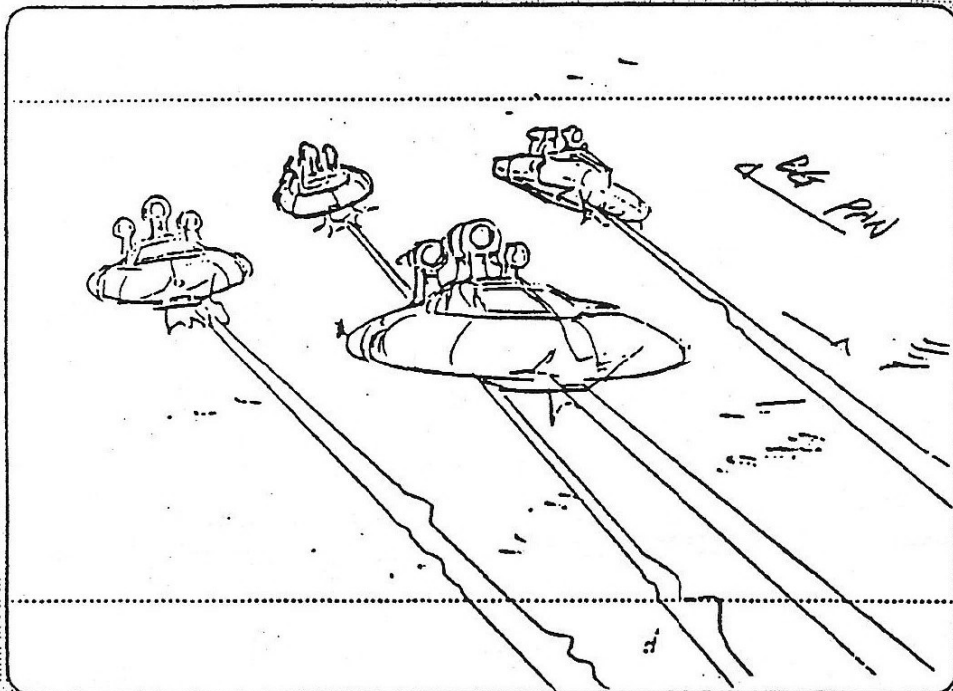
ACTION ...SWINGS AROUND AND POINTS TOWARD ULTRA MAGNUS O.S.

DIAL GALVATRON (CONT) ...quarter him!

MUSIC/SFX

CAMERA

SC. 25-20



**ACTION** L.S. A GROUP OF FOUR SWEEPS. WE FOLLOW THEM AS THEY OPEN FIRE ON ULTRA MAGNUS. EACH SWEEP SHOOTS OUT ONE ENERGY BEAM.

**DIAL**

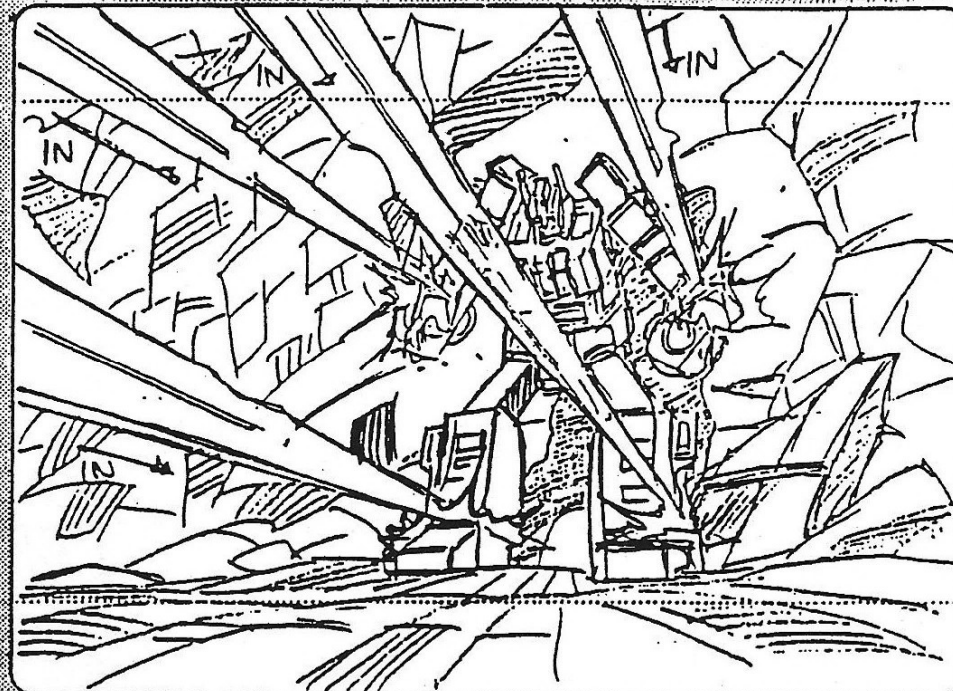
**MUSIC/SFX**

**CAMERA**



SC. 25-21

Page 32



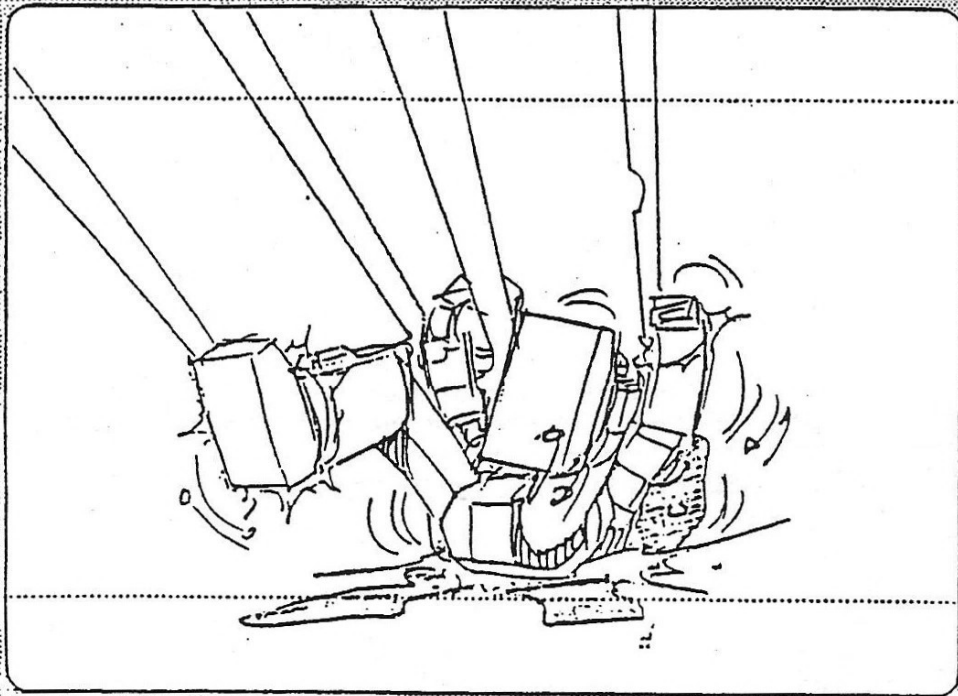
**ACTION** L.S. ULTRA MAGNUS. THE ENERGY BEAMS STREAK INTO THE SCENE AND GRAB AHOLD OF ULTRA MAGNUS BY HIS HANDS AND FEET.

**DIAL**

**MUSIC/SFX**

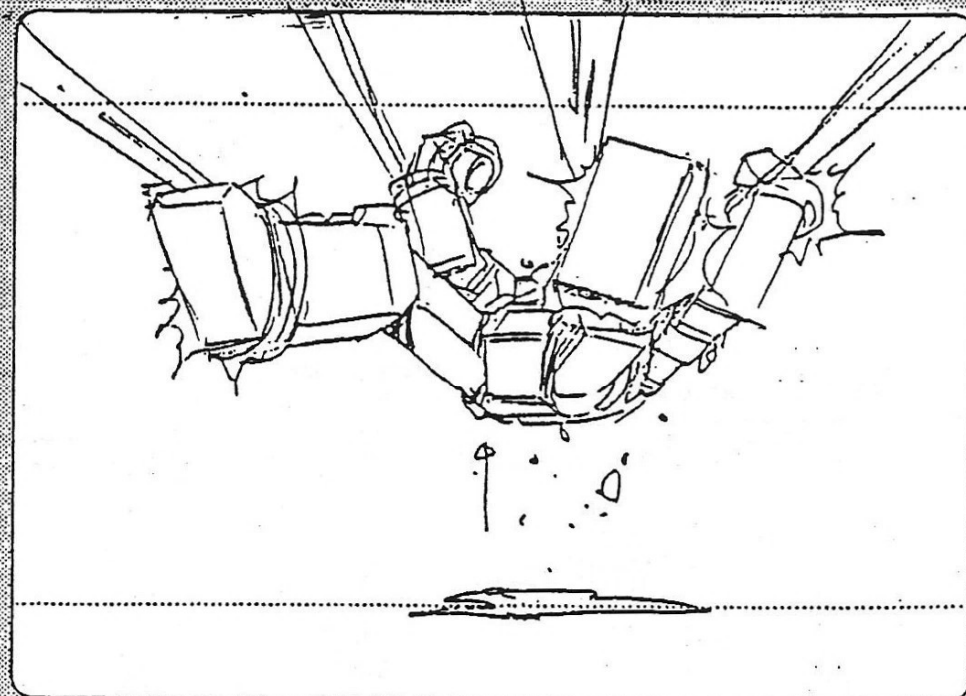
**CAMERA**

SC. CONT 25-21



SC. CONT

Page 33



ACTION THE BEAMS YANK ULTRA MAGNUS OFF OF HIS FEET...

DIAL

MUSIC/SFX

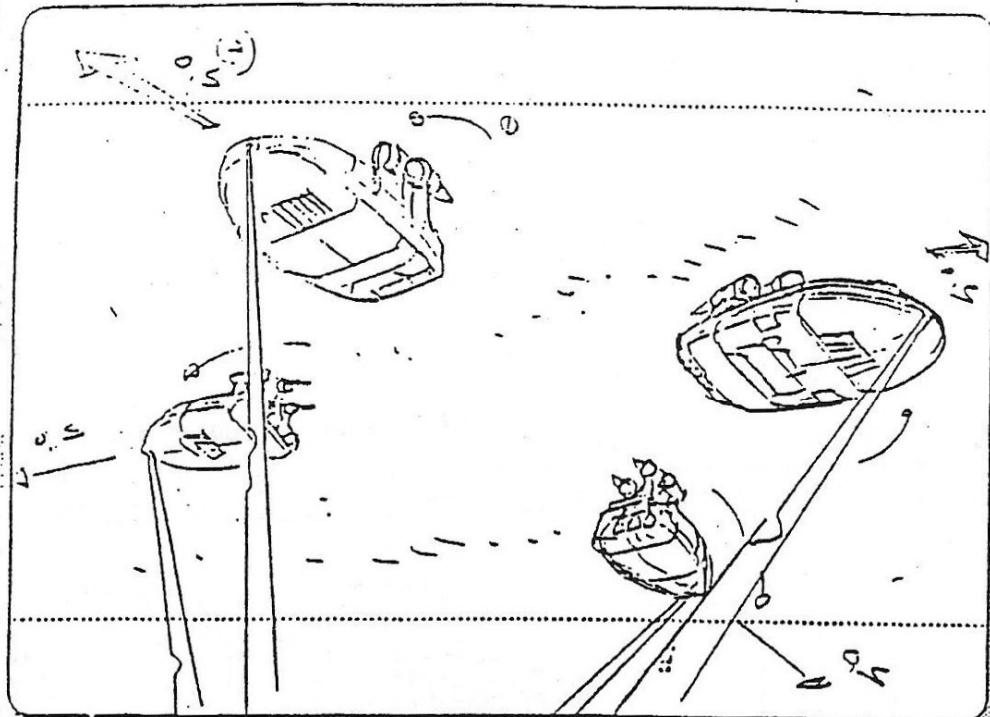
ACTION ...AND PULL HIM UP INTO THE AIR.

DIAL

MUSIC/SFX

CAMERA



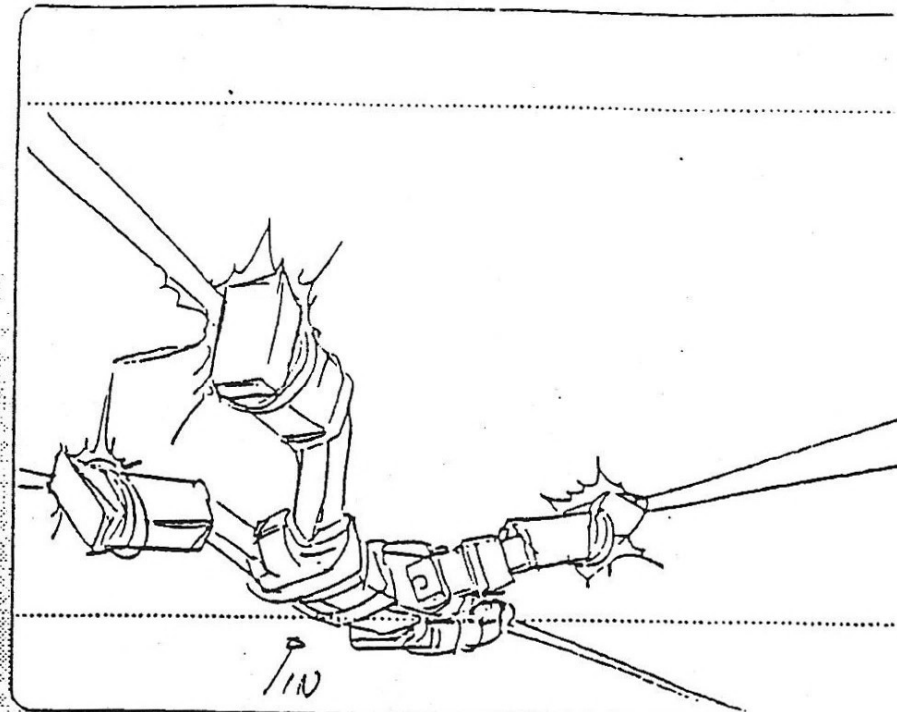


ACTION L.S. THE FOUR SWEEPS. THEY EACH CHANGE COURSE AND HEAD O.S. IN OPPOSING DIRECTIONS,

DIAL

MUSIC/SFX

**T-RAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

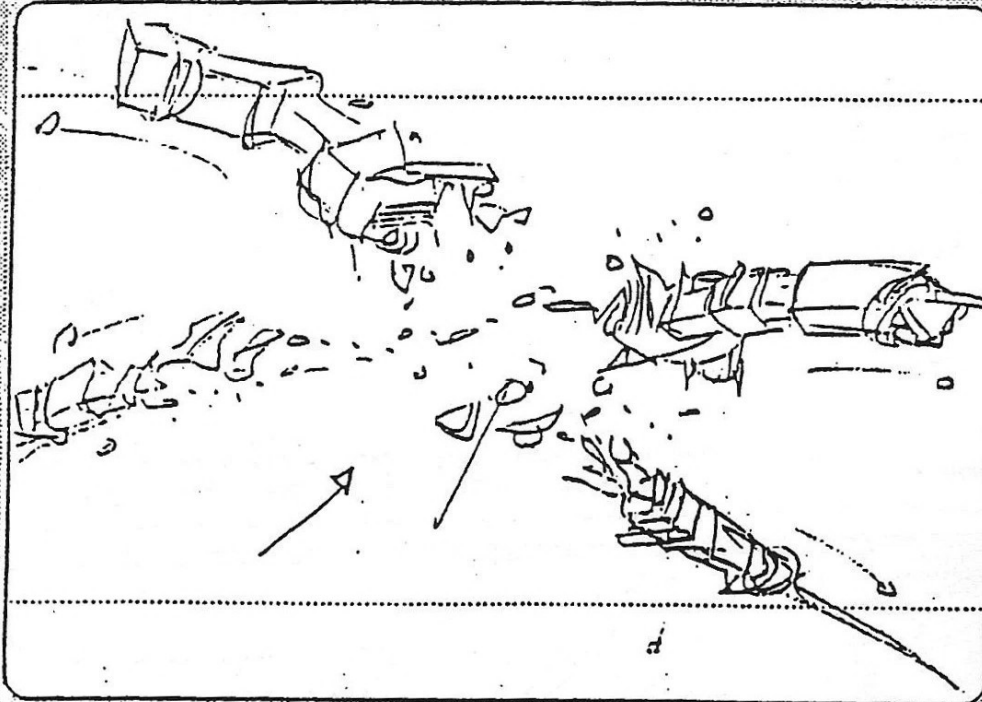


ACTION ULTRA MAGNUS IS DRAWN UP INTO THE SCENE BY THE TIGHTENING ENERGY BEAMS.

DIAL

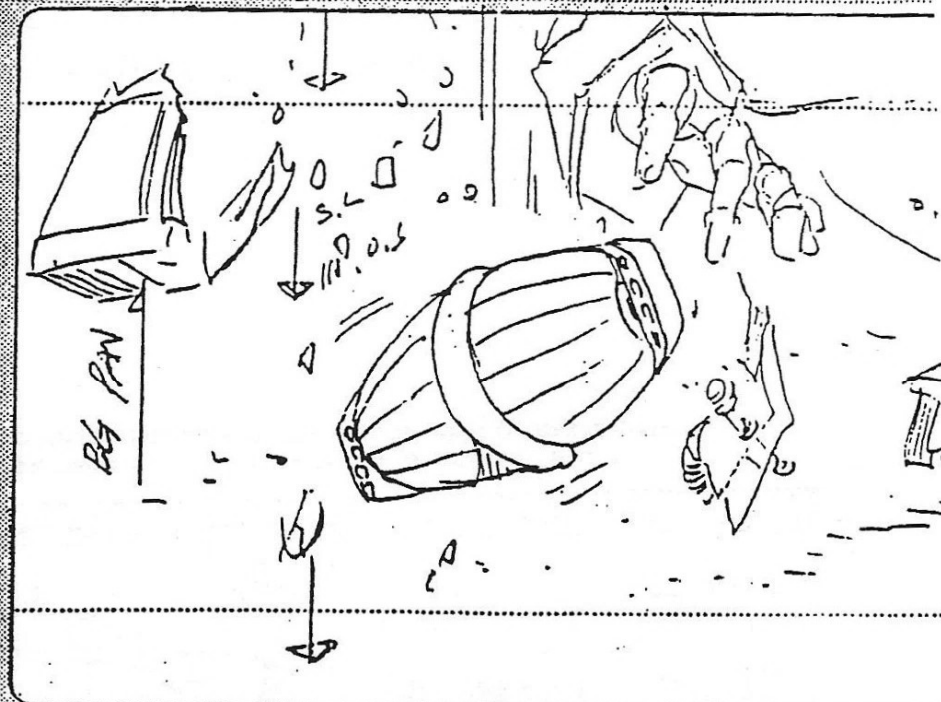
MUSIC/SFX

SC. CONT 25-23



SC. 25-24

Page 35



ACTION HE IS THEN PULLED APART, QUARTERED, BY THE SWEEPS.

DIAL

MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION M.S. VARIOUS SECTIONS OF ULTRA MAGNUS AND THE MATRIX FALL TOWARD THE GROUND.

DIAL

MUSIC/SFX

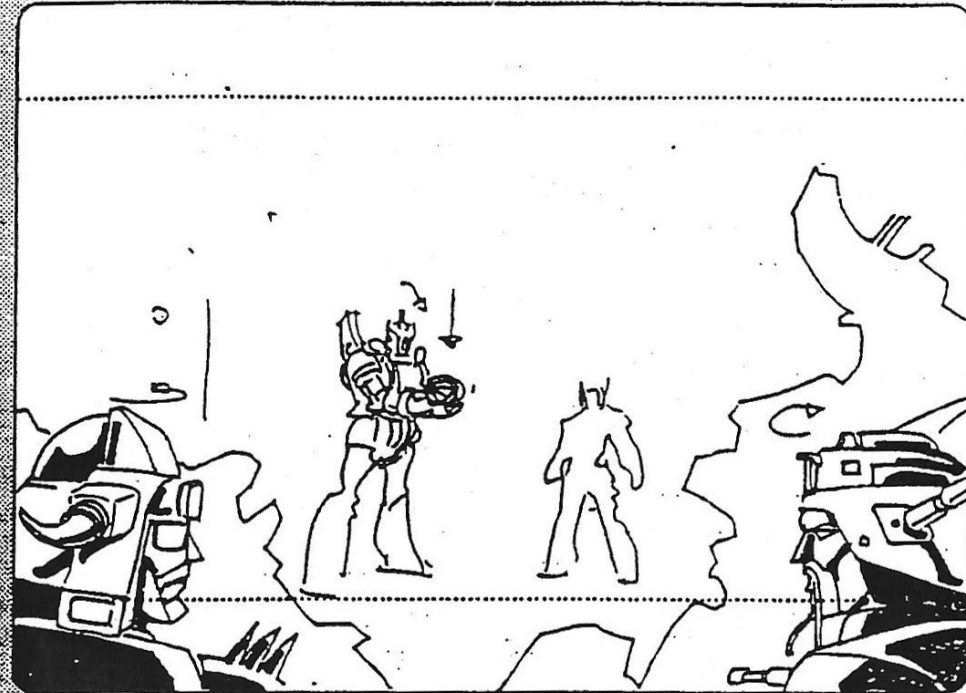
CAMERA

SC. 25-25



SC. CONT

Page 36



ACTION L.S. GALVATRON AND CYCLONUS STANDING BELOW THE FALLING FRAGMENTS. GALVATRON HOLDS HIS HAND OUT TO CATCH THE MATRIX. IN THE FOREGROUND WRECK GAR AND ANOTHER JUNKION WATCH.

DIAL

MUSIC/SFX

TFRAW  
CAMERA 1 to Beast Hunters and Beyond!!!!

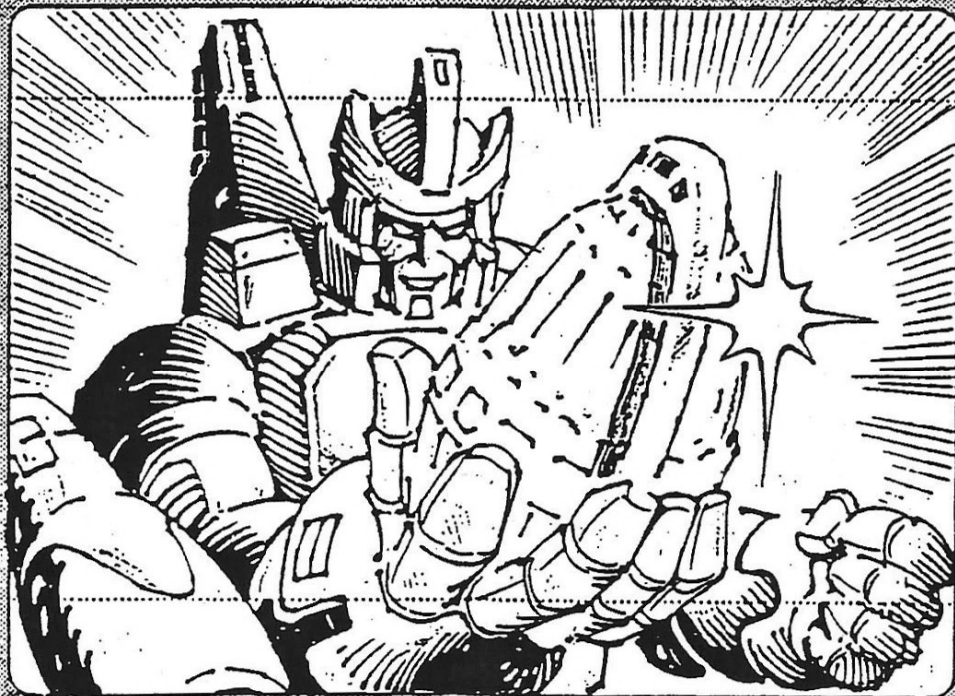
ACTION GALVATRON CATCHES THE MATRIX. THE TWO JUNKIONS LOOK AT ONE ANOTHER.

DIAL

MUSIC/SFX

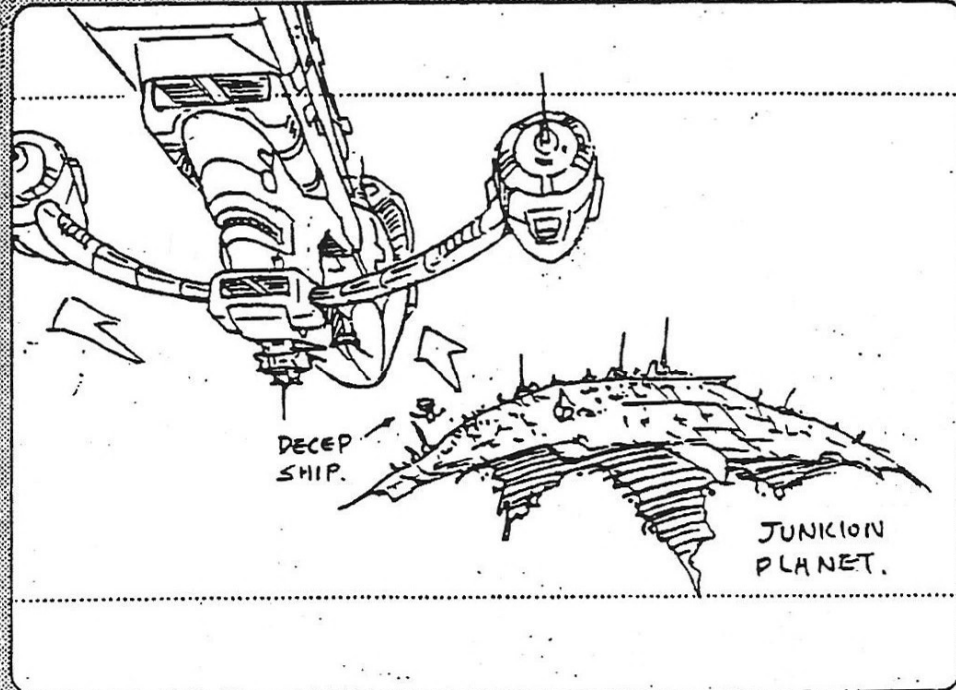
CAMERA

SC. 25-26



SC. 25-27

SEQ. 25 Page 37



CTION M.C.U. GALVATRON. HE HOLDS THE MATRIX TOWARDS CAMERA.

AL GALVATRON

Unicron, "my master", with this, I  
shall make you my slave!

JSIC/SFX



ACTION

DIAL

MUSIC/SFX

CAMERA

DIS



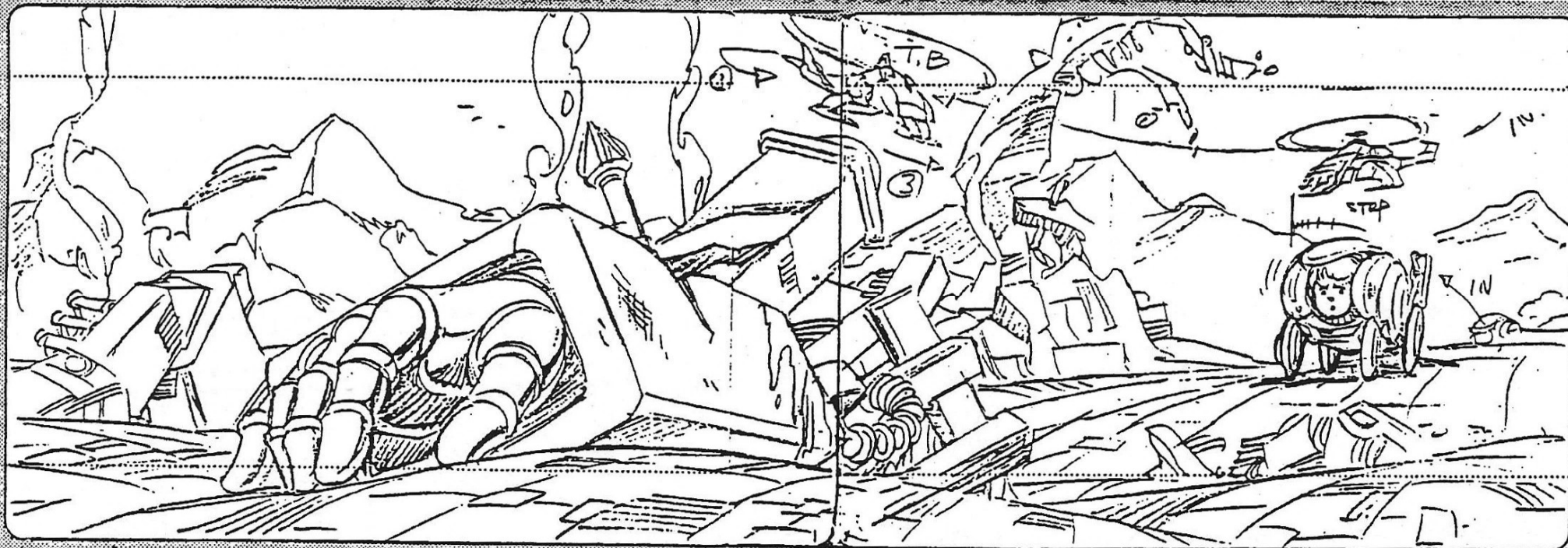
SC. 26-1

START

PAN

STOP

SEQ. 26 Page 1



ACTION M.C.U. ULTRA MAGNUS' PARTS ARE SCATTERED ABOUT THE SURFACE OF JUNKION, IN THE FOREGROUND IS ULTRA MANGNUS' HAND. WE PAN OVER TO SEE...

DIAL

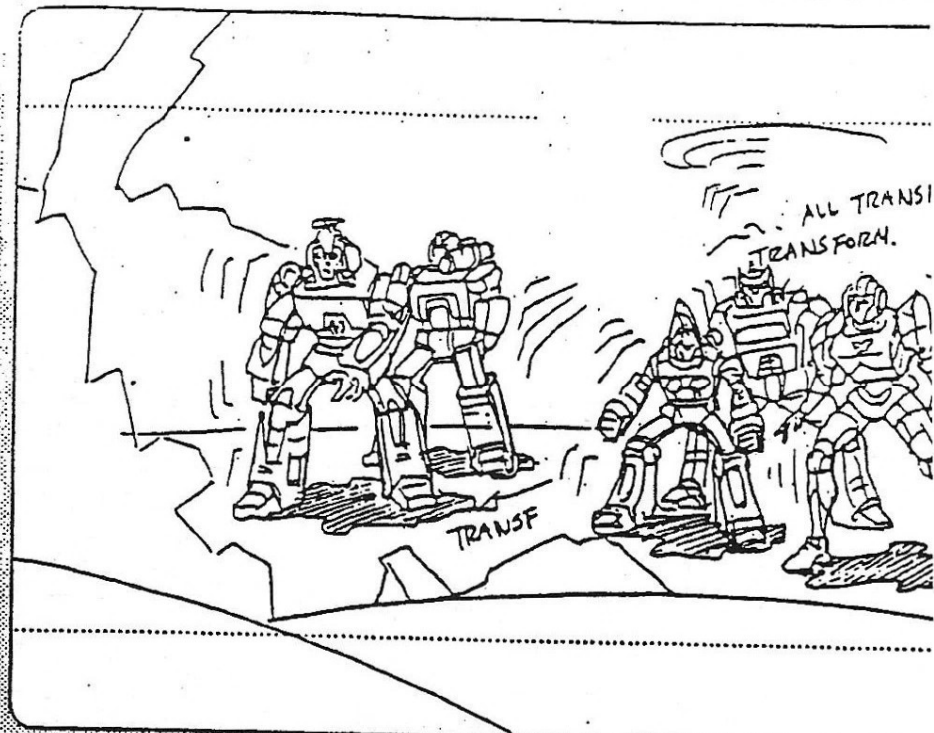
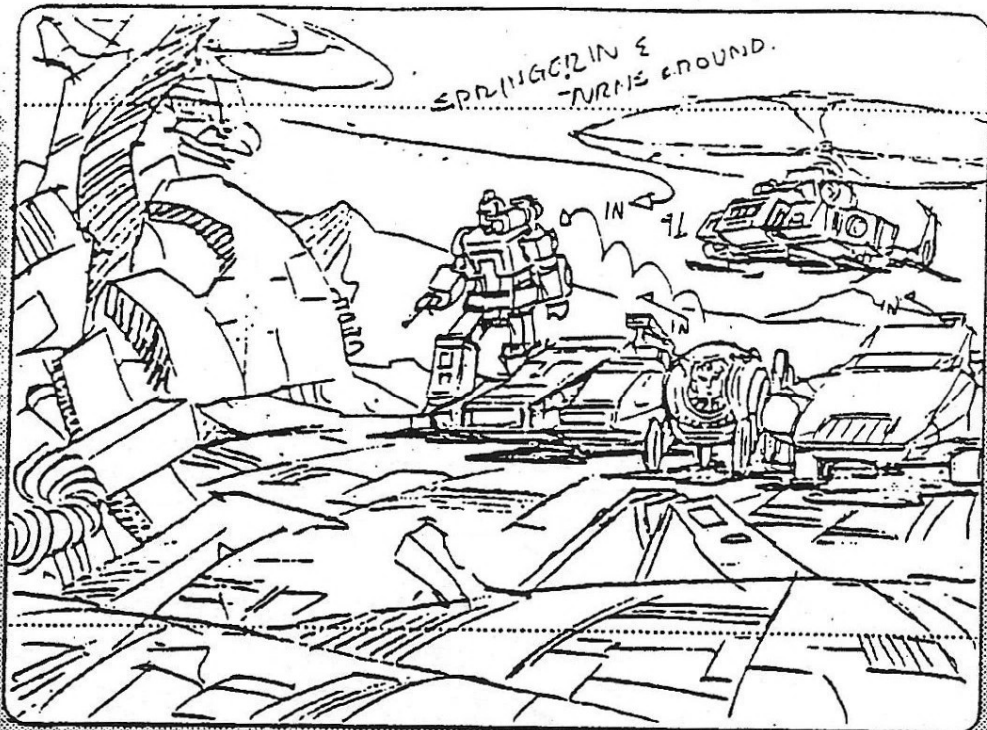
MUSIC/SFX

ACTION DANIEL, IN HIS TRANSFORMED EXO-SUIT, DRIVE INTO SCENE AND COME TO A STOP. BEHIND HIM SPRINGER FLIES INTO THE SCENE BANKS AND TURNS.

DIAL DANIEL (TEARFUL) Ultra Magnus!

MUSIC/SFX

CAMERA



ACTION L .S. DANIEL AND SPRINGER MOVING IN AND HOVERING OVER  
HEAD AS FIRST BLURR THEN ARCEE AND STOP NEAR DANIEL.

DIAL

MUSIC/SFX

**FRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ALL OF THEM TRANSFORM INTO ROBOT FORM.

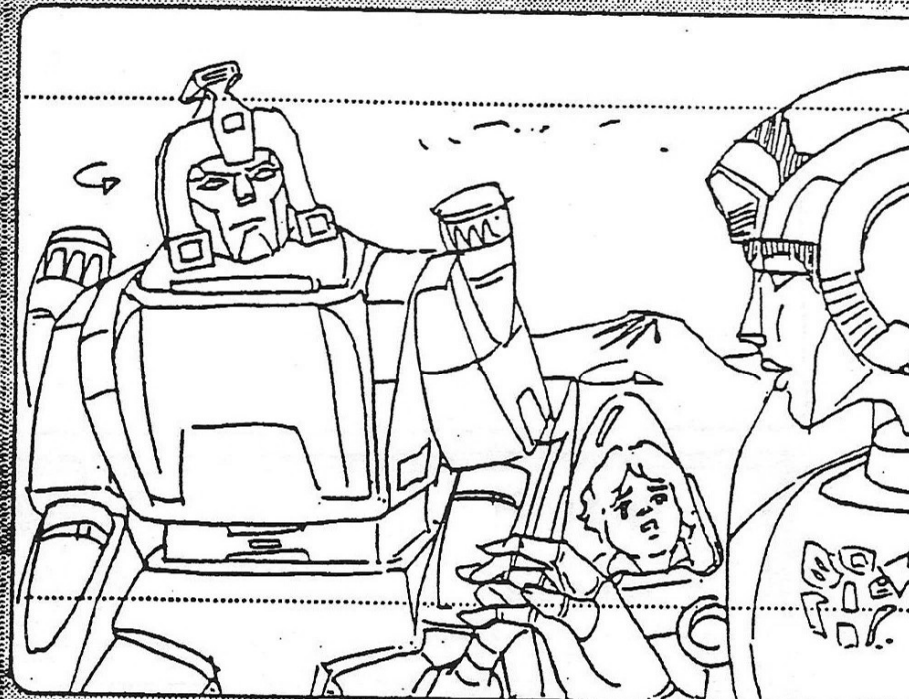
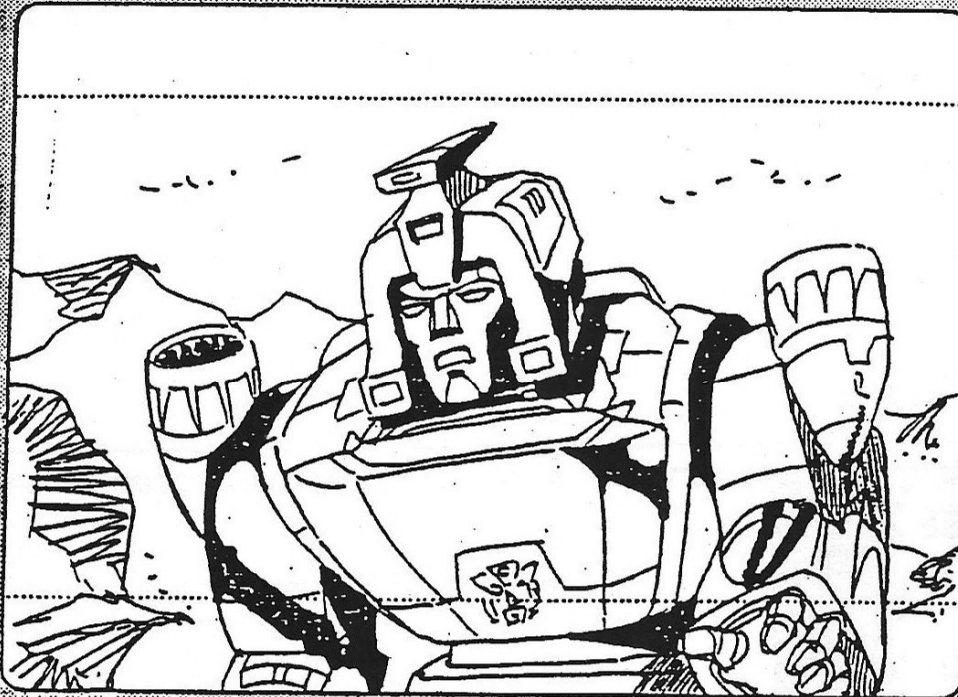
DIAL

MUSIC/SFX

SC. 26-3

SC. 26-3A

SEQ. 26 Page 3



ACTION M.S. OF BLURR. HE IS DISTRESSED BY THE DEATH OF ULTRA MAGNUS.

DIAL BLURR Without the Matrix there is no hope. No hope. No hope at all!

MUSIC/SFX

CAMERA

ACTION M.S. BLURR, DANIEL. THEY TURN TO LOOK AT ARCEE, WHO MOVES INTO SCENE.

DIAL ARCEE First Hot Rod, now Ultra Magnus. What'll we do? (PICK UP LINE) ;

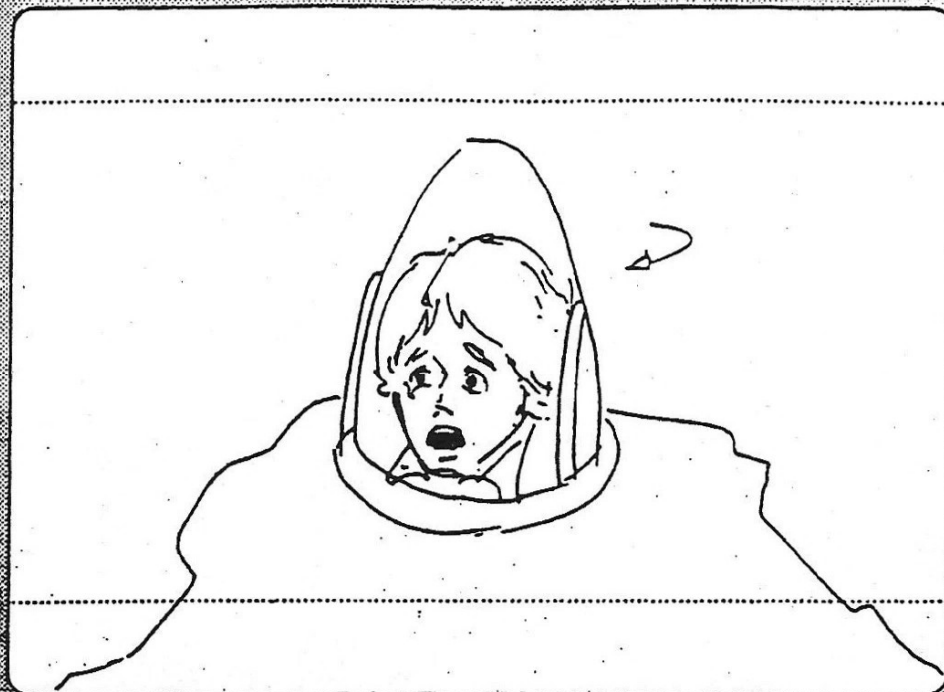
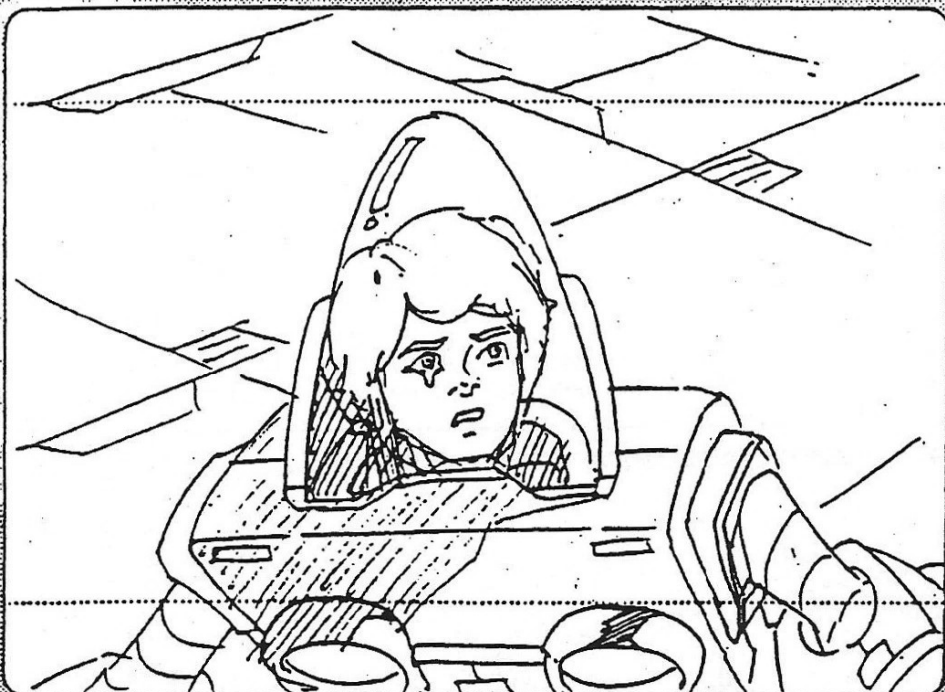
MUSIC/SFX

CAMERA

SC. 26-3B

SG. CONT

SEQ. 26. Page 4



NEXT PAGE 4A

ACTION M.S. DANIEL. HE LOOKS UP AT ARCEE. TEARS FILL HIS EYES.

DIAL

MUSIC/SFX

IFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!  
CAMERA

ACTION THEN HIS ATTENTION IS ATTRACTED TO SOMETHING O.S. HE IS SURPRISED BY WHAT HE SEES.

DIAL

DANIEL

Look!

(PICK UP LINE)

MUSIC/SFX

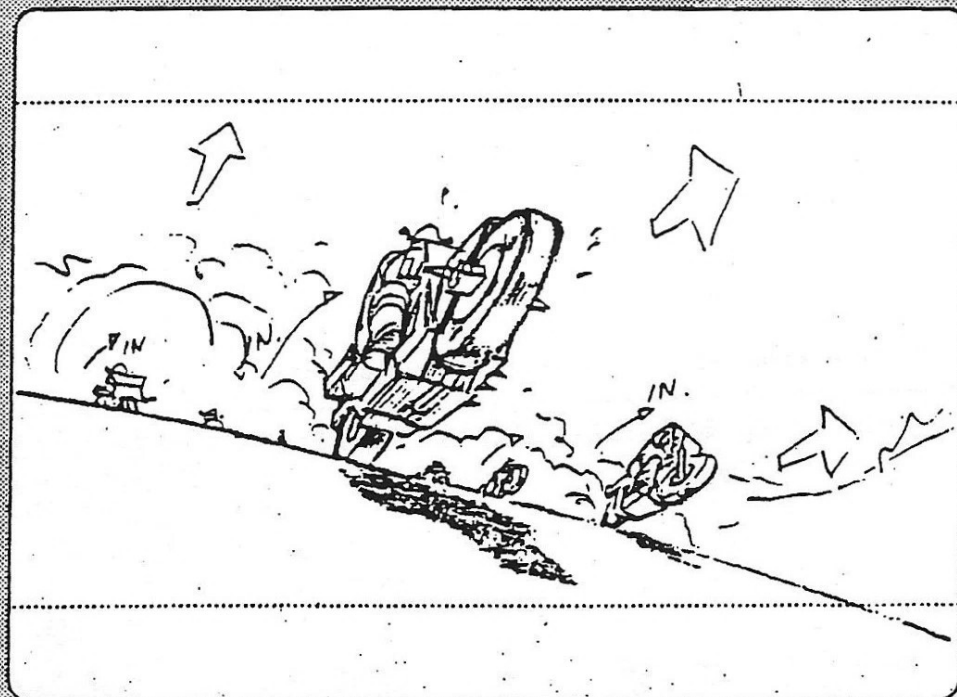
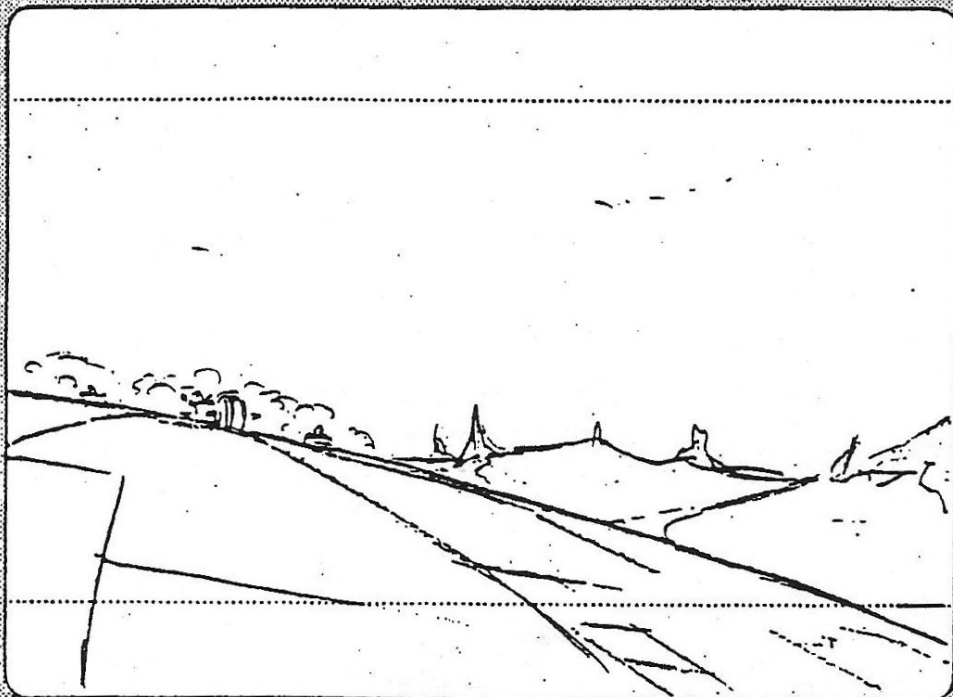
CAMERA



SC. 26-3C

SC. CONT

SEQ. 26 Page 5



NEXT PAGE 4B

ACTION X.L.S. THE JUNKION LANDSCAPE. IN THE DISTANCE COMING OVER THE CREST OF A HILL AND CLOAKED IN A CLOUD OF DUST ARE THE JUNKIONS...

DIAL

MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...RIDING THEIR BIKES. THEY RACE TOWARD US, JUMPING DOWN FROM THE HILL.

DIAL

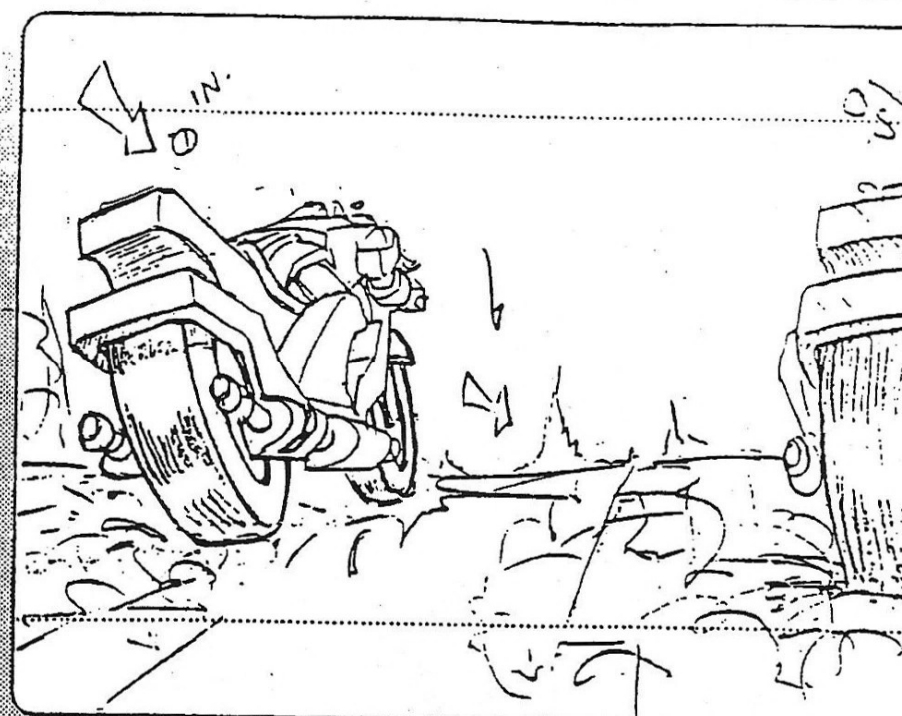
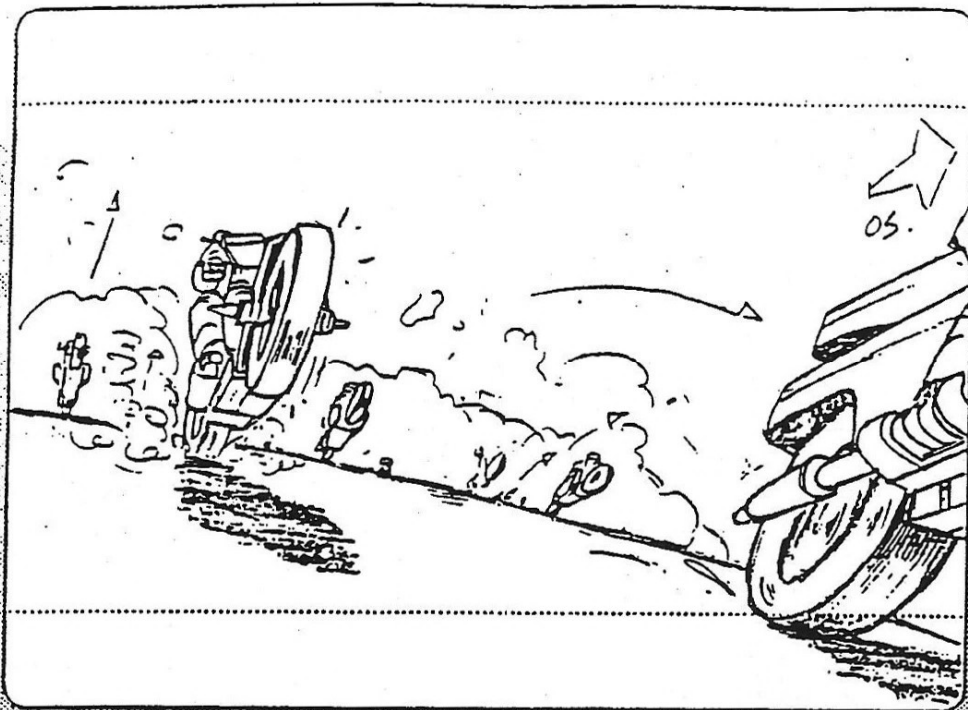
MUSIC/SFX

CAMERA

SC. CONT.

SC. 26-3B

SEQ. 26



ACTION ...AND DO WHEELIES AS THEY ROAR PAST.

DIAL

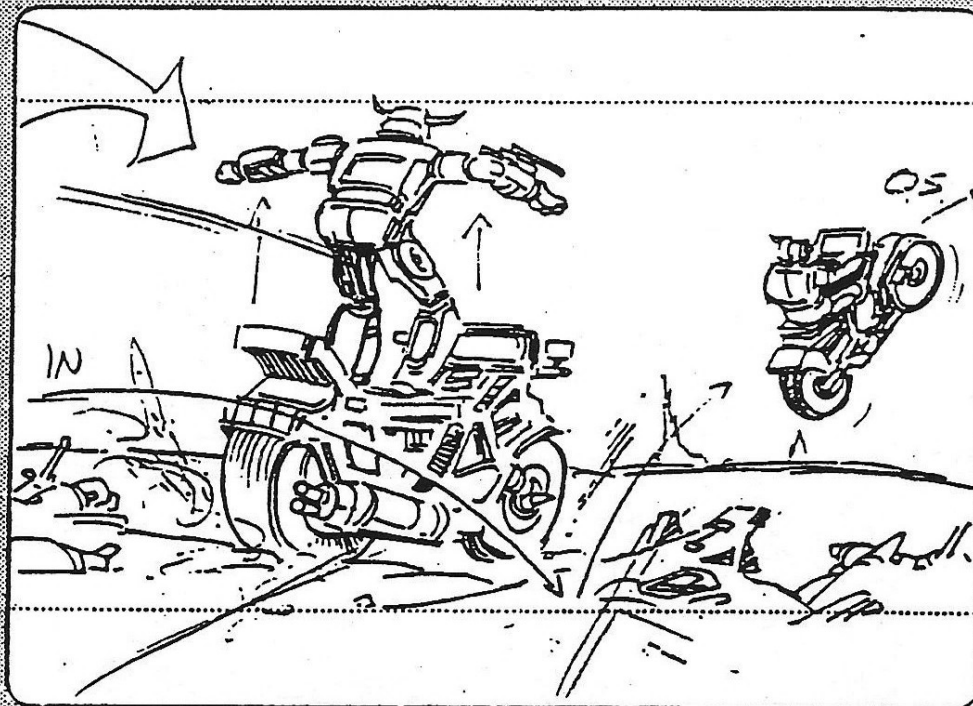
MUSIC/SFX

ACTION L.S. THE JUNKIONS RACE ALONG ON THEIR BIKES.

DIAL

MUSIC/SFX

SC. CONT 26-3D



ACTION ONE JUNKION GETS UP AND STANDS ON THE SEAT OF HIS BIKE AS ANOTHER JUNKION BOUNCES THROUGH THE SCENE ALONG SIDE OF HIM.

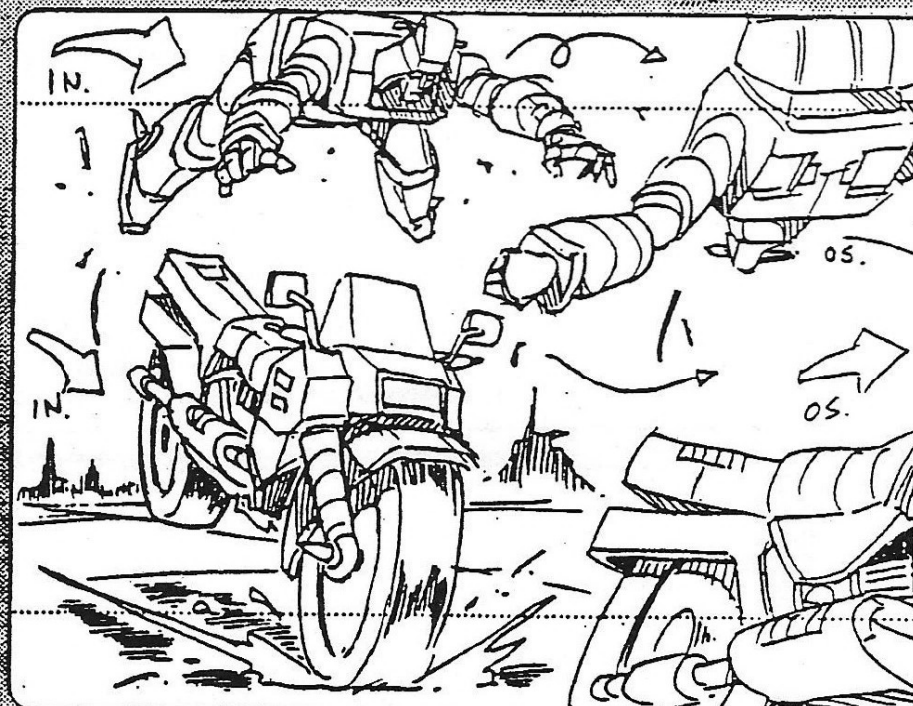
DIAL

MUSIC/SFX

CAMERA

SC. 26-3E

SEQ. 26 Page 7



ACTION L.S. THE JUNKION RIDER SEPARATES FROM HIS BIKE AS IT BOUNCES DOWN. HE SUMMERSAULTS THROUGH THE AIR...

DIAL

MUSIC/SFX

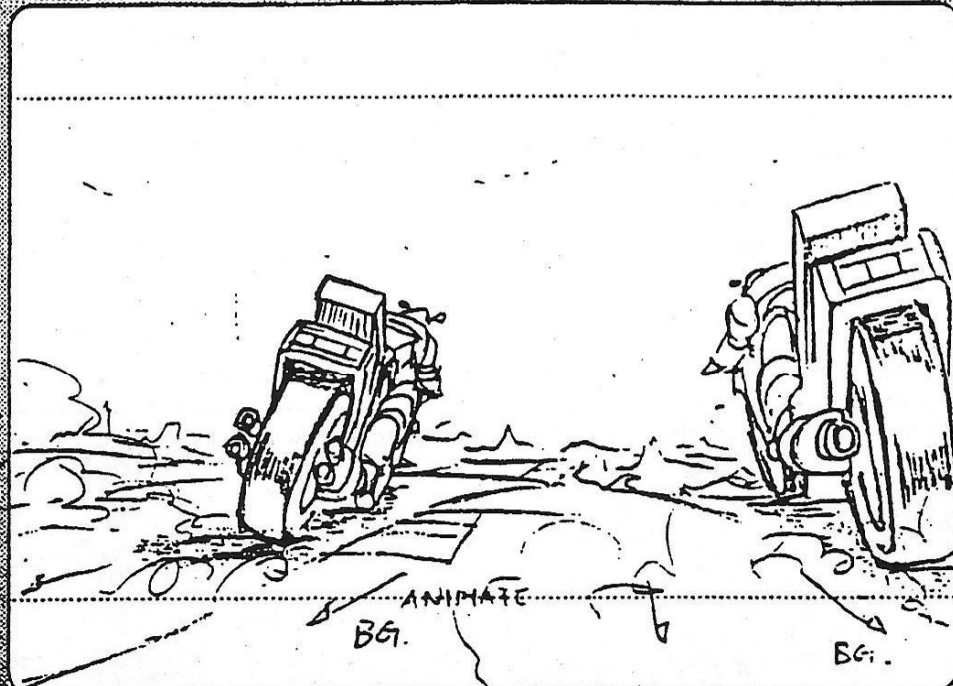
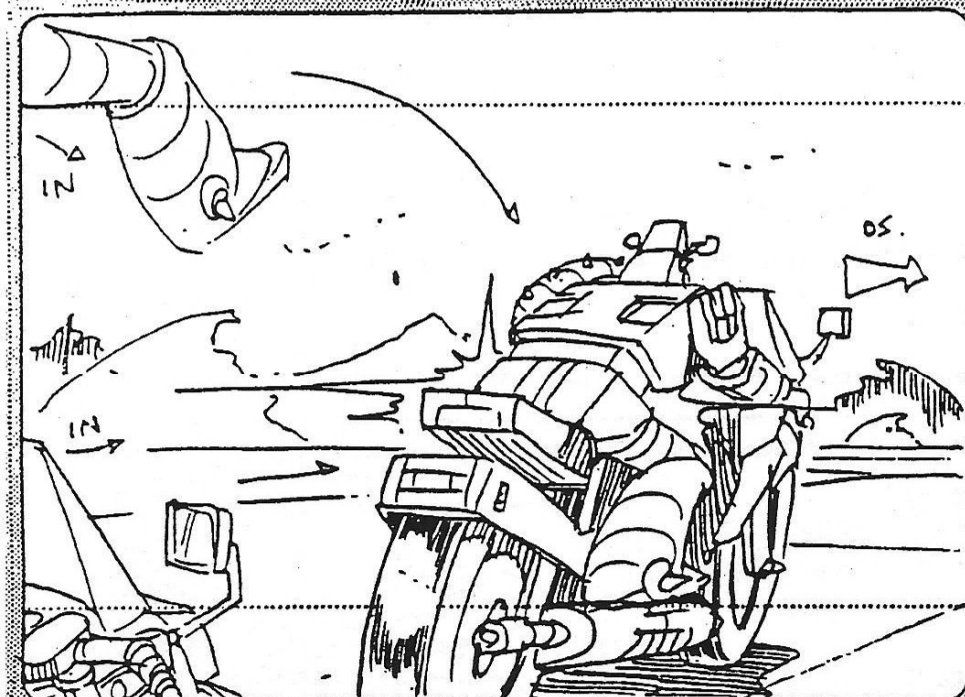
CAMERA

SC. 26-3F

SC. 26-3G

ANIMATE SEQ. 26

Page 8



ACTION ...AND LANDS BACK ON HIS BIKE, THEN SPEEDS ON.

ACTION L.S. TWO JUNKIONS RACE TOWARD A CLIFF JUST IN FRONT OF THEM. WE FOLLOW ALONG WITH THEM AS...

DIAL

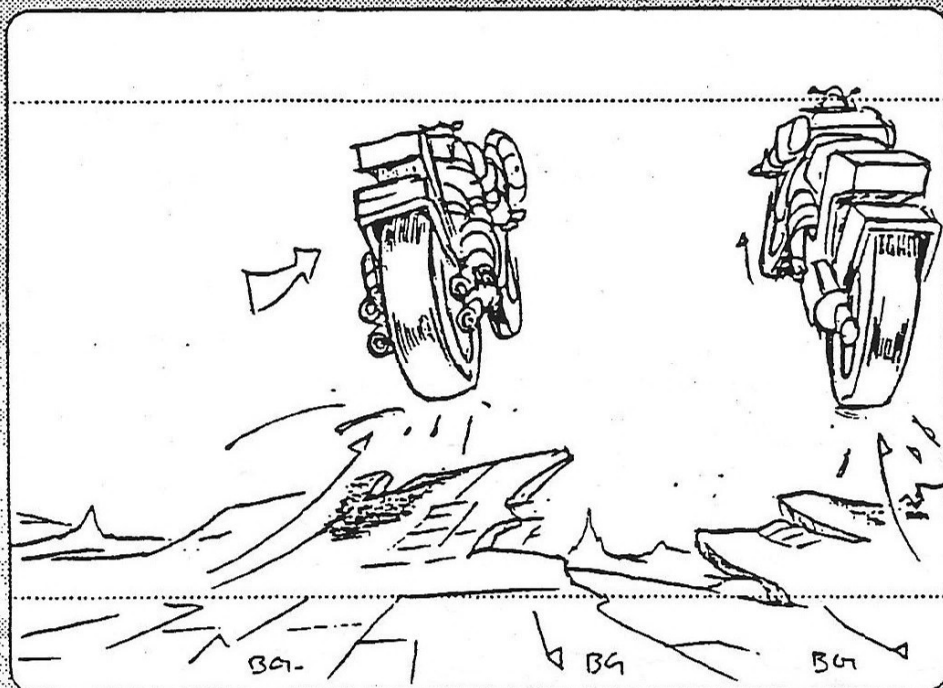
DIAL

MUSIC/SFX

MUSIC/SFX



SC. CONT 26-34 ANIMATE BG



ACTION ...THEY HIT THE EDGE OF THE CLIFF AND SHOOT UP AND OUT...

DIAL

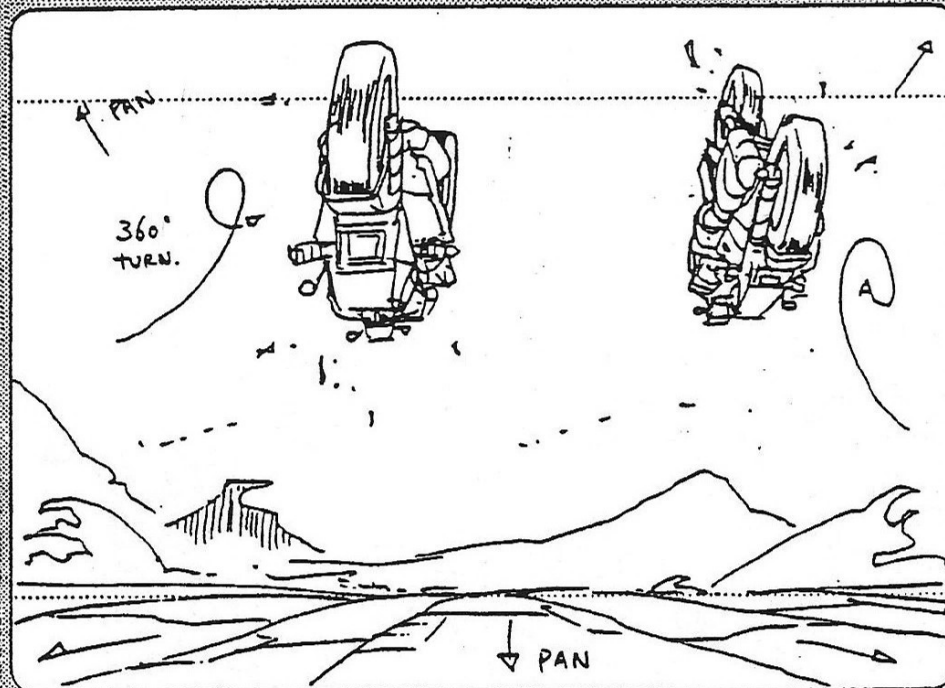
MUSIC/SFX



SC. CONT

SEQ 26 ANIMATE BG.

Page 8A



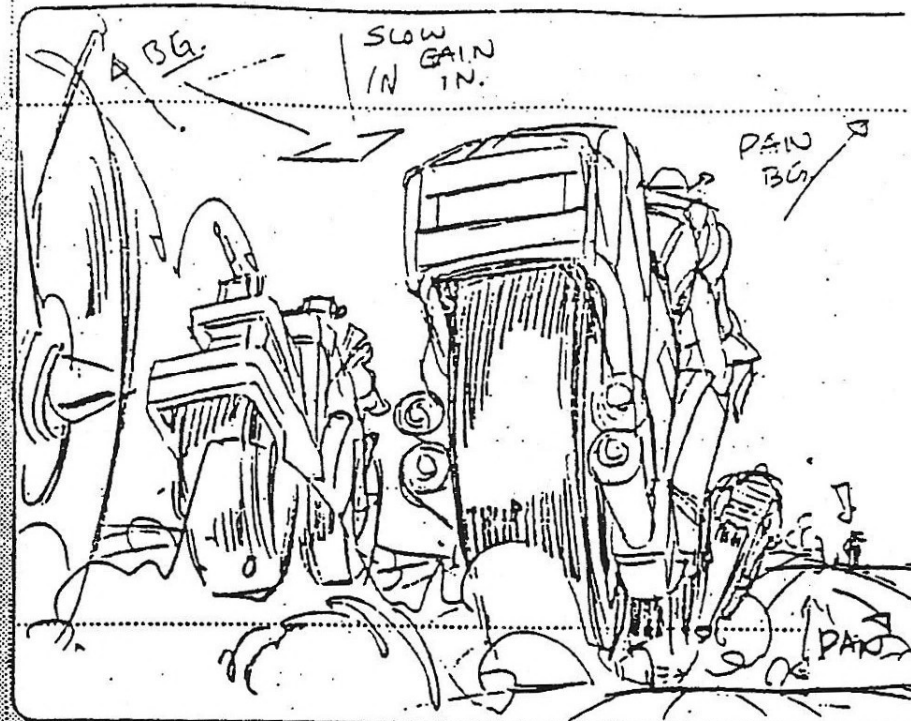
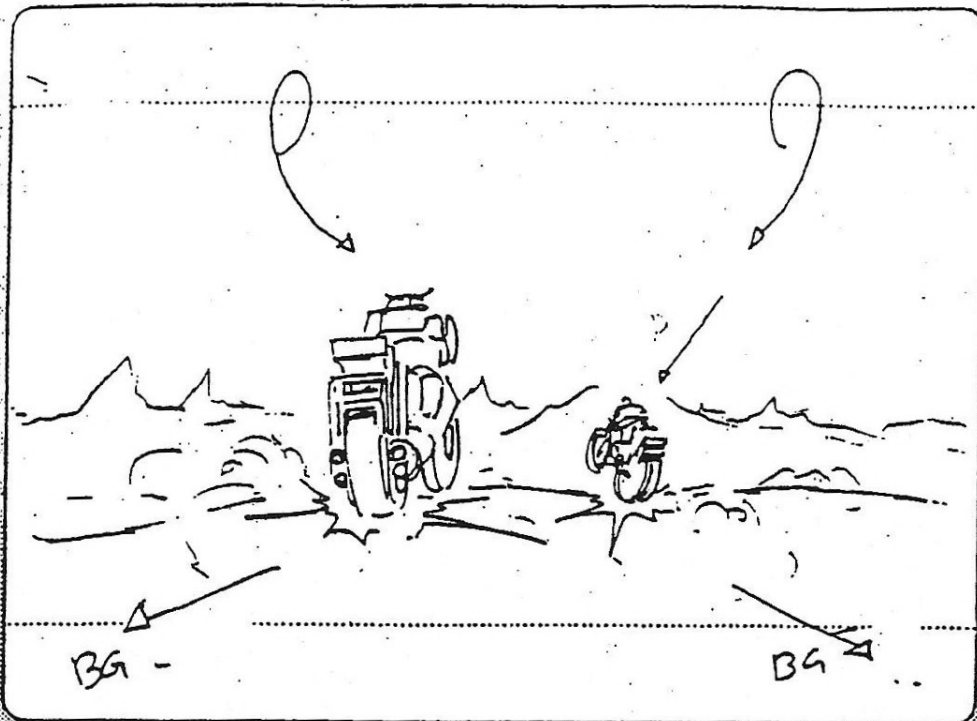
ACTION ...INTO THE AIR AND ARC DOWN TOWARD THE GROUND.

DIAL

MUSIC/SFX

CAMERA

NEXT PAGE 9



ACTION ...THEY LAND SAFELY AND ZOOM AWAY.

DIAL

MUSIC/SFX

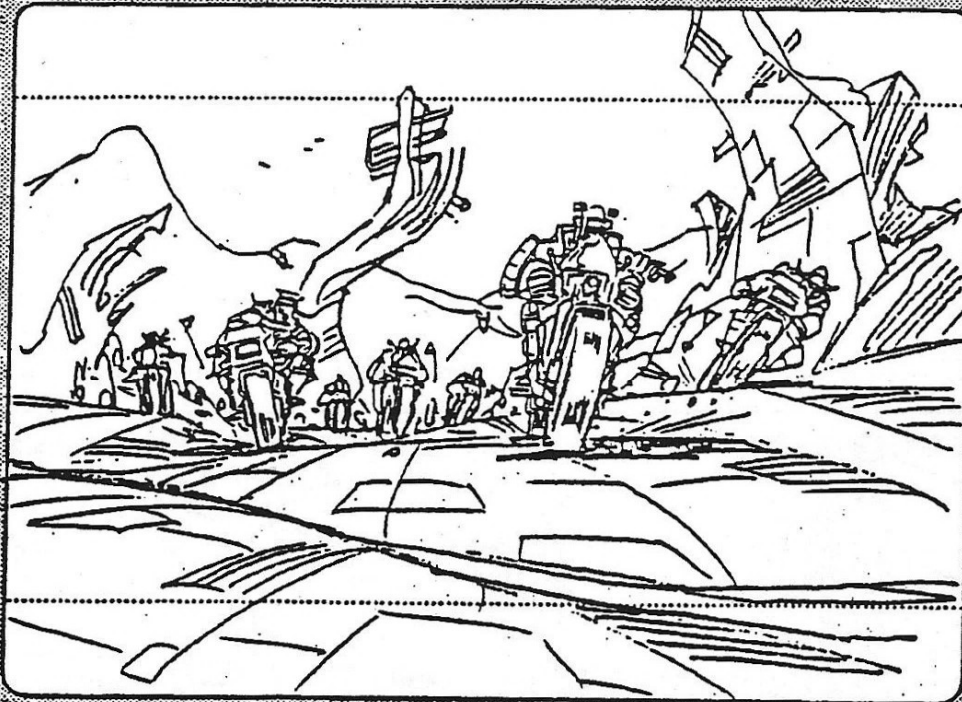
ACTION THE GROUP OF JUNKIONS ROARS IN BEHIND THEM.

DIAL

MUSIC/SFX

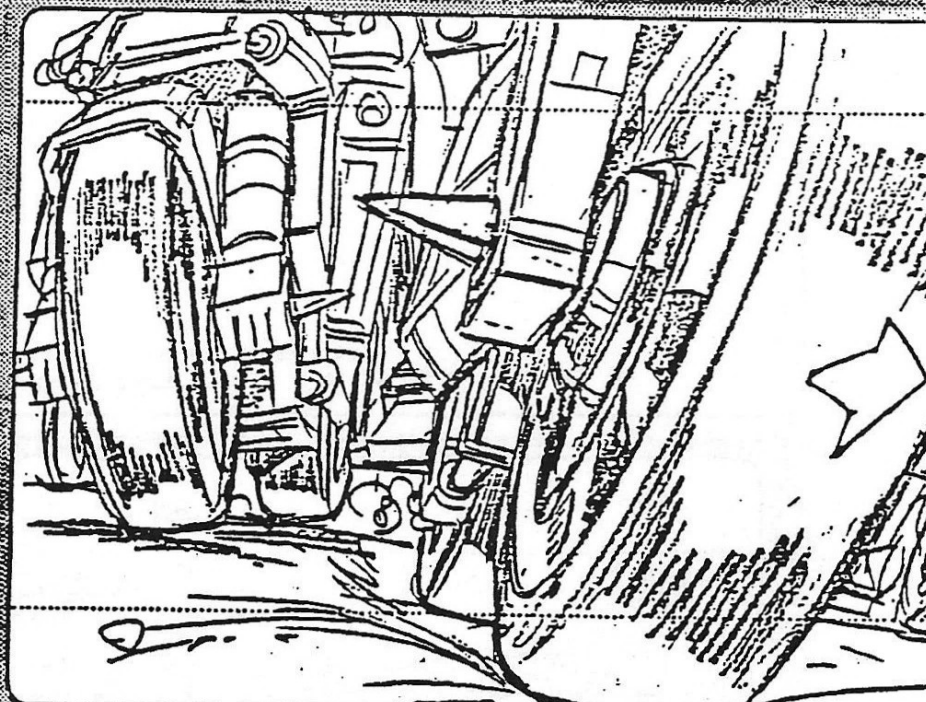
**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 26-4



SC. CONT

SEQ. 26 Page 10



ACTION X.L.S. WRECK GAR LEADING A GANG OF JUNKIONS. THEY COME RACING ON THEIR CYCLES...

DIAL WRECK-GAR Don't look behind door number two, Monty. It's time

MUSIC/SFX

CAMERA

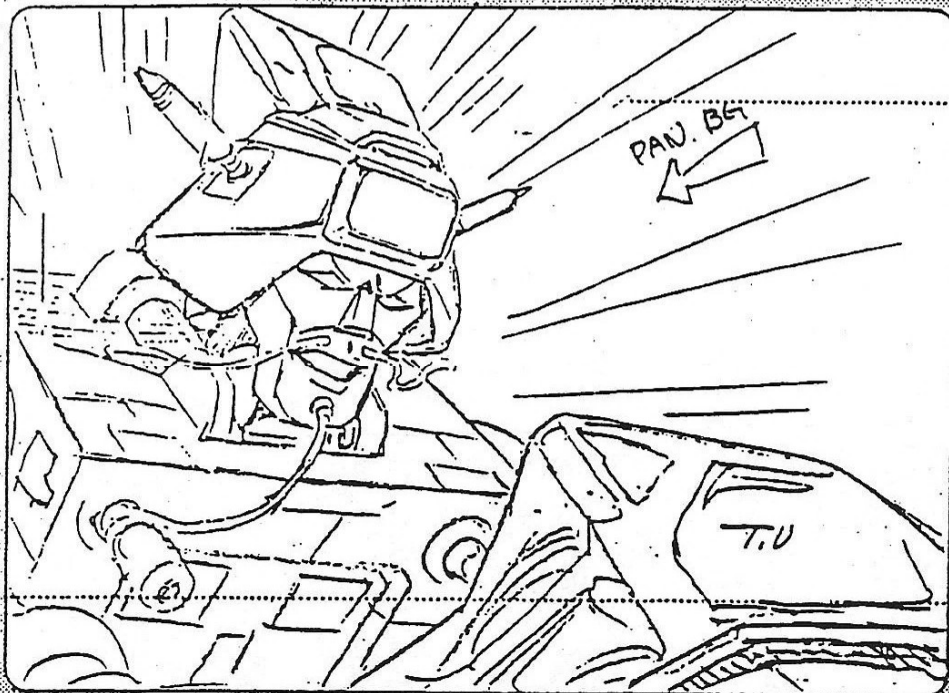
ACTION DIRECTLY TOWARD US FILLING THE SCREEN AND KICKING UP DIRT.

DIAL WRECK-GAR (CONT) ...to play End-of the-line-my-valentine!...

MUSIC/SFX

CAMERA

SC. 26-5



ACTION M.S. WRECK GAR. WE MOVE ALONG WITH HIM AS HE CLOSES IN ON THE O.S. AUTOBOTS.

DIAL WRECK-GAR (CONT) ... Geroni- roni-doo-ron-

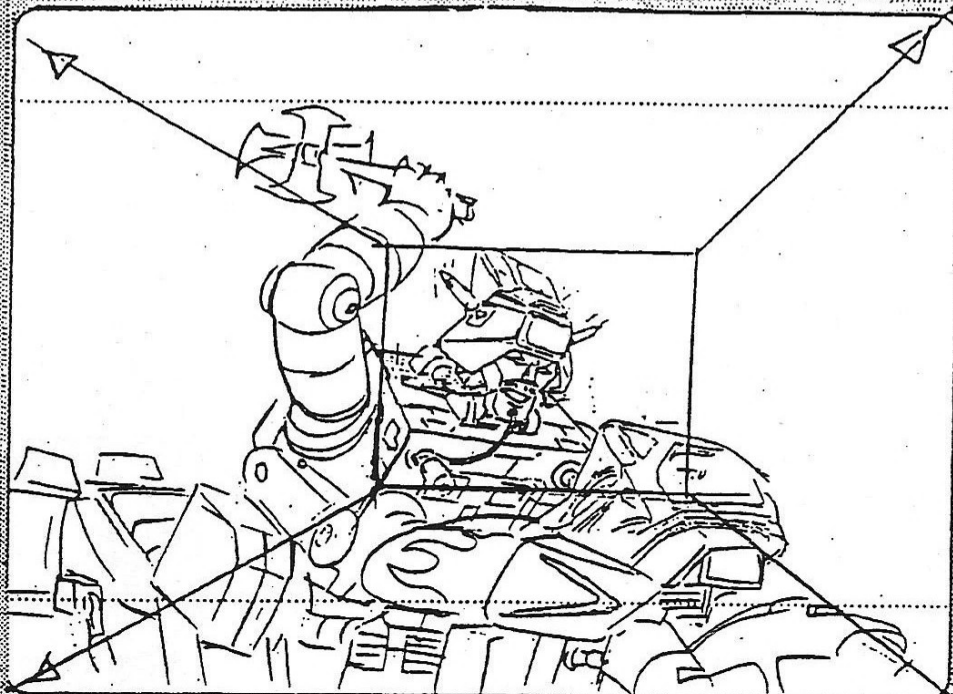
MUSIC/SFX



SC. CONT

TRUCK BACK

SEQ. 26 Page 11



NO SCENE 26-6

NO SCENE 26-6

ACTION WE TRUCK BACK TO SEE WRECK GAR SWINGS A BATTLE AX OVER HIS HEAD.

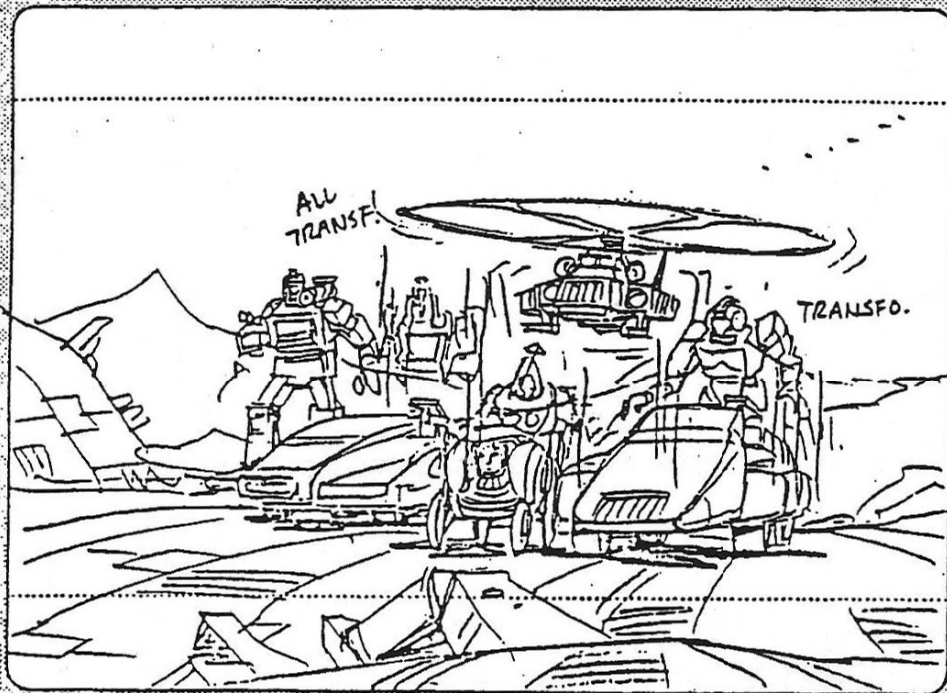
DIAL WRECK GAR (CONT) ...roni-i-mo!

MUSIC/SFX

CAMERA

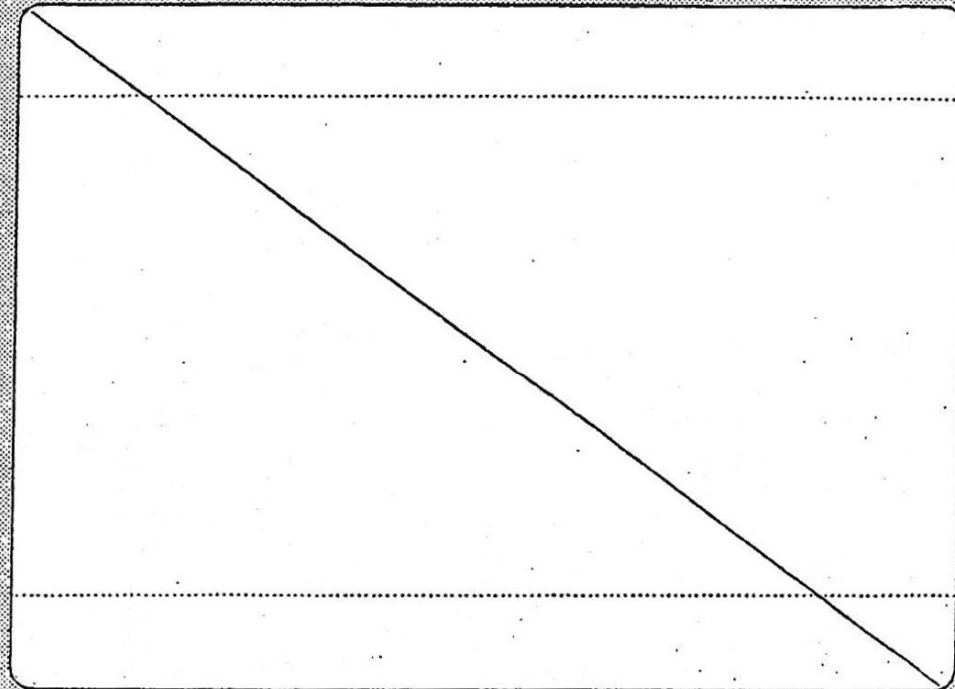


SC. 26-7



SC.

SEQ. 26 Page 12



ACTION X.L.S. THE AUTOBOT PARTY. THEY ALL TRANSFORM INTO AUTO MODE.

DIAL SPRINGER Get gone!

MUSIC/SFX

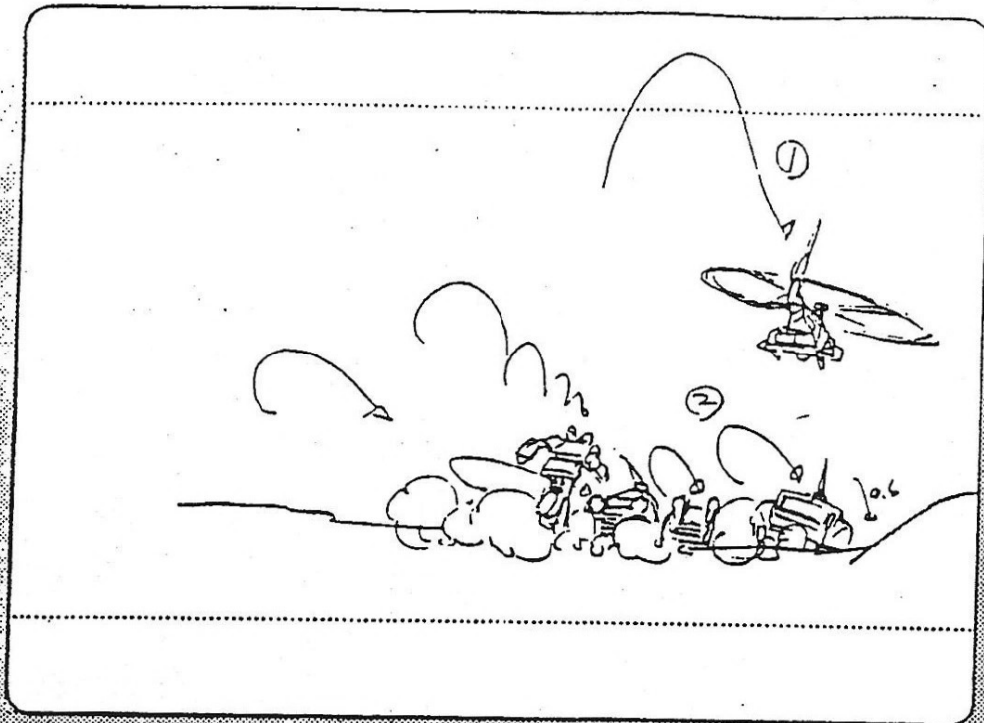
ACTION

DIAL

MUSIC/SFX

CAMERA

SC. CONT 20-1



ACTION ...TURN TAIL AND RUN FOR IT.

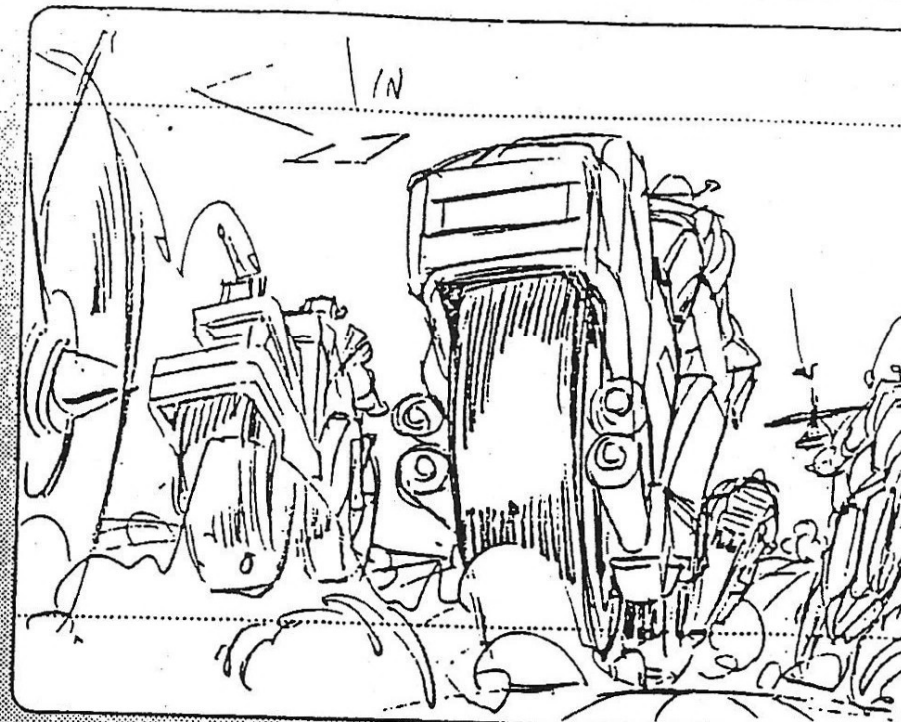
DIAL

MUSIC/SFX

CAMERA

SC. CONT

SEQ. 20-1



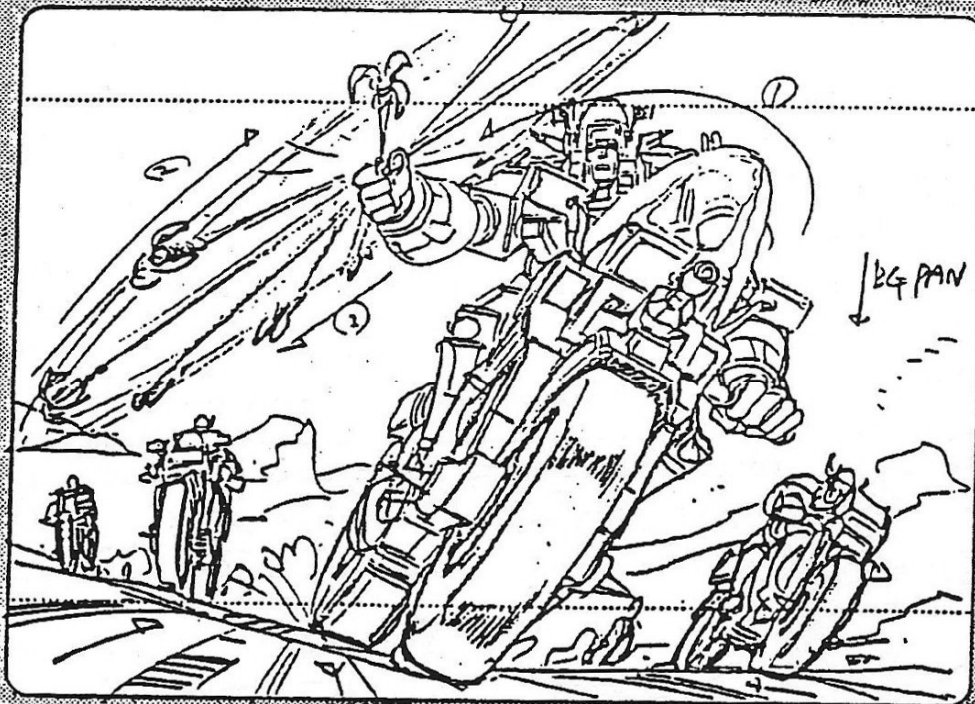
ACTION ...THE JUNKIONS RUMBLE INTO SCENE IN HOT PURSUIT OF THE AUTOBOTS.

DIAL

MUSIC/SFX

CAMERA

SC. 26-7A



ACTION M.S. THE GANG OF JUNKIONS. ANOTHER JUNKION SPINS AN ANCHOR AROUND AND AROUND...

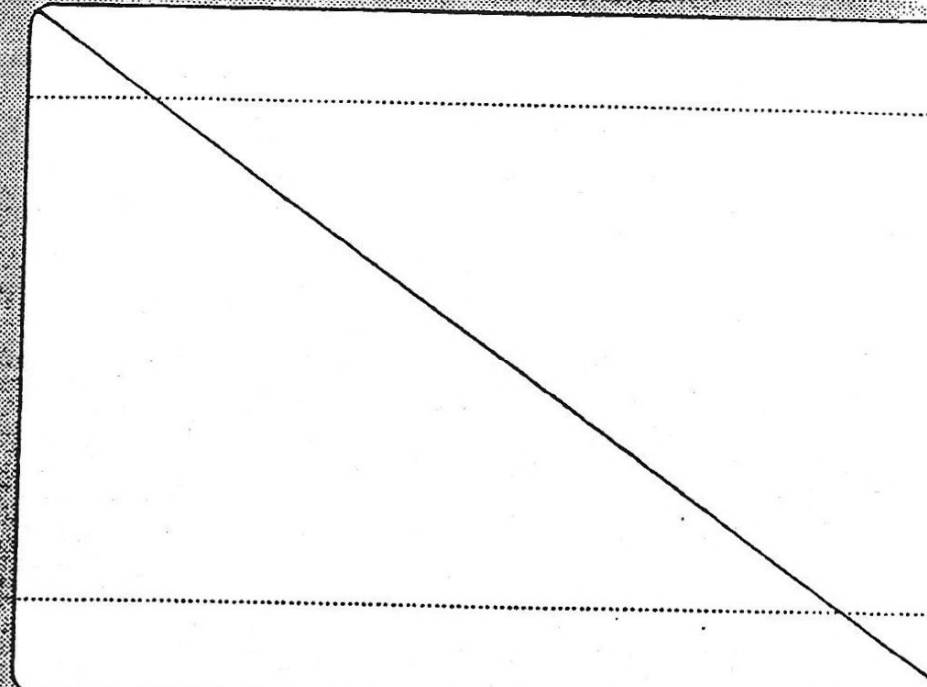
DIAL

MUSIC/SFX

CAMERA

SC.

SEQ 26 Page 14



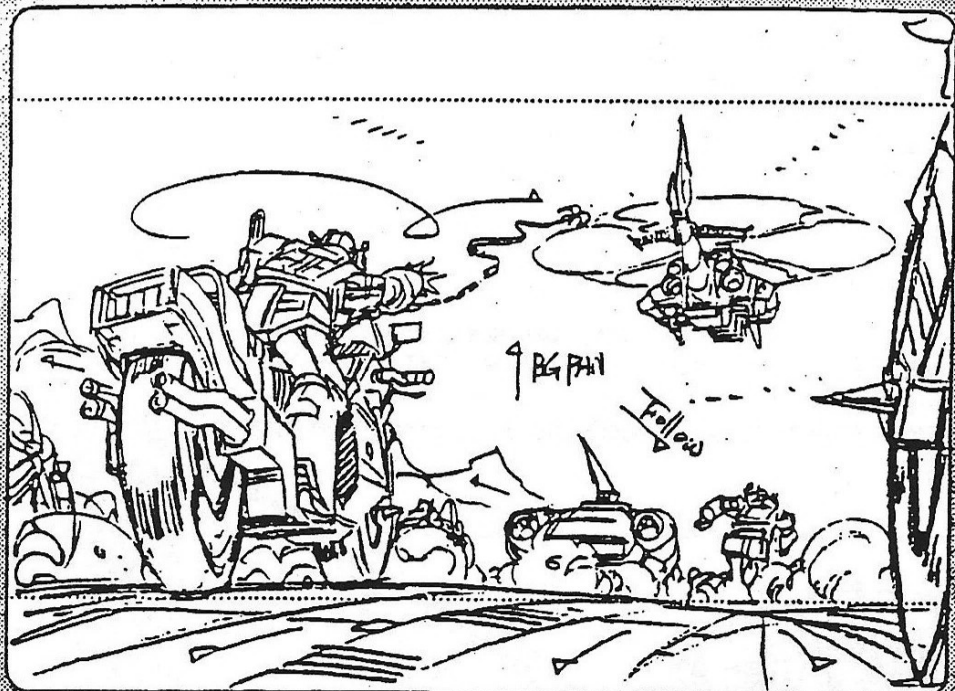
ACTION

DIAL

MUSIC/SFX

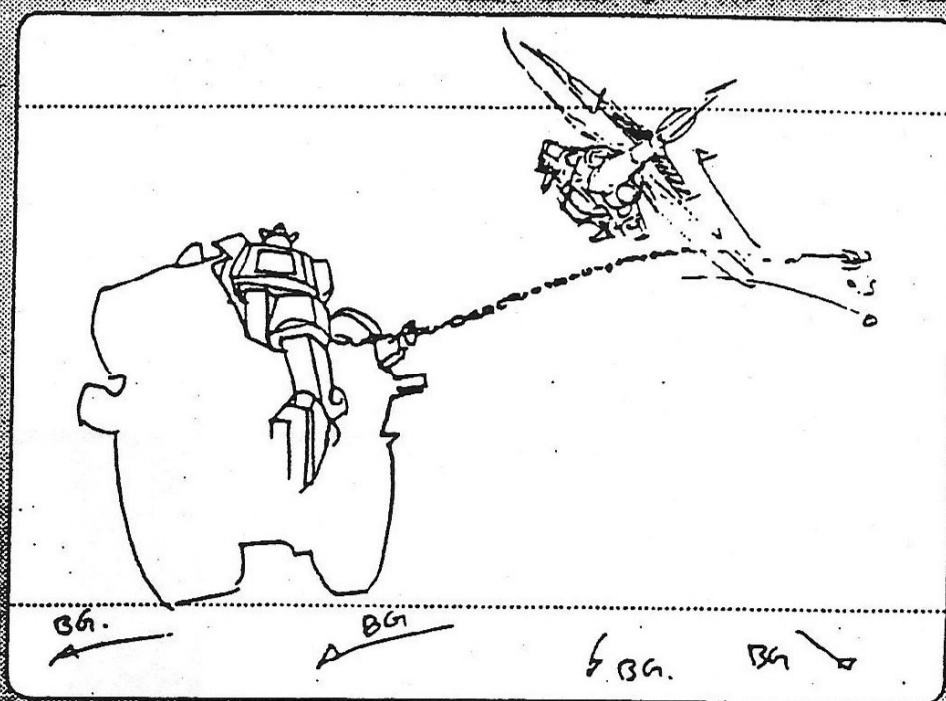
CAMERA

SC. 26-8



SC. CONT

SEQ. 26 Page 15



ACTION L.S. THE AUTOBOTS (BLURR, PERCEPTOR, AND SPRINGER) AND THE GANG OF JUNKIONS. WE FOLLOW ALONG AS THE AUTOBOTS RUN TO GET AWAY FROM THE GANG OF JUNKIONS. ONE OF THE JUNKIONS THROWS AN ANCHOR AT SPRINGER.

DIAL

MUSIC/SFX



ACTION

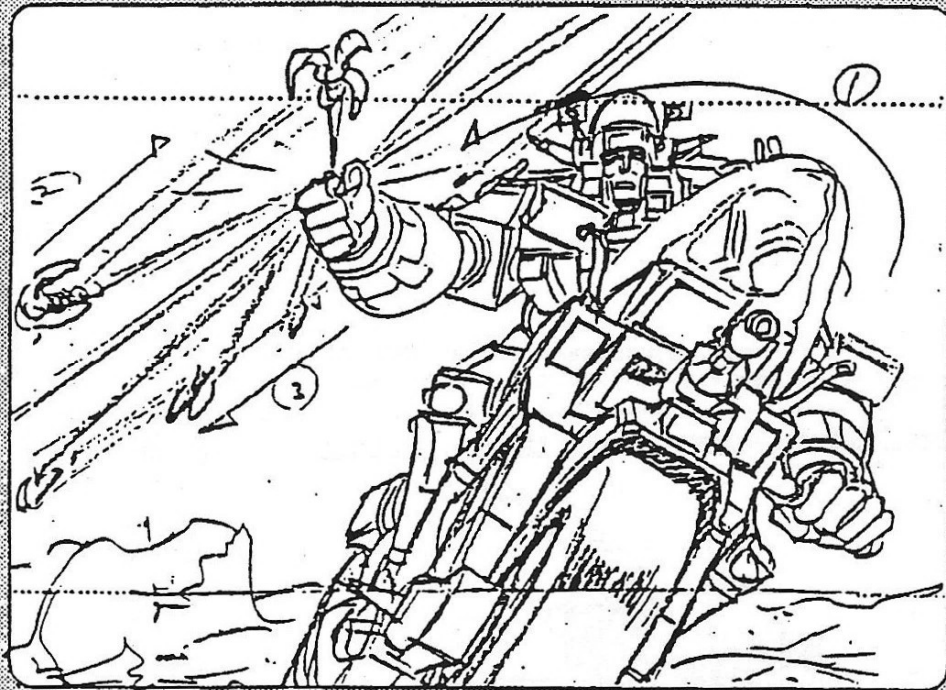
SPRINGER BANKS UP AND THE ANCHOR MISSES HIM.

DIAL

MUSIC/SFX

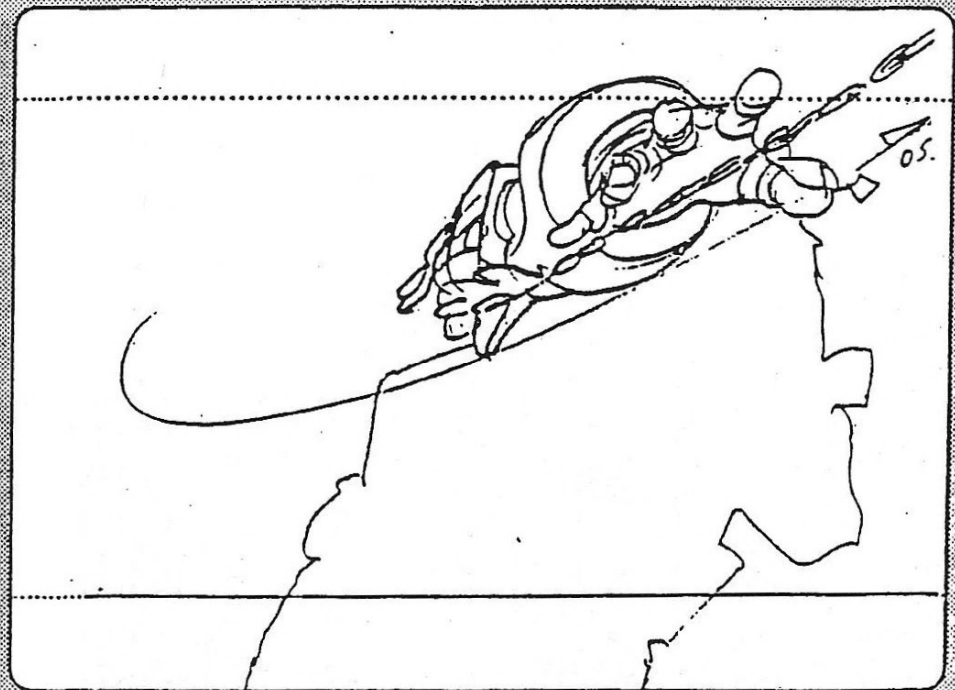


SC. 26-9



SC. CONT

SEQ. 26 Page 16



ACTION M.S. THE GANG OF JUNKIONS. ANOTHER JUNKION SPINS AN ANCHOR AROUND AND AROUND...

DIAL

MUSIC/SFX

CAMERA

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

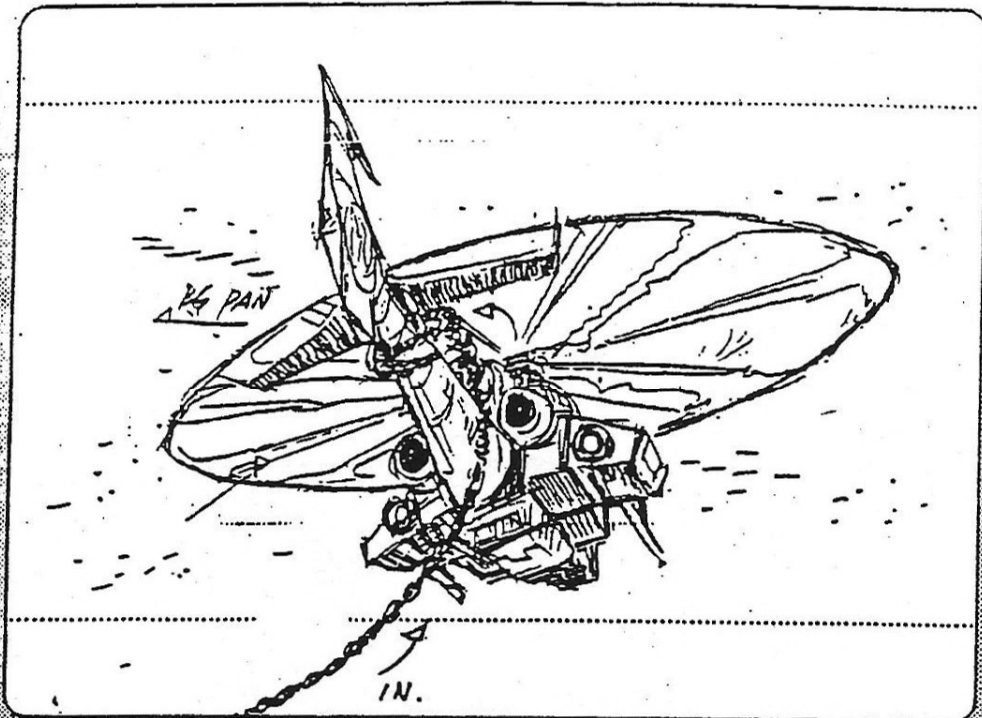
ACTION ...THEN LETS IT FLY!

DIAL

MUSIC/SFX

CAMERA

SC. 20-10



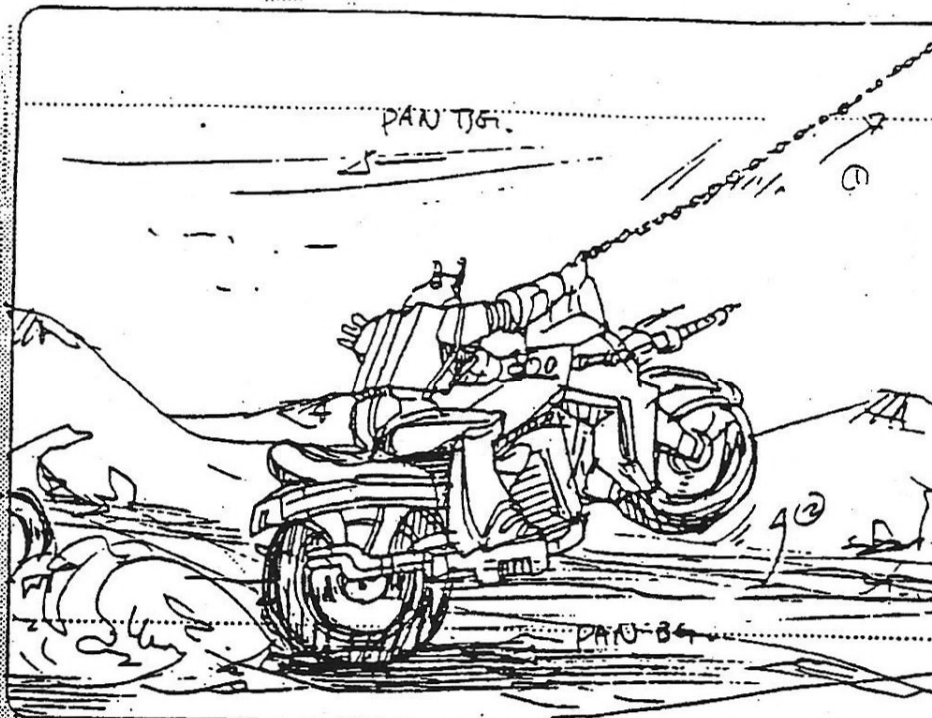
ACTION M.L.S. SPRINGER. THE ANCHOR ATTACHED TO A LONG CHAIN WRAPS ITSELF AROUND SPRINGER'S TAIL.

DIAL

MUSIC/SFX

SC. 20-11

SEQ. 20-11

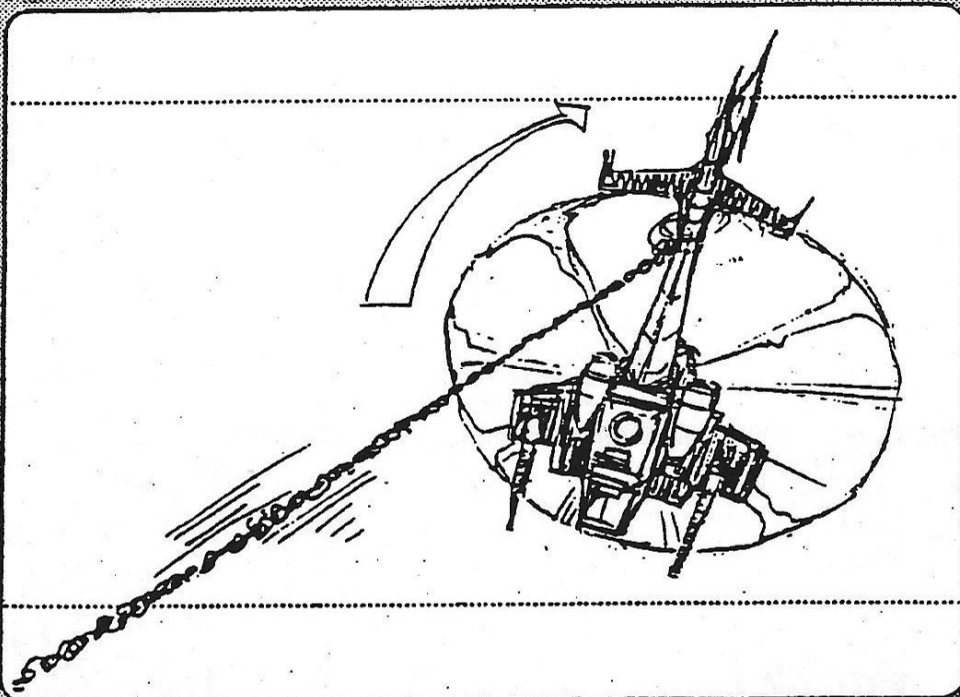


ACTION M.L.S. THE JUNKION ON HIS BIKE DOES A WHEELIE, PULLING BACK ON THE CHAIN.

DIAL

MUSIC/SFX

SC. 26-12



ACTION L.S. SPRINGER. THE CHAIN TIGHTENS UP. SPRINGER SWIVELS HIS TAIL AWAY FROM THE JUNKION.

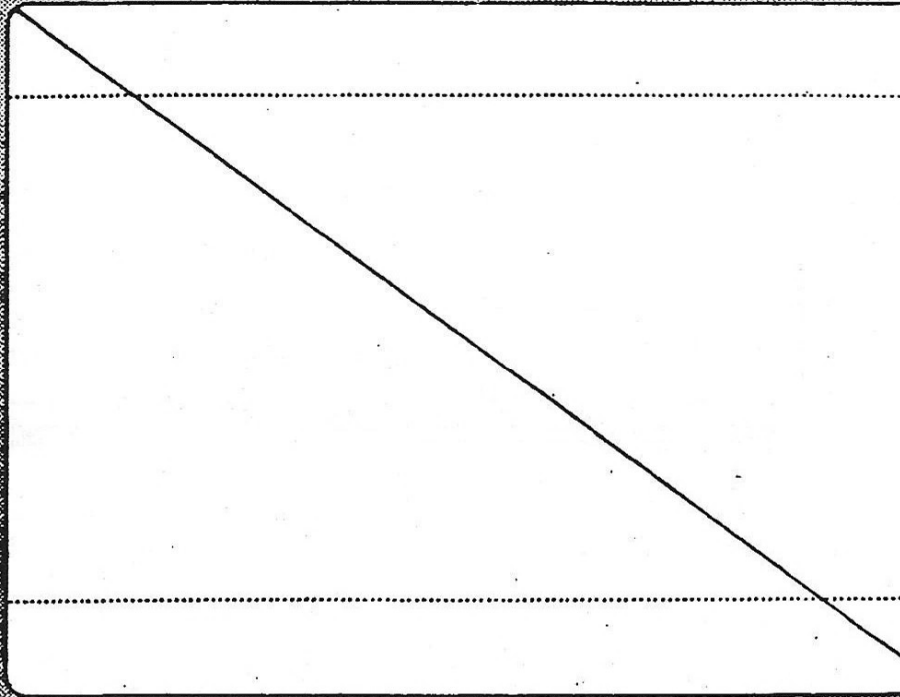
DIAL

MUSIC/SFX

CAMERA

SC.

SEQ. 26 Page 18



ACTION

DIAL

MUSIC/SFX

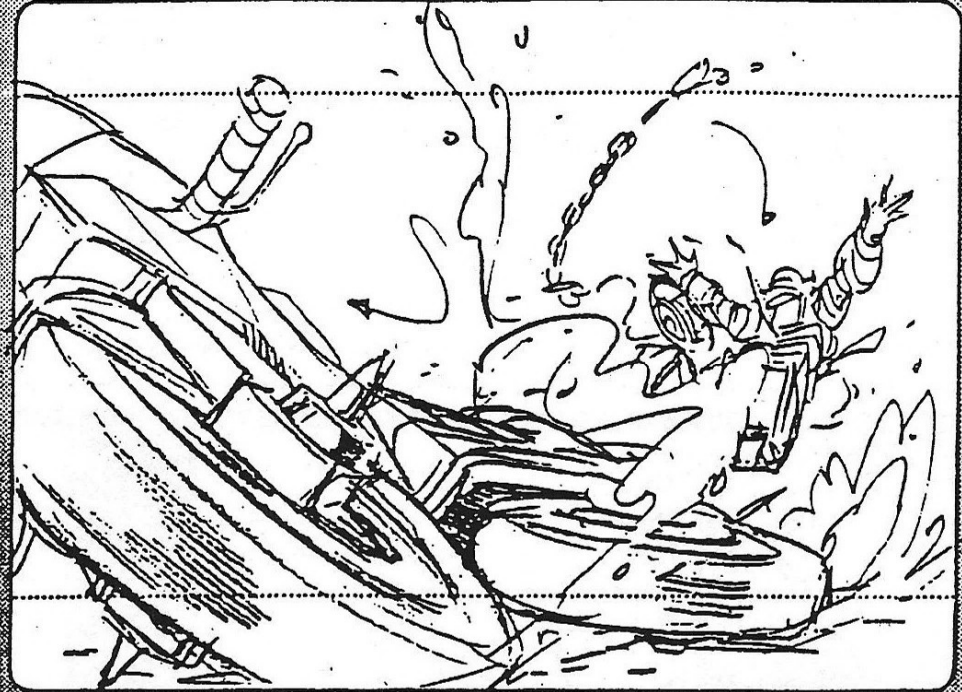
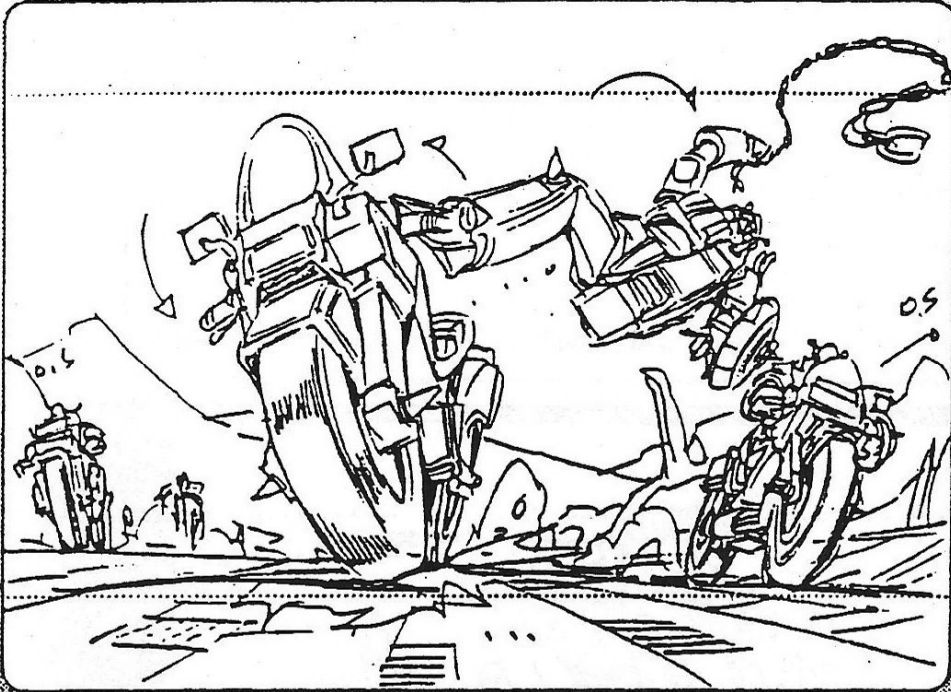
CAMERA

SC. 26-13

SC. CONT

SEQ. 26 Page

19



ACTION M.L.S. THE JUNKIONS. WE FOLLOW ALONG AS THE JUNKION  
IS YANKED OFF OF HIS CYCLE...

DIAL

MUSIC/SFX

IFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!  
CAMERA

ACTION ...WHICH SKIDS WILDLY AROUND AS THE JUNKION CRASHES TO  
THE GROUND.

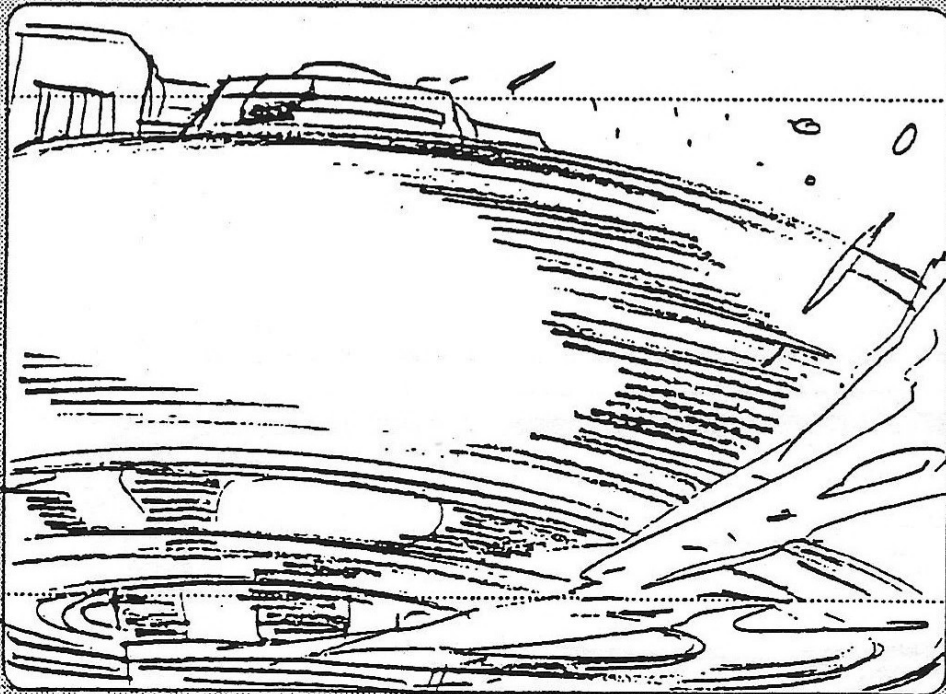
DIAL

MUSIC/SFX

CAMERA



SC. CONT 26-13



ACTION THE CYCLE SKIDS TO A STOP WITH ITS TIRE SPINNING AND FILLING THE SCENE.

DIAL

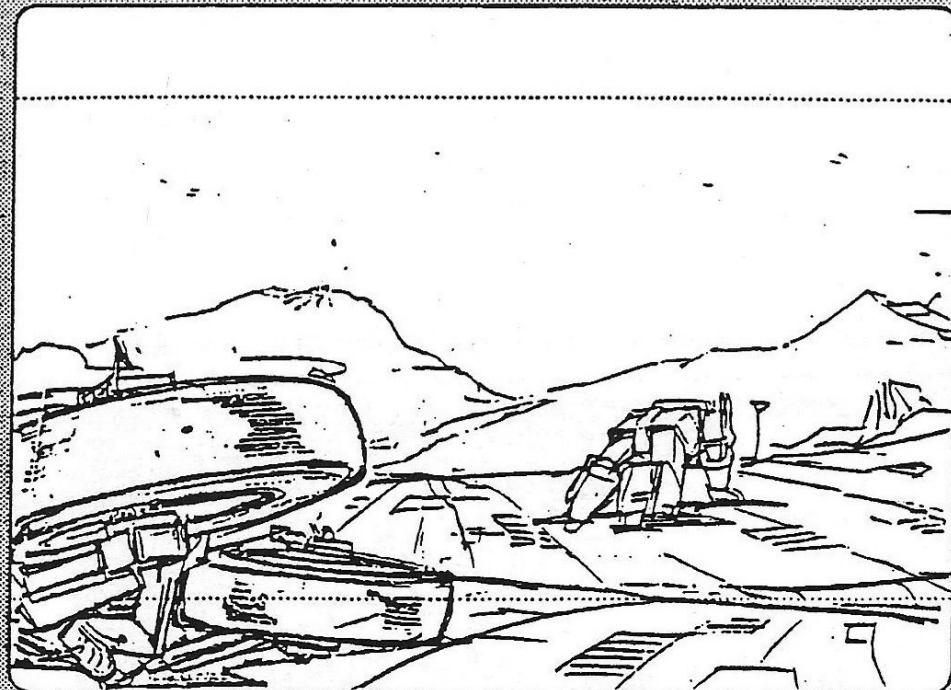
MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 26-14

SEQ. 26 Page 20



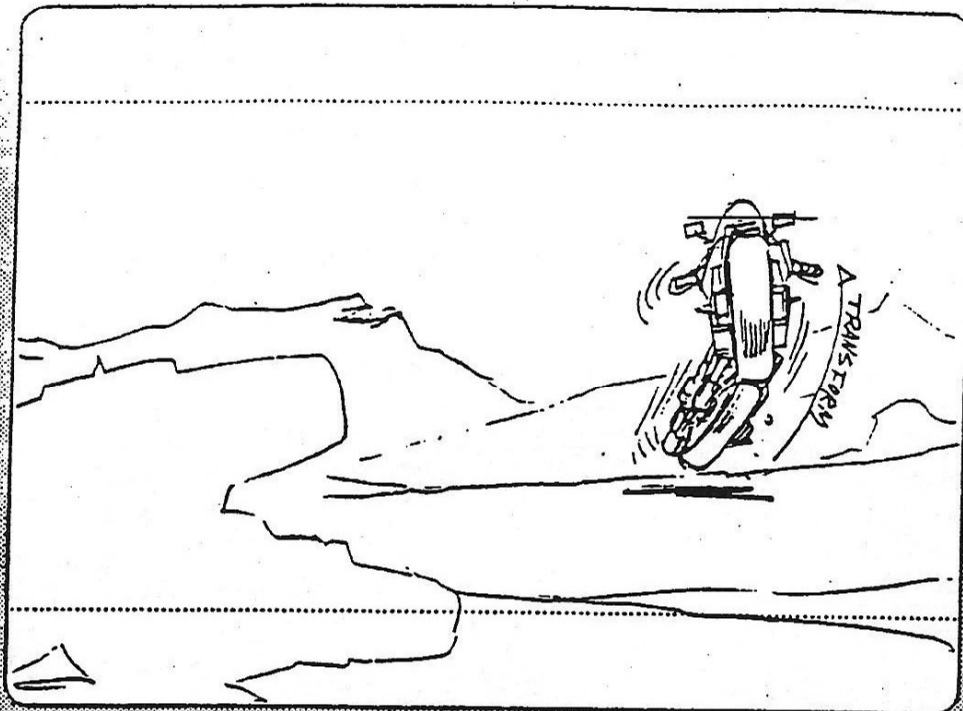
ACTION L.S. THE JUNKION PULLS HIMSELF TOGETHER AND SLOWLY GETS UP. HIS CYCLE LIES IN FRONT OF HIM ALL MESSED UP.

DIAL

MUSIC/SFX

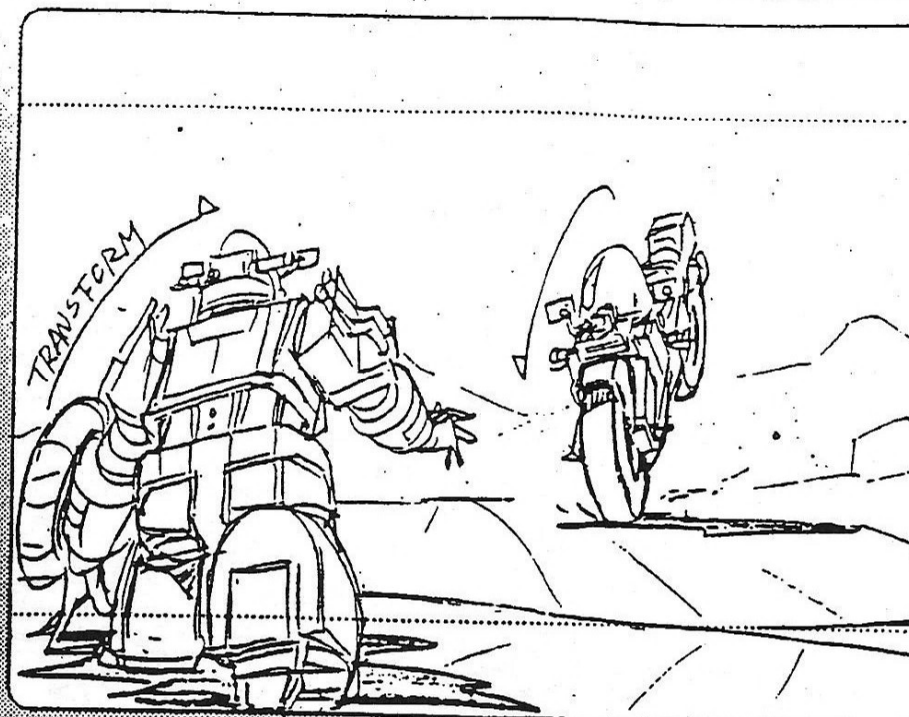
CAMERA

SC. CONT.



SC. CONT.

SEE. 1



ACTION SUDDENLY, THE JUNKION ROBOT TRANSFORMS INTO A NEW MOTORCYCLE AS...

DIAL

MUSIC/SFX

TRAW

From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...THE BANGED UP MOTOR CYCLE TRANSFORMS INTO A NEW JUNKION!

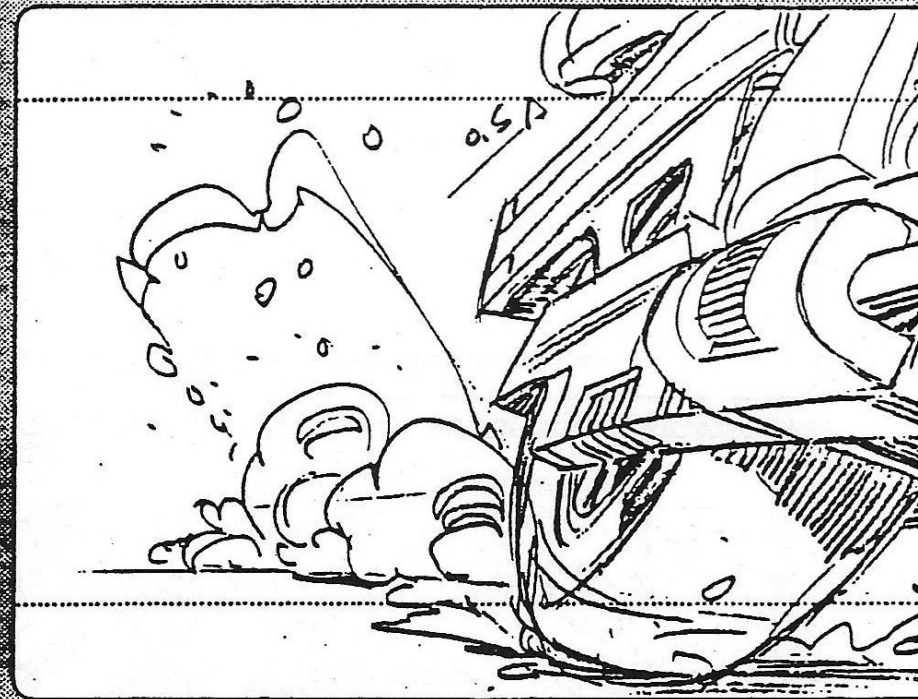
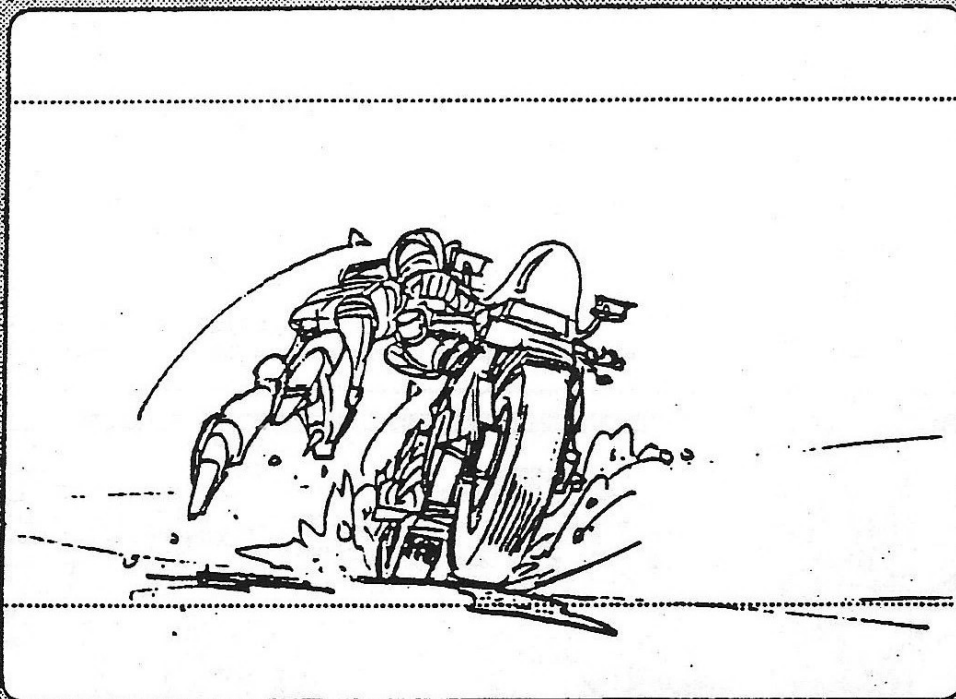
DIAL

MUSIC/SFX

SC. CONT 26-14

SC. CONT

SEQ. 26 Page 22



ACTION THE JUNKION JUMPS ON THE MOTORCYCLE...

DIAL

MUSIC/SFX

CAMERA

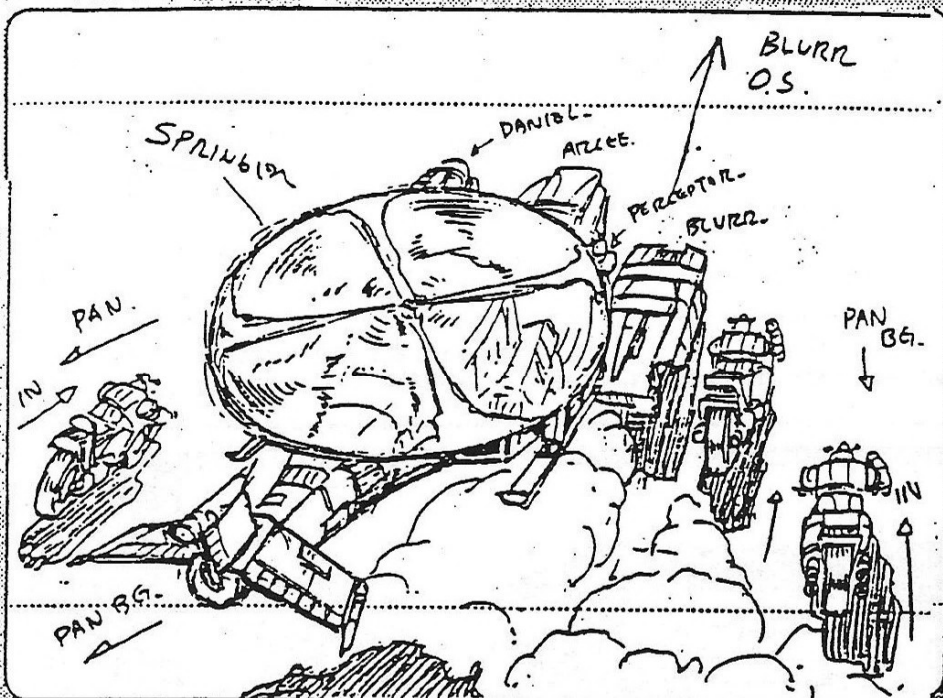
ACTION ...AND THEY DRIVE OFF O.S.

DIAL

MUSIC/SFX

CAMERA

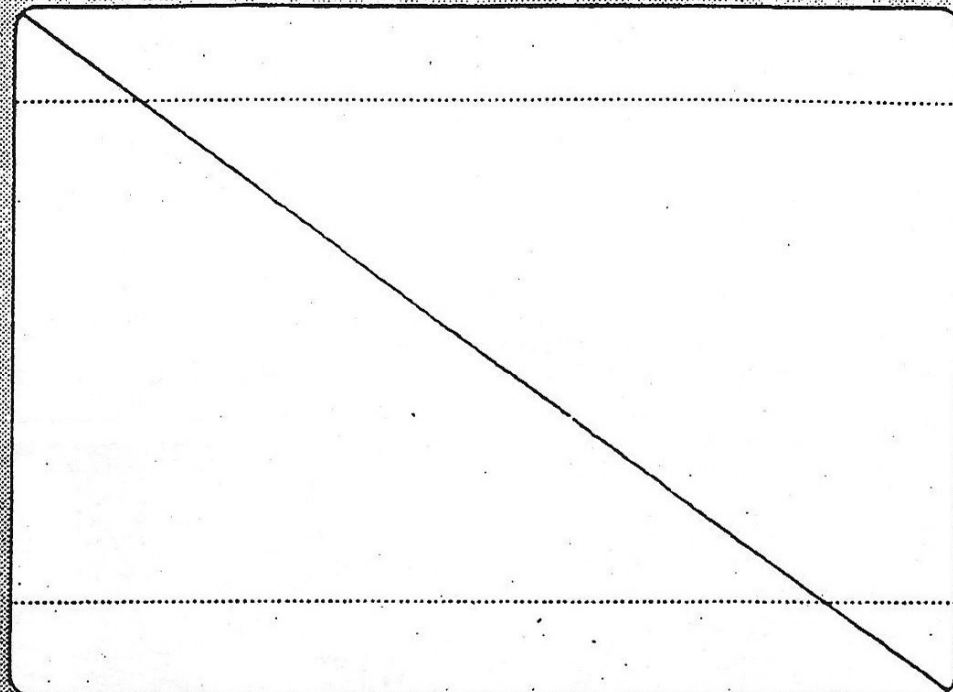
SC. 26 - 14A



SC.

SEQ. 26

Page 23



ACTION L. DOWN SHOT SPRINGER FLYING HIGH ABOVE DANIEL, ARCEE, PERCEPTOR, BLURR AND THE JUNKIONS. WE FOLLOW ALONG WITH THEM.

DIAL SPRINGER It's not hard to knock 'em down. It's getting them to stay down that's the trick.

MUSIC/SFX  
**IFRAW**  
 From Generation 1 to Beast Hunters and Beyond!!!!  
 CAMERA

ACTION

DIAL

MUSIC/SFX

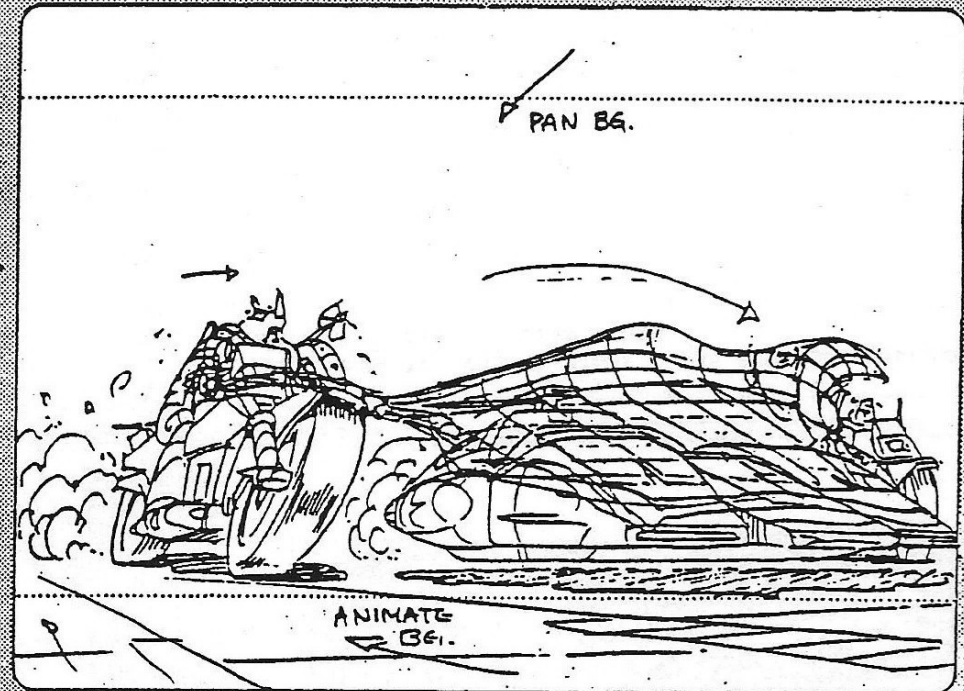
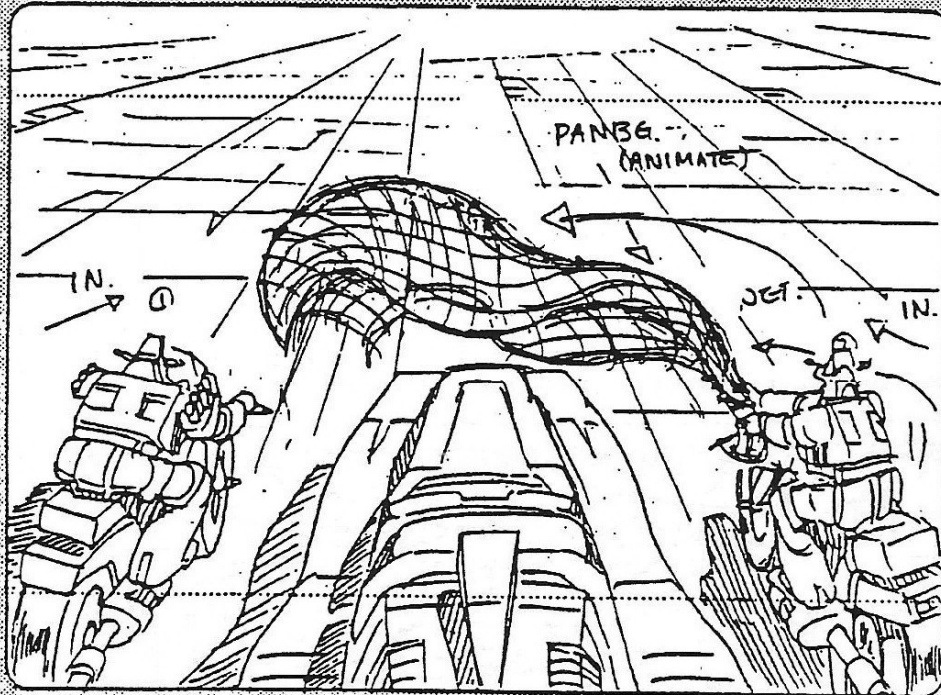
CAMERA



SC. 26-14B

SC. 26-14C

SEQ 26 Page 24



ACTION M.L.S. BLURR RACES ACROSS THE JUNKION LANDSCAPE AS TWO JUNKIONS MOVE INTO SCENE ON EITHER SIDE OF HIM. ONE JUNKION THROWS A METALLIC NET OVER BLURR.

DIAL

MUSIC/SFX

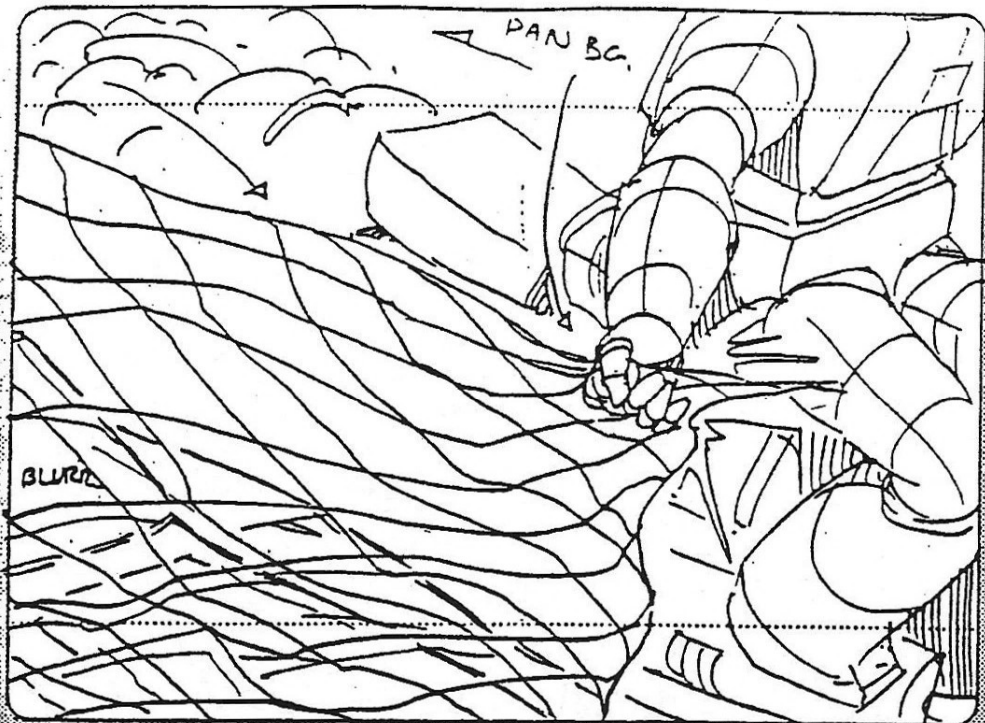
CAMERA  
TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION L.S. THE JUNKIONS AND BLURR. THE NET FALLS ACROSS THE FRONT OF BLURR AS HE AND THE JUNKIONS SPEED ON.

DIAL

MUSIC/SFX

CAMERA

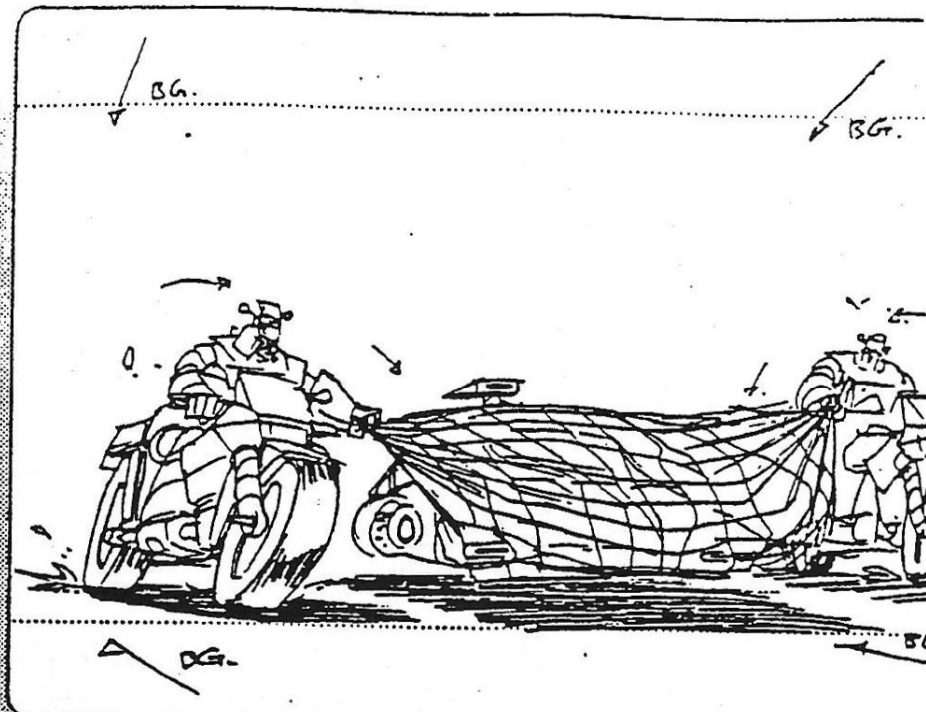


ACTION C.U. ONE OF THE JUNKIONS. HE GRABS A HOLD OF THE END OF THE NET AS IT FALLS INTO THE SCENE.

DIAL

MUSIC/SFX

CAMERA



ACTION L.S. BLURR AND THE JUNKIONS. THE JUNKIONS TIGHTEN UP THE NET AROUND THE FRONT OF BLURR.

DIAL

MUSIC/SFX

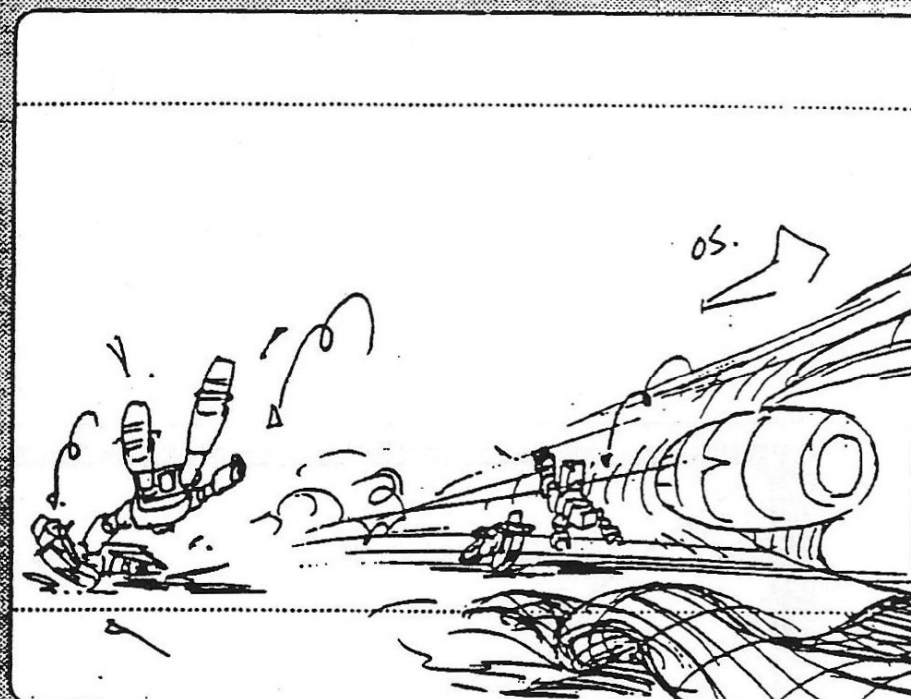
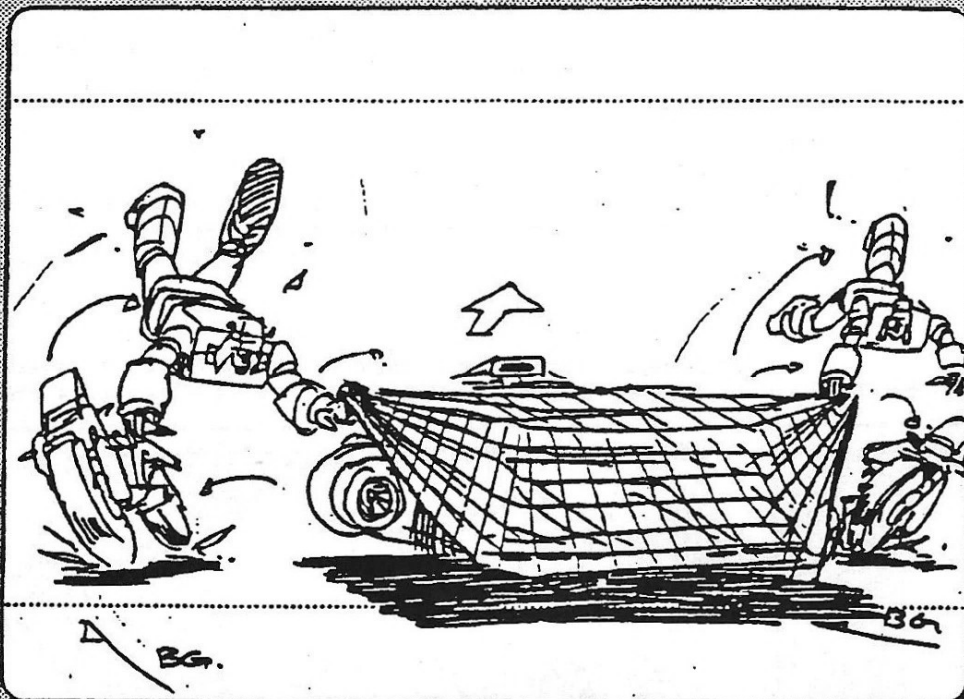
CAMERA

SC. 26-15B

SC. CONT

SEQ. 26

Page 25A



ACTION BUT BLURR SPEEDS UP AND MOVES OUT, PULLING THE TWO JUNKIONS OFF OF THEIR BIKES.

DIAL

MUSIC/SFX

CAMERA

ACTION THEY SPIN OVER AND HIT THE GROUND AS BLURR GAINS AND ZIPS O.S. LEAVING THE JUNKIONS AND THEIR NET BEHIND.

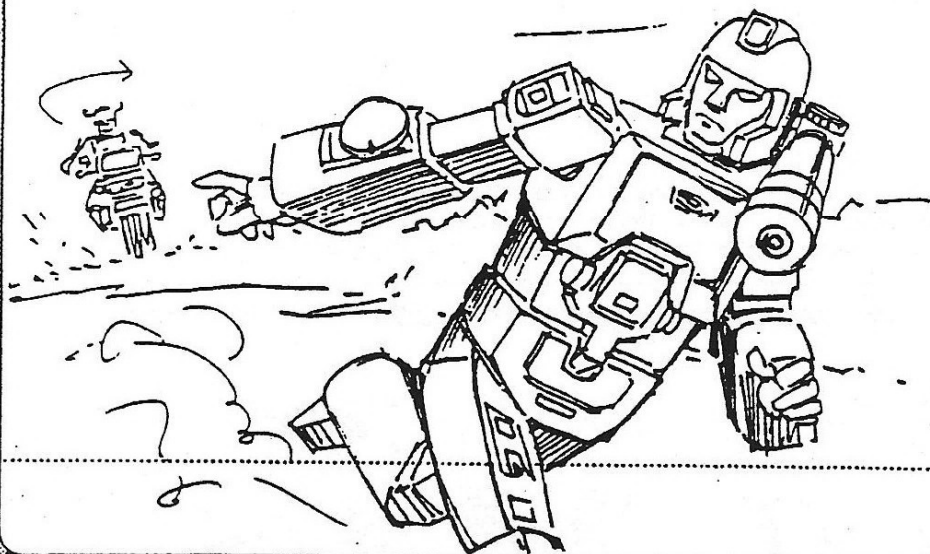
DIAL

MUSIC/SFX

CAMERA

SC. 26-15C

ANIMATE B.G.



ACTION M.L.S. PERCEPTOR. HE IS RUNNING AWAY FROM A JUNKION. HE DODGES AND TURNS BUT THE JUNKION KEEPS FOLLOWING.

DIAL

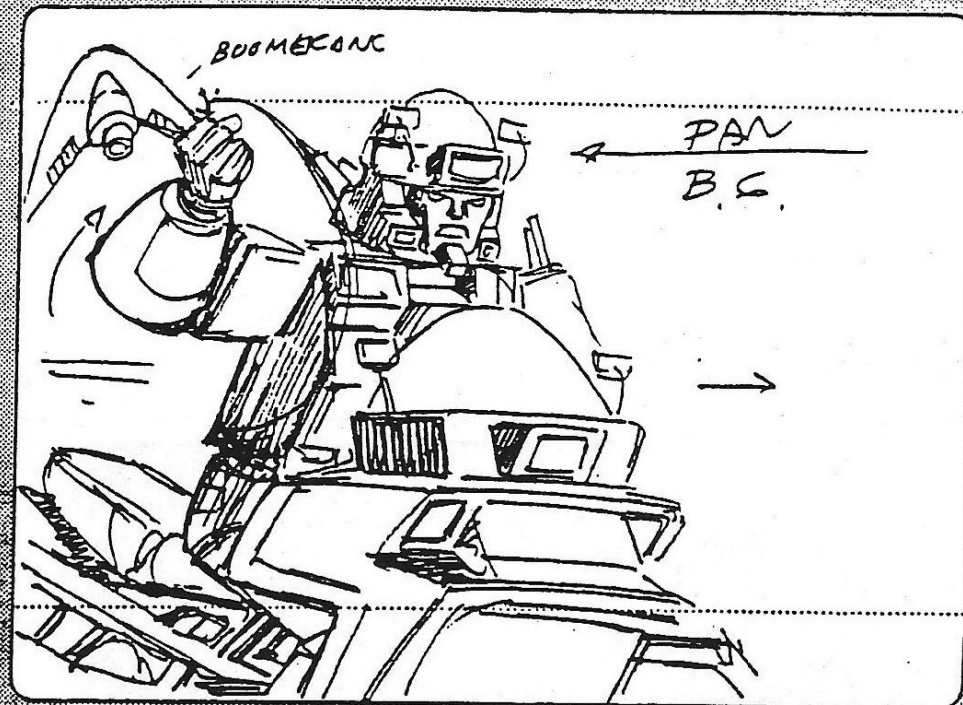
MUSIC/SFX



SC. 26-15D

SEQ. 26

Page 26



ACTION M.S. THE JUNKION. WE FOLLOW ALONG WITH HIM AS HE TAKES OUT HIS BOOMERANG...

DIAL

MUSIC/SFX

CAMERA

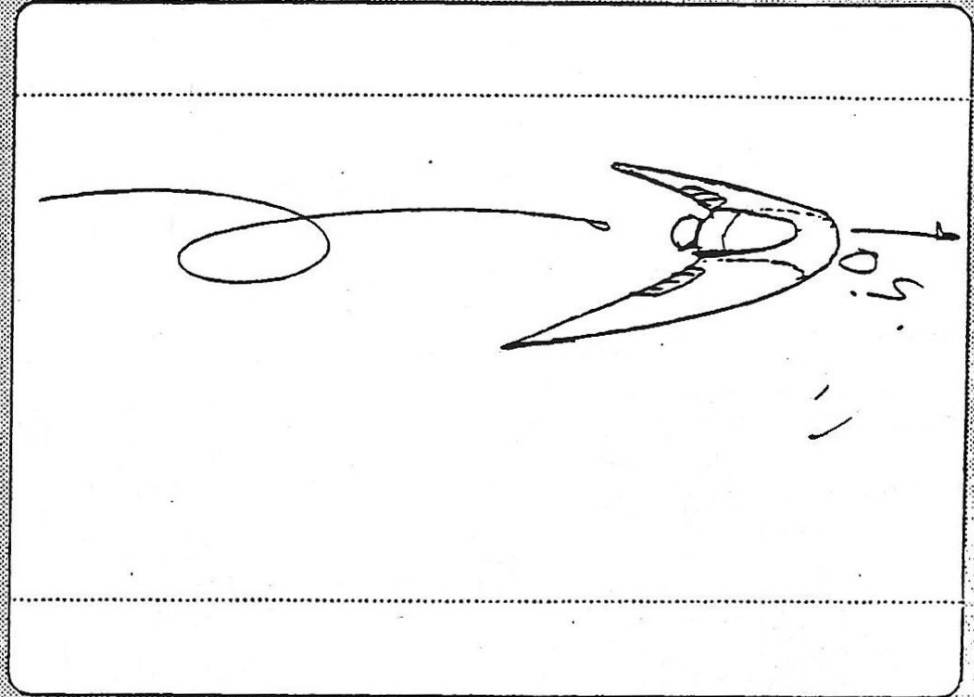
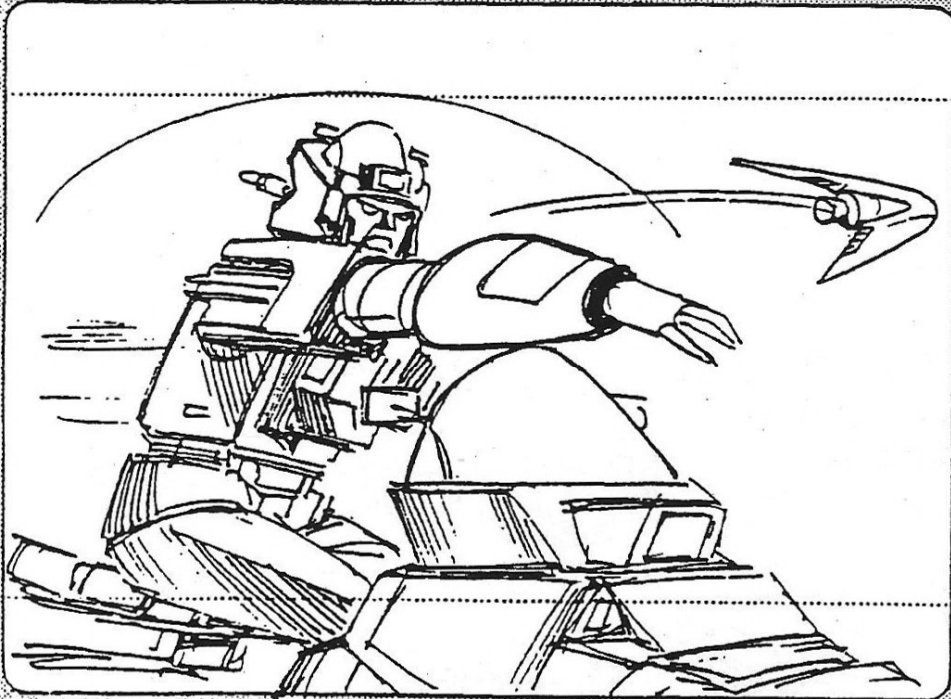


SC. CONT 26-1SD START

PAN →

STOP

SEQ. 26 Page 27



ACTION ...AND THROWS IT. WE PAN WITH THE BOOMERANG AS IT FLIES THROUGH THE AIR.

DIAL

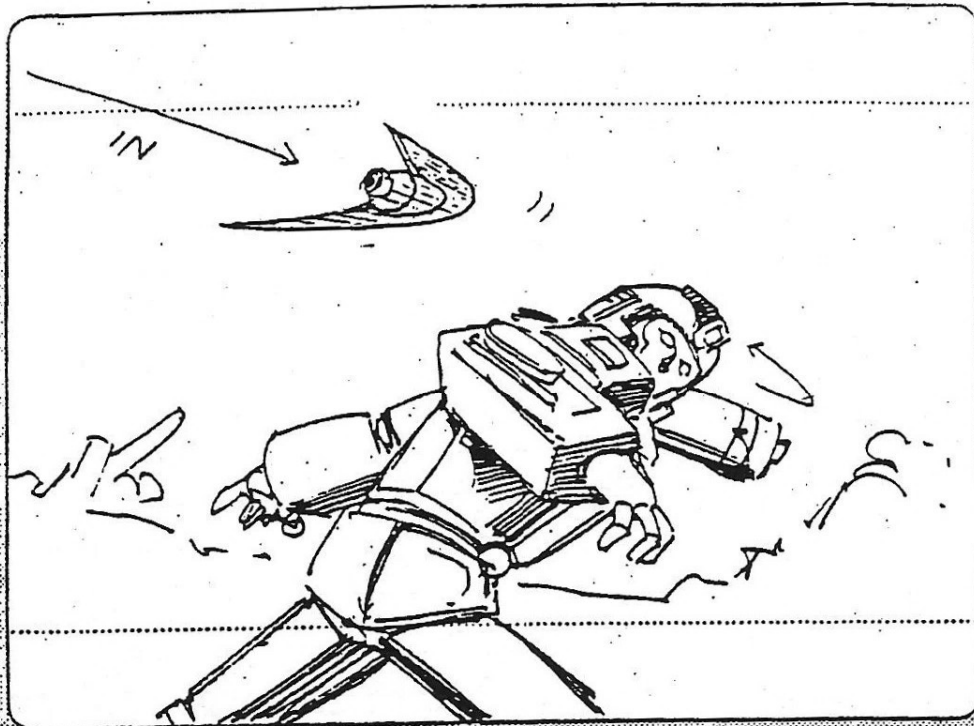
MUSIC/SFX

ACTION

DIAL

MUSIC/SFX

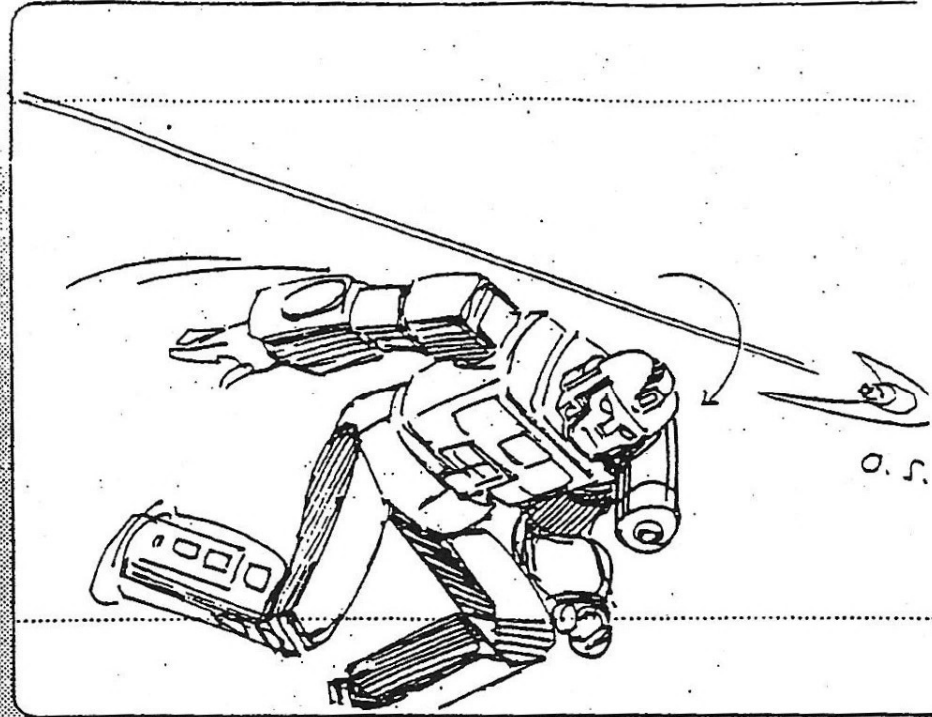
CAMERA



ACTION M.S. PERCEPTOR. HE LOOKS BACK JUST IN TIME TO NOTICE THE  
BOOMERANG COMING AT HIM...

DIAL

MUSIC/SFX

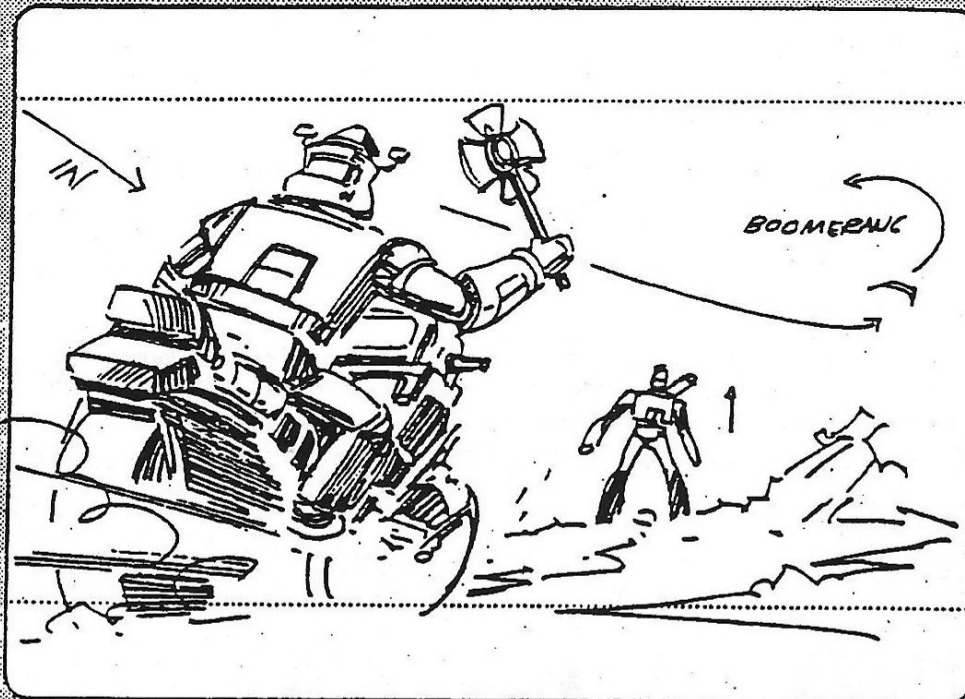


ACTION ...HE DUCKS AND THE BOOMERANG ZINGS PAST HIS HEAD.

DIAL

MUSIC/SFX

SC. 26-15F



ACTION

L.S. PERCEPTOR, ANOTHER JUNKION RACES INTO THE SCENE AFTER HIM WITH HIS BATTLE AX READY TO STRIKE. THE BOOMERANG CURVES THROUGH THE SKY IN THE DISTANCE.

DIAL

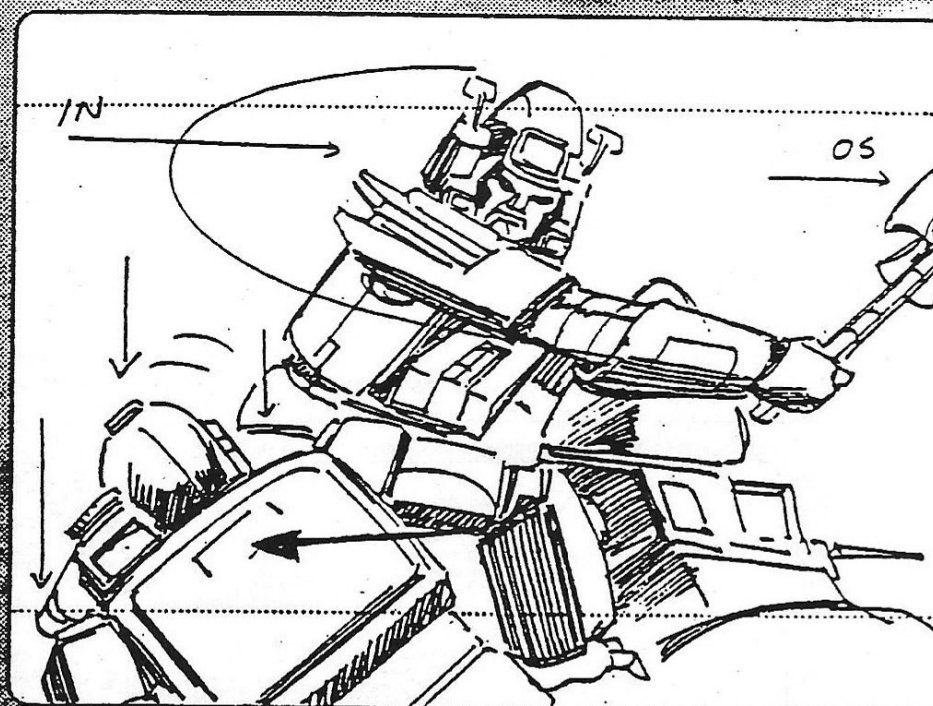
MUSIC/SFX

CAMERA

SC. 26-15G

SEQ. 26

Page 29



ACTION

M.S. PERCEPTOR. HE SPINS AND DUCKS AS THE JUNKION RACES PAST SWINGING HIS AX AT PERCEPTOR'S HEAD. WE FOLLOW THE JUNKION.

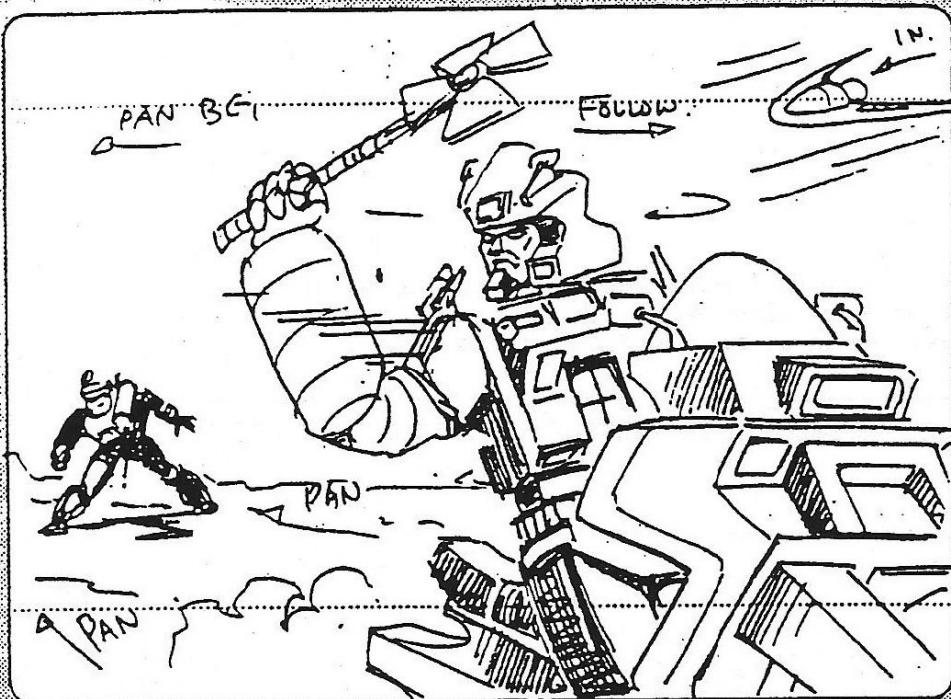
DIAL

MUSIC/SFX

CAMERA

IFRAW

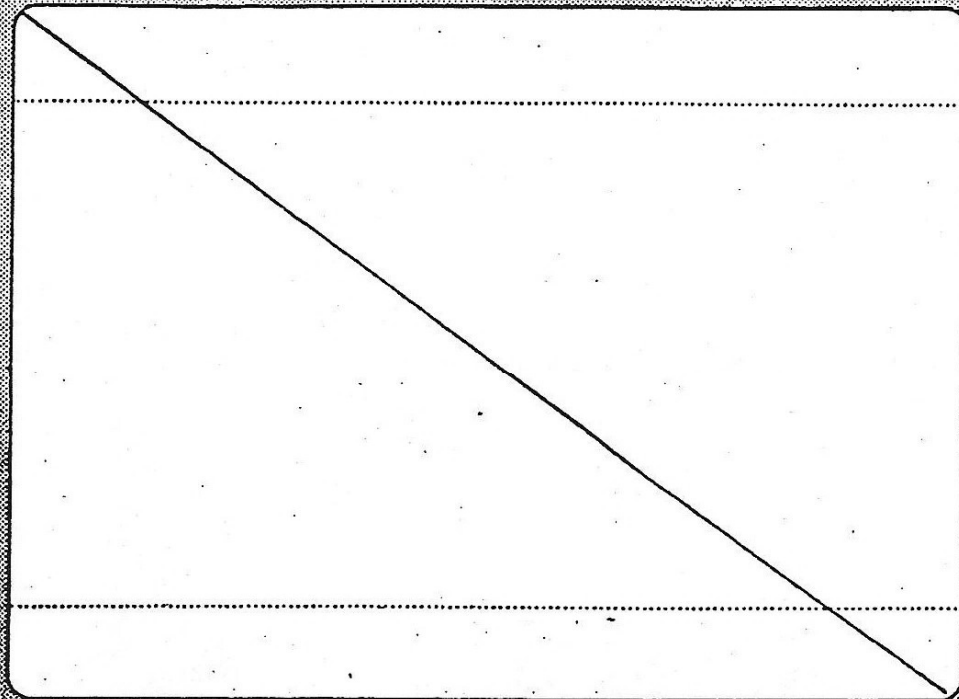
SC. CONT 26-15G



SC.

SEQ. 26

Page 30



ACTION

HE ZOOMS AWAY, LEAVING PERCEPTOR IN THE DISTANCE. THE JUNKION LOOKS BACK AND STARTS TO MAKE ANOTHER PASS AT PERCEPTOR.

DIAL

MUSIC/SFX

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

DIAL

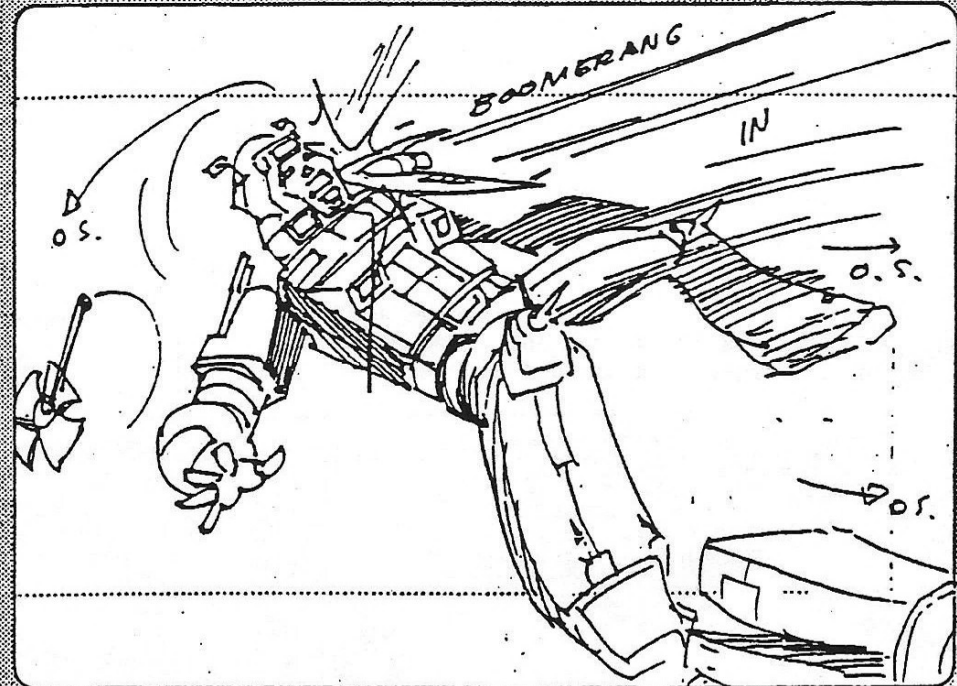
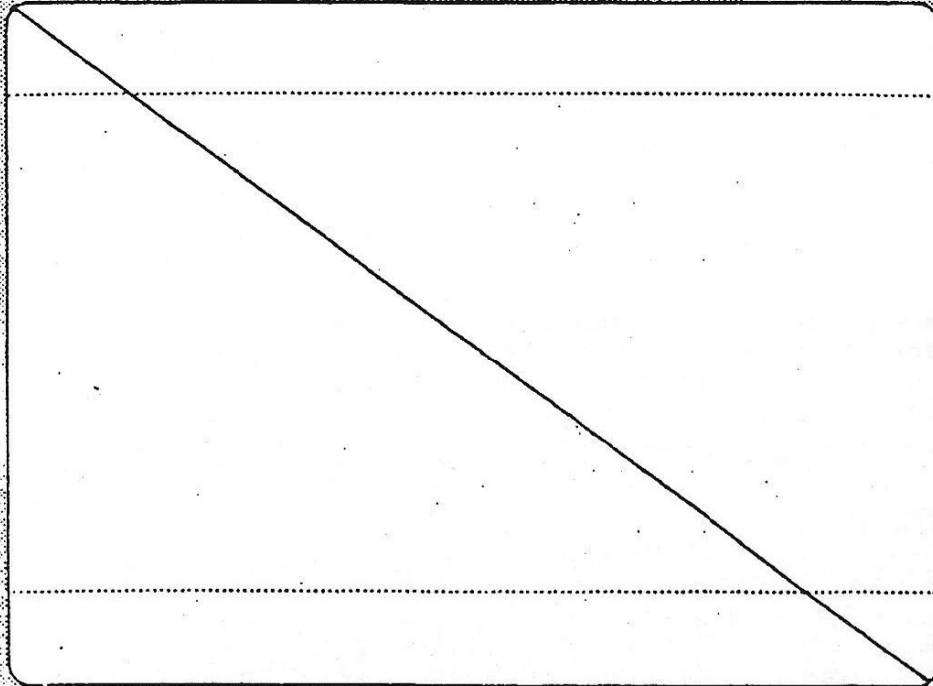
MUSIC/SFX



SC.

SC. CONT 26-15G SEQ. 26

Page 31



ACTION

DIAL

MUSIC/SFX

CAMERA

ACTION

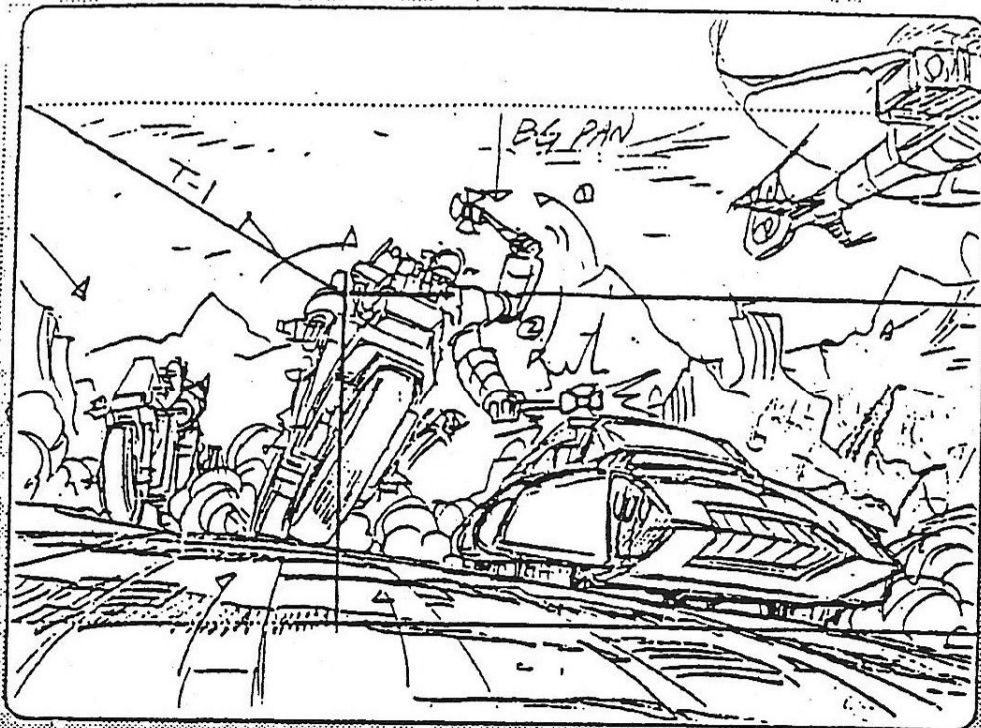
WHEN THE BOOMERANG SPINS INTO THE SCENE AND KNOCKS THE JUNKION OFF AT HIS BIKE WHICH CONTINUES O.S.

DIAL

MUSIC/SFX

CAMERA

SC. 20-10-11



ACTION L.S. ARCEE. SHE IS RACING ACROSS THE JUNKION LANDSCAPE. AS ONE OF THE JUNKIONS HITS THEIR TOP WITH HIS BATTLE AX. WE TRUCK OUT TO SEE OTHER JUNKIONS CHASING HIM AND SPRINGER FLYING ABOVE.

DIAL

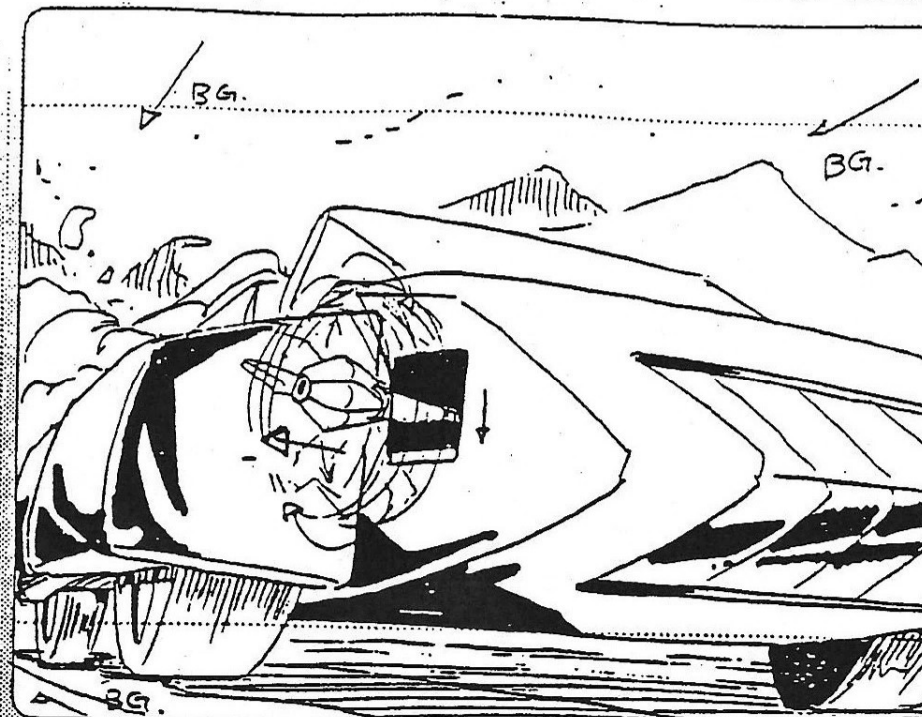
MUSIC/SFX

IFRAW

From Generation 1 to Beast Hunters and Beyond!!!!

CAMERA

SC. 20-10-12



ACTION M.C.U. ARCEE. A DOOR IN HER FENDER SLIDES OPEN AND A SPINNING ROD COMES OUT. THE END OF THE ROD OPENS UP INTO A SERIES OF SHARP BLADES.

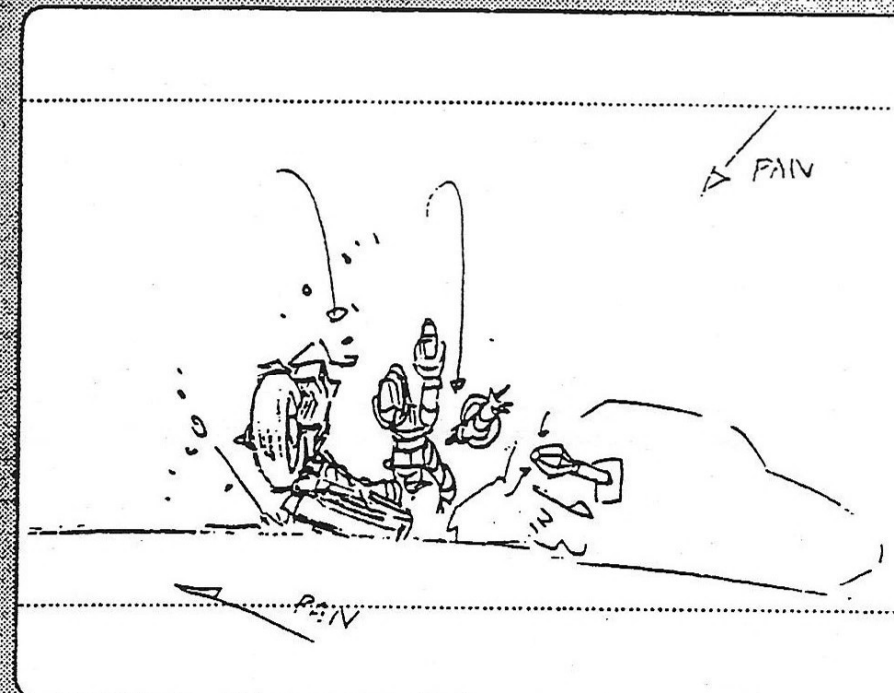
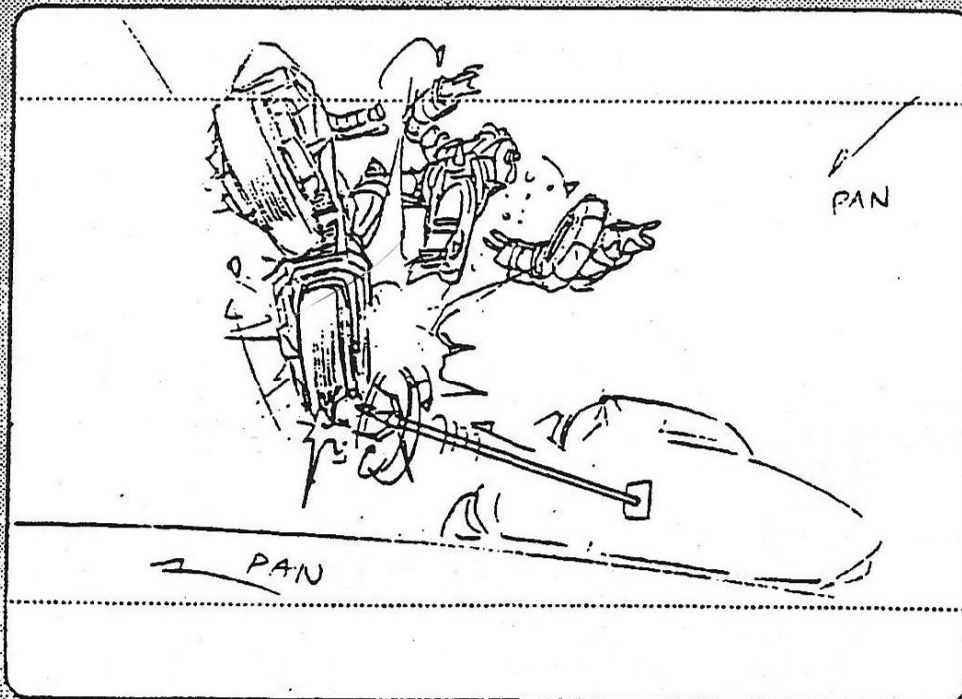
DIAL

MUSIC/SFX

SC. 26-15 J

SC. CONT

SEQ. 26 Page 33



ACTION

L.S. ARCEE AND THE JUNKIONS. THE SPINNING WEAPON, WHICH HAS COME OUT OF ARCEE'S FENDER, RIPS INTO THE JUNKION'S TIRE WHICH EXPLODES, SENDING THE JUNKION AND HIS MOTORCYCLE...

DIAL

MUSIC/SFX

CAMERA

ACTION

...FLYING AND SMASHING TO THE GROUND.

DIAL

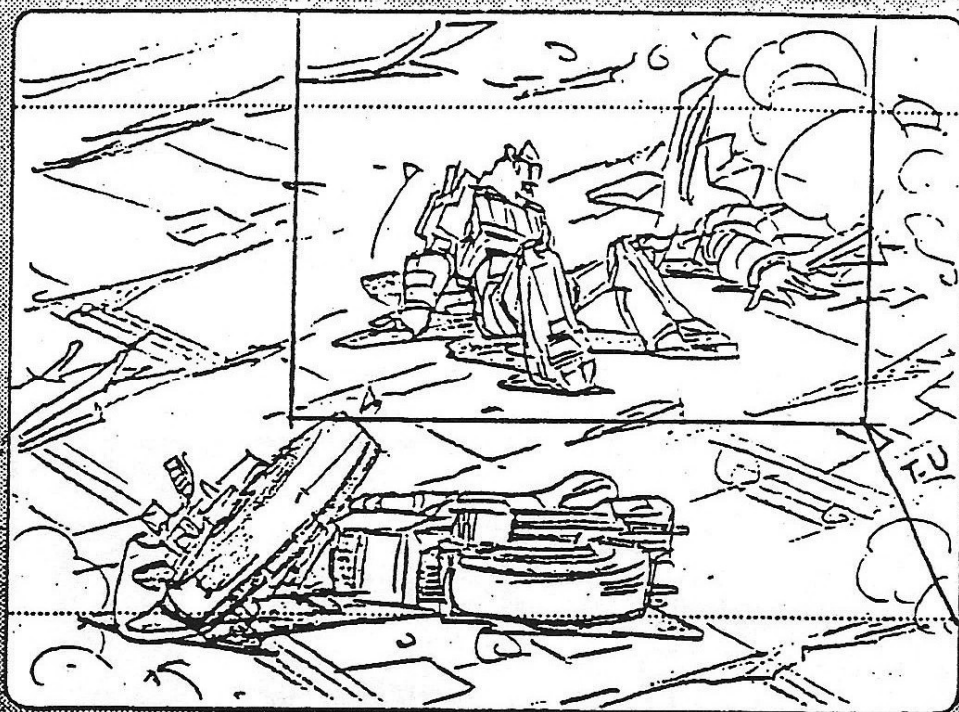
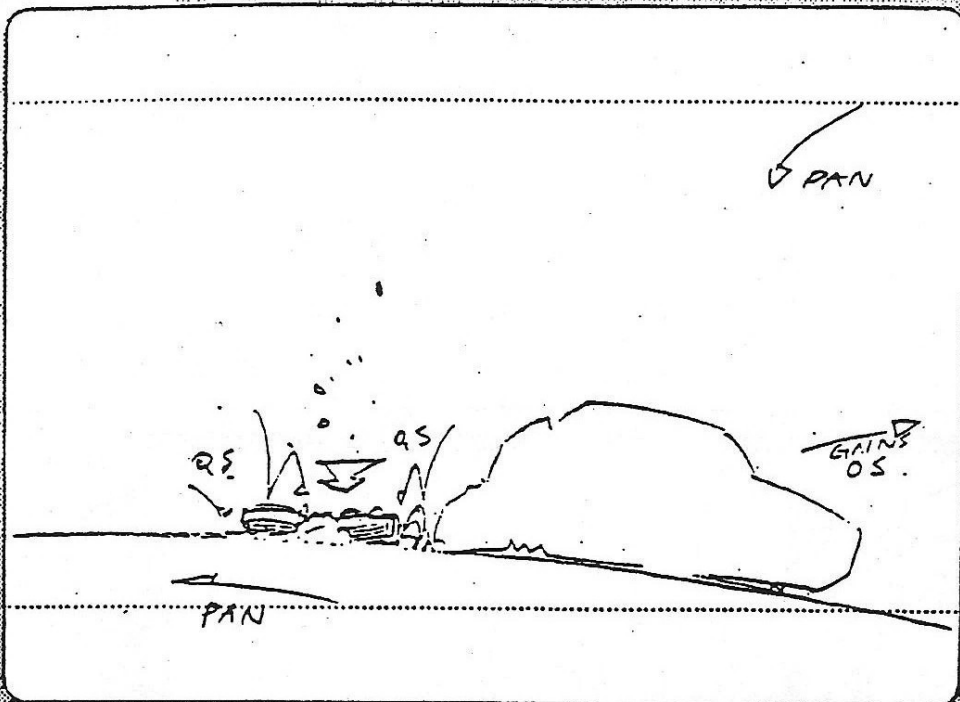
MUSIC/SFX

CAMERA

SC.CON726-15J

SC.26-16

SEQ. 26 Page 34



ACTION WE TRAVEL ALONG WITH ARCEE LEAVING THE JUNKION AND HIS MOTORCYCLE, NOW A MESS OF JUNK, BEHIND. THEY GO O.S.

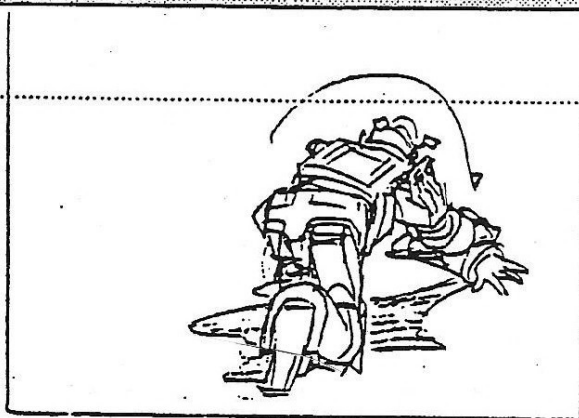
ACTION M.L.S. THE MOTORCYCLE AND THE BANGED UP JUNKION. WE TRUCK IN ON THE JUNKION, HE SITS UP...

DIAL

MUSIC/SFX

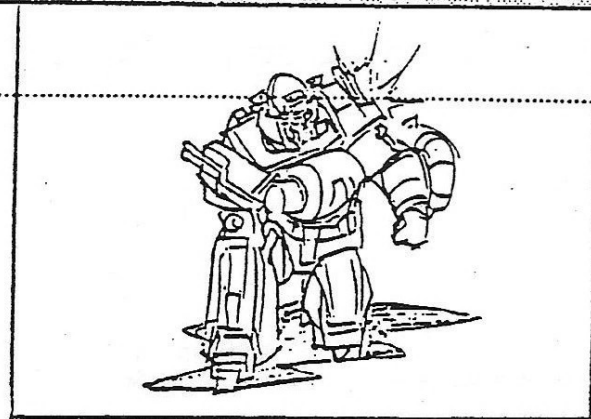


SC. CONT 26 -16



SC. CONT

SEQ. 26 Page 35



ACTION ...HE PICKS UP HIS ARM...

DIAL

MUSIC/SFX

CAMERA

**TFR**  
From Generation 1 to Beast Hunters and Beyond!!!!

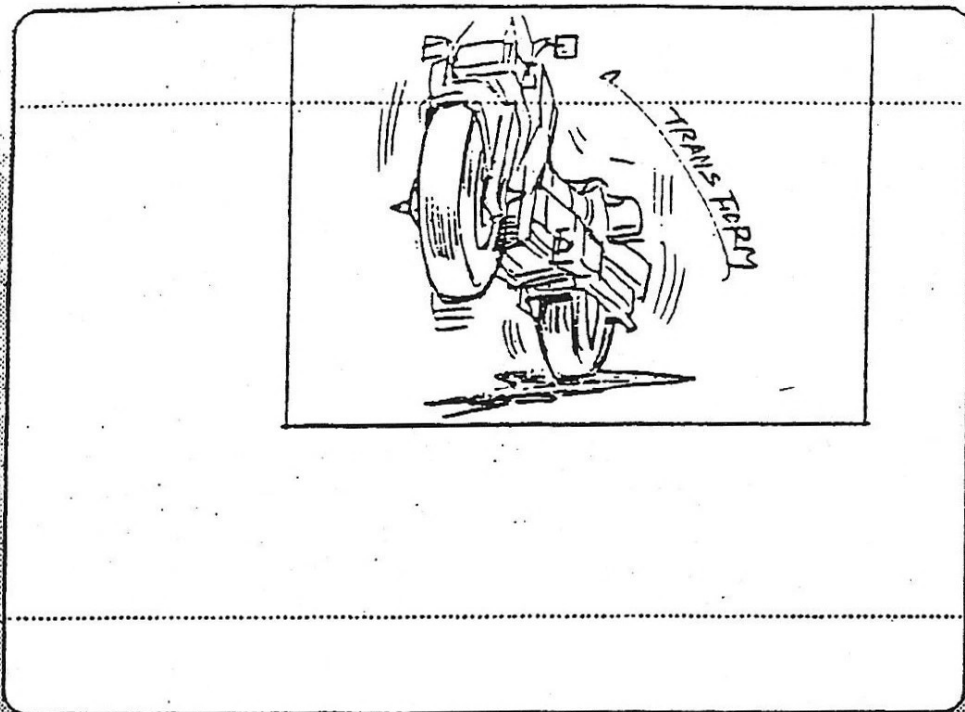
ACTION ...AND SNAPS IT BACK ON...

DIAL

MUSIC/SFX

CAMERA

SC. 001 - 0010



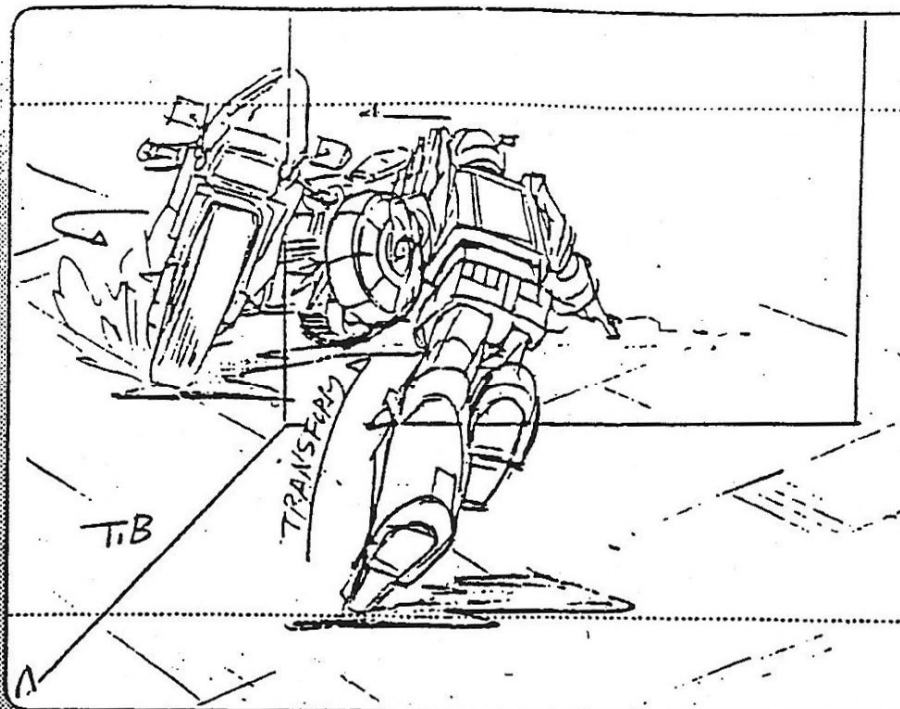
ACTION ...HE TRANSFORMS INTO A MOTORCYCLE...

DIAL

MUSIC/SFX

SC. CONT

SEQ. 001 - 0010

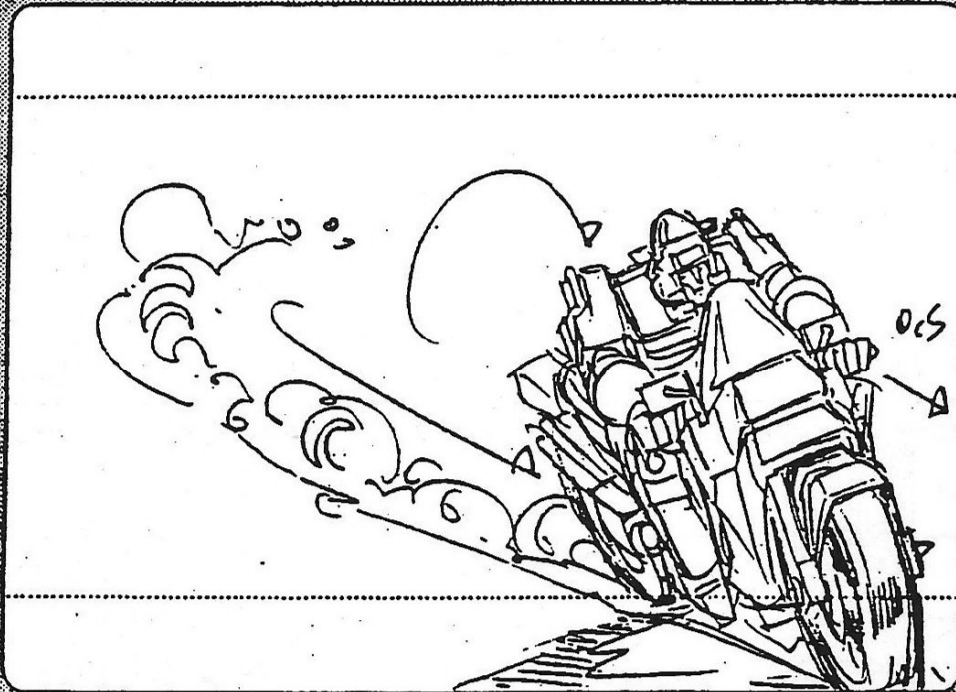


ACTION ...THE MOTORCYCLE TRANSFORMS INTO A NEW JUNKION WHO RUNS TO THE MOTORCYCLE...

DIAL

MUSIC/SFX

SC. CONT 26-16



ACTION ...JUMPS ON IT. THEY ZOOM O.S.

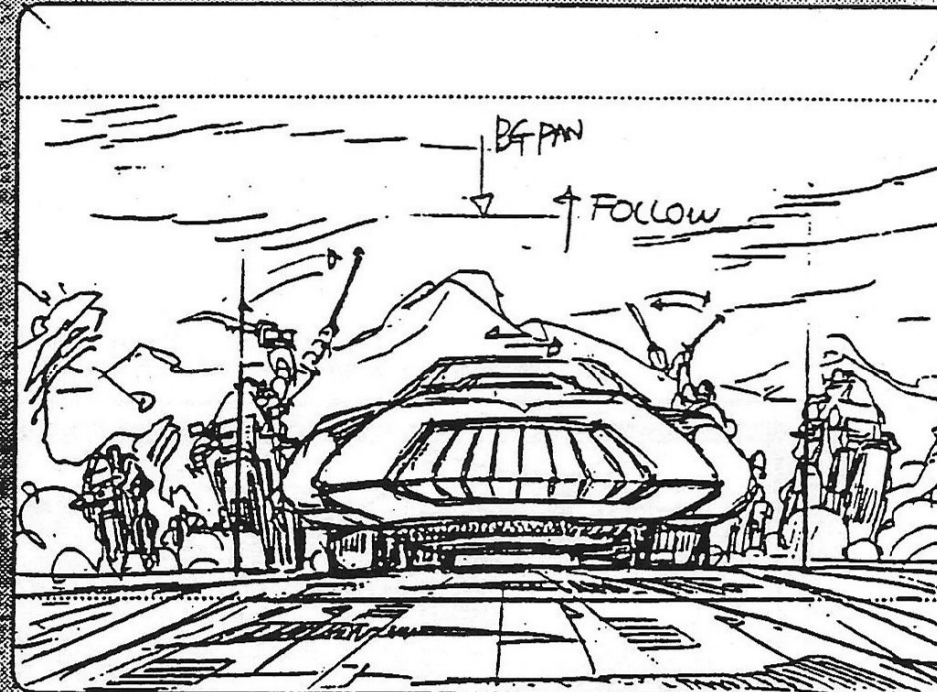
DIAL

MUSIC/SFX

CAMERA

SC. 26-17

SEQ. 26 Page 37



ACTION L.S. ARCEE WITH THE JUNKIONS IN HOT PURSUIT.

DIAL ARCEE

They're indestructable!

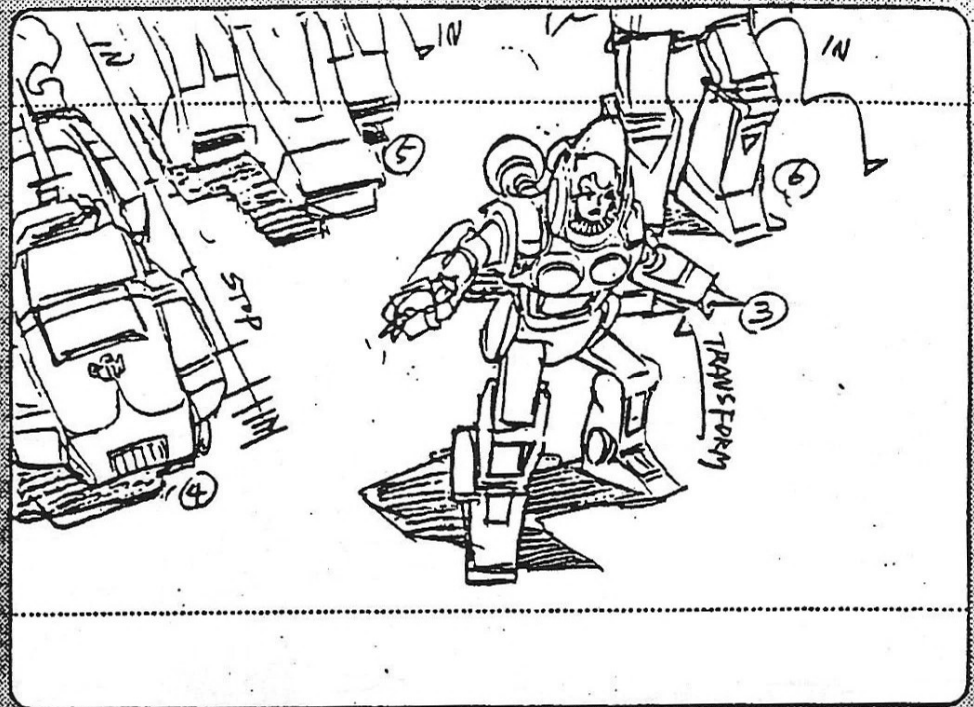
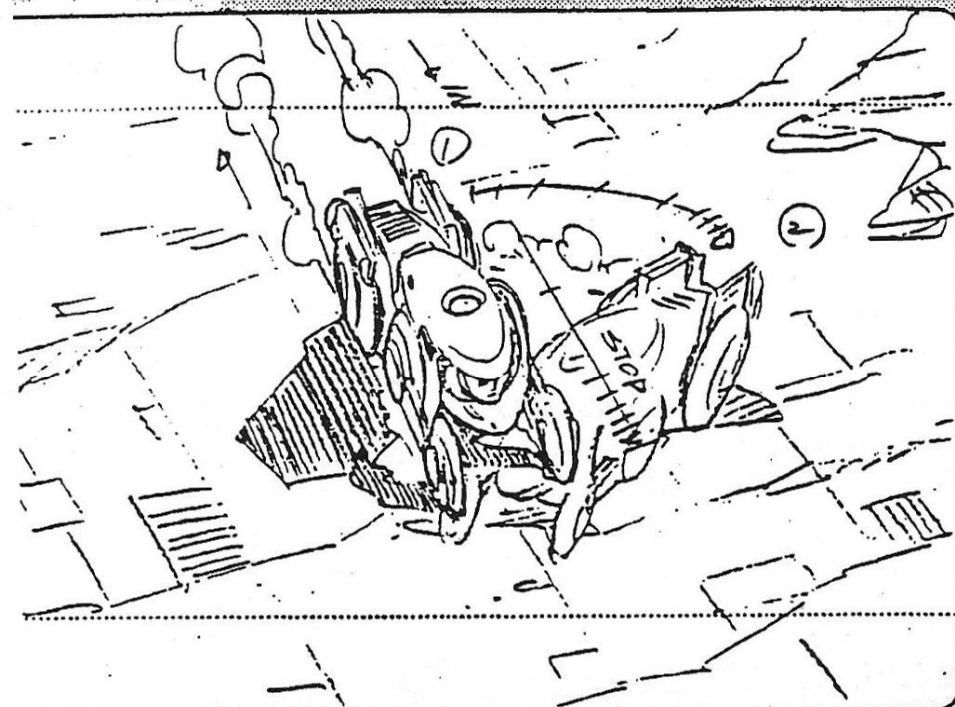
MUSIC/SFX

CAMERA

SC. 26-18

SC. CONT

SEQ. 26 Page 40



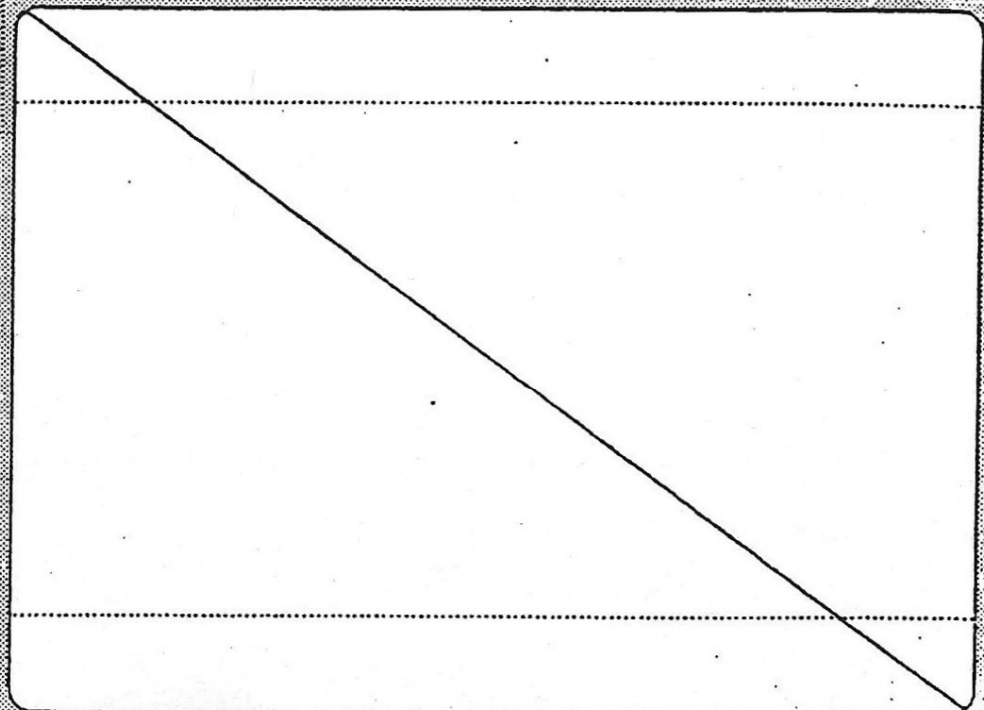
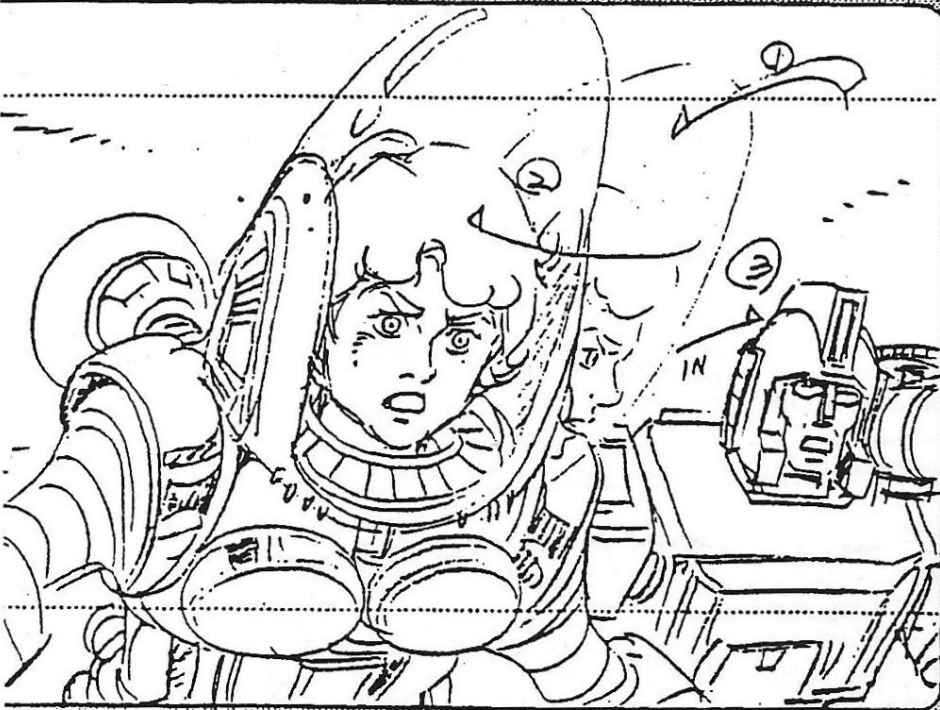
DANIEL, IN THE TRANSFORMED EXO-SUIT COMES ROLLING IN AND SKIDS TO A STOP.

ACTION HE THEN TRANSFORMS, AS THE OTHER AUTOBOTS COME SCREECHING IN TO A STOP BEHIND HIM, AND TRANSFORMS INTO ROBOT MODE.

DIAL

MUSIC/SFX





✓ M.C.U. DANIEL. HE LOOKS TO PERCEPTOR, WHO MOVES INTO  
SCENE TO THE JUNKION IN FRONT OF HIM O.S.

DANIEL                      And they're everywhere!

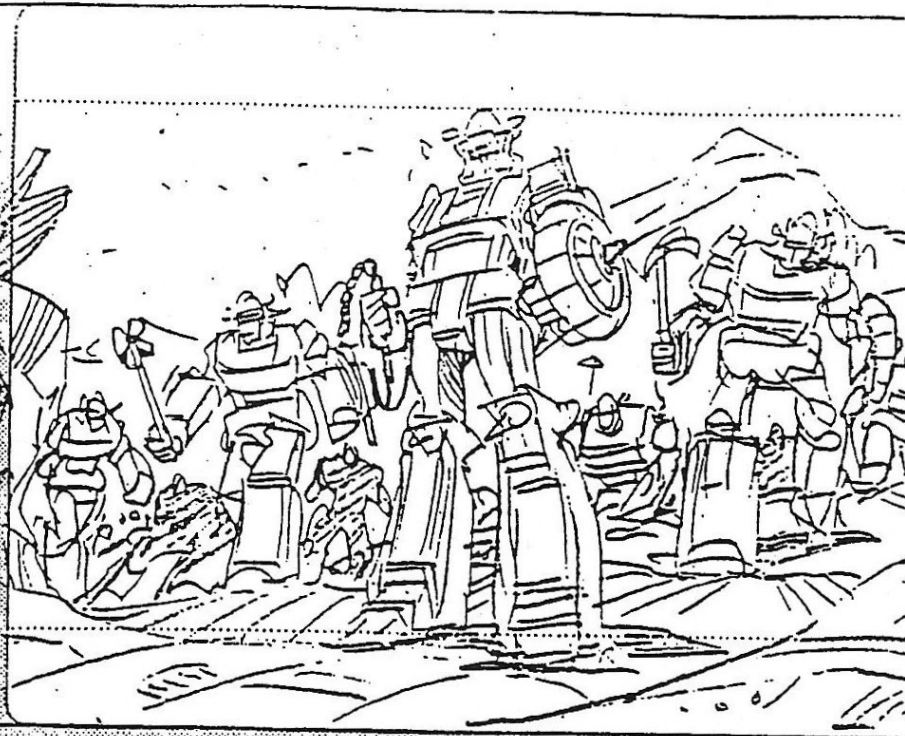
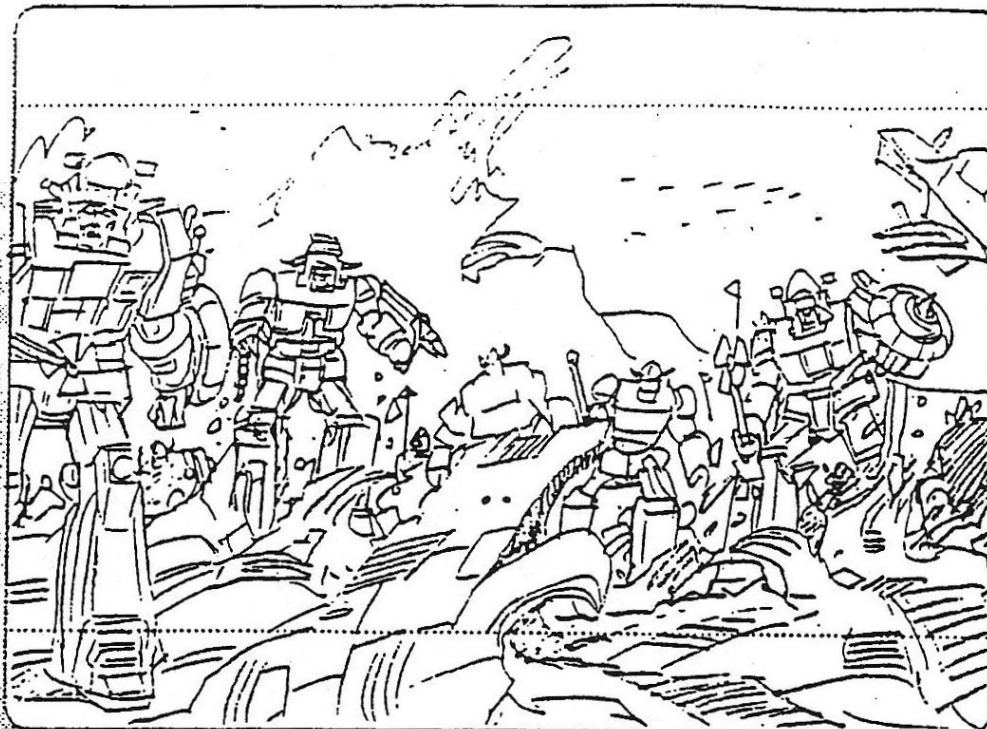
SFX

ACTION

DIAL

MUSIC/SFX

CAMERA



ACTION L.S. A BIG GROUP OF JUNKIONS EMERGES FROM OUT OF THE  
JUNK LANDSCAPE OF THE PLANET AND CLOSES IN ON THE O.S.  
AUTOBOTS. WE PAN ACROSS THEM.

DIAL

MUSIC/SFX

**TFRAW**

CAMERA Action 1 to Beast Hunters and Beyond!!!!

ACTION

DIAL

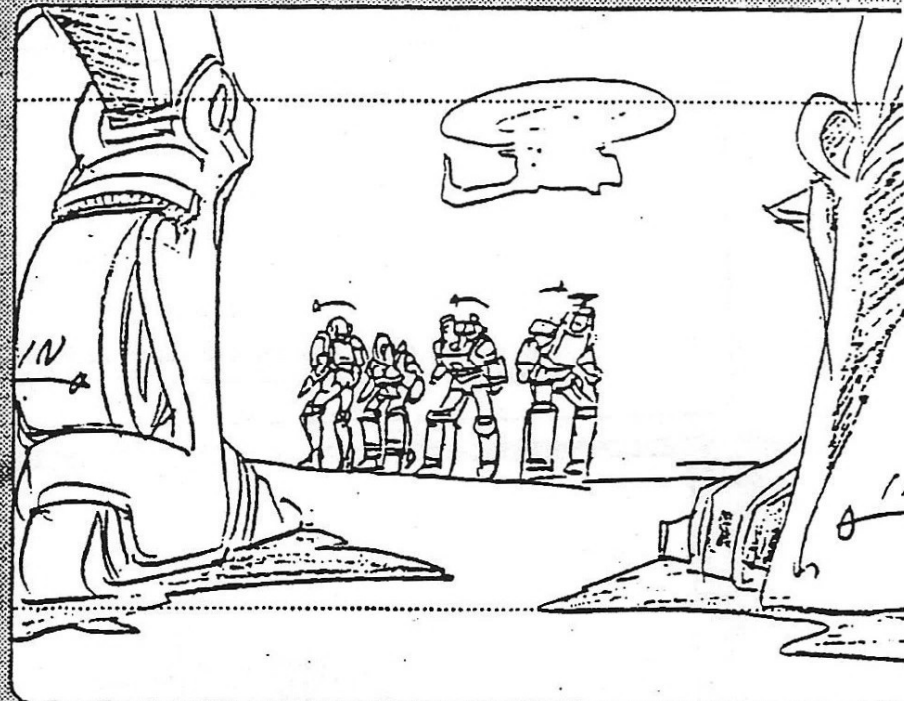
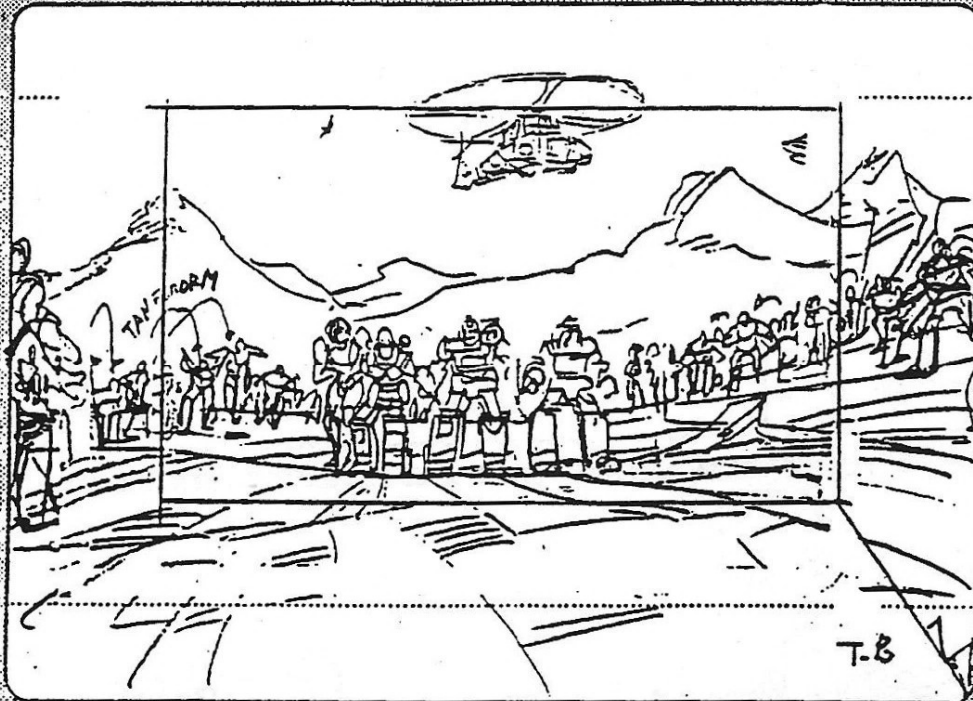
MUSIC/SFX

CAMERA

SC. 26-21

SC. CONT

SEQ. 26 Page 43



ACTION X.L.S. THE AUTOBOT PARTY, SURROUNDED BY THE JUNKIONS, WE TRUCKOUT...

DIAL

MUSIC/SFX

CAMERA

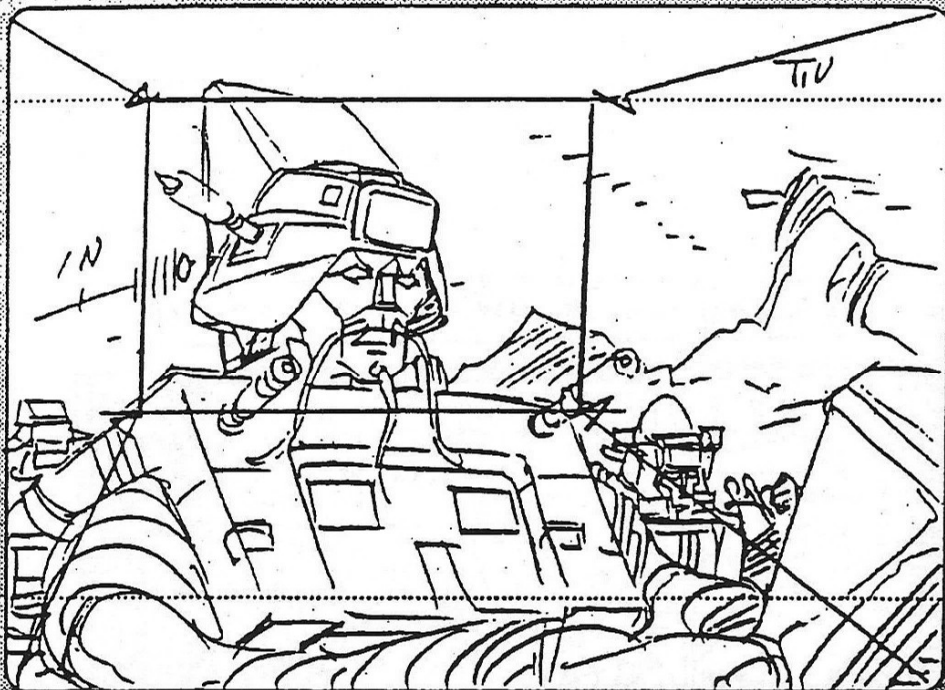
ACTION ...TO SEE THE LEGS OF OTHER JUNKIONS STEP INTO SCENE IN THE FOREGROUND.

DIAL

MUSIC/SFX

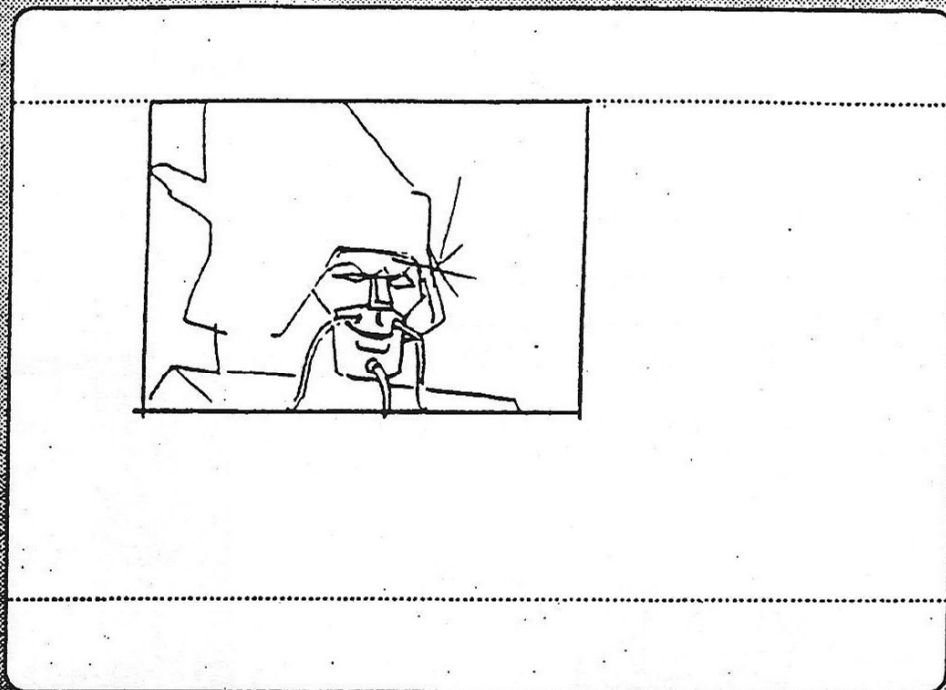
CAMERA

SC. 26-22



SC. CONT

SEQ. 26 Page 44



ACTION M.S. WRECK GAR. HE STEPS INTO THE SCENE.

DIAL WRECKGAR  
You check in but you don't  
check out.

MUSIC/SFX

IFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

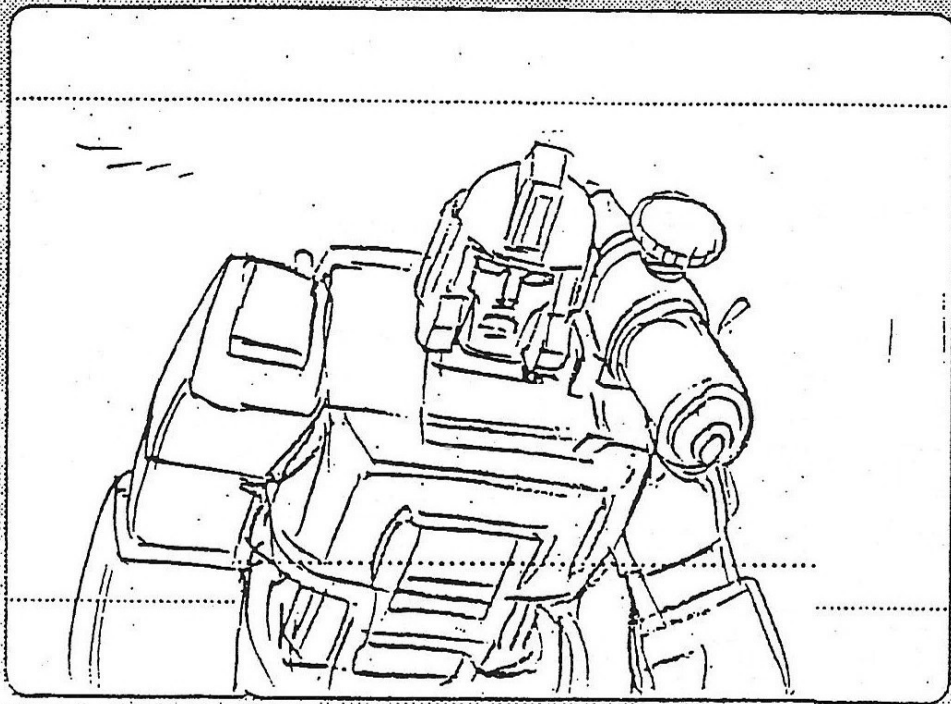
ACTION WE TRUCK IN. HE SMILES AND HIS EYE GLEAMS.

DIAL

MUSIC/SFX

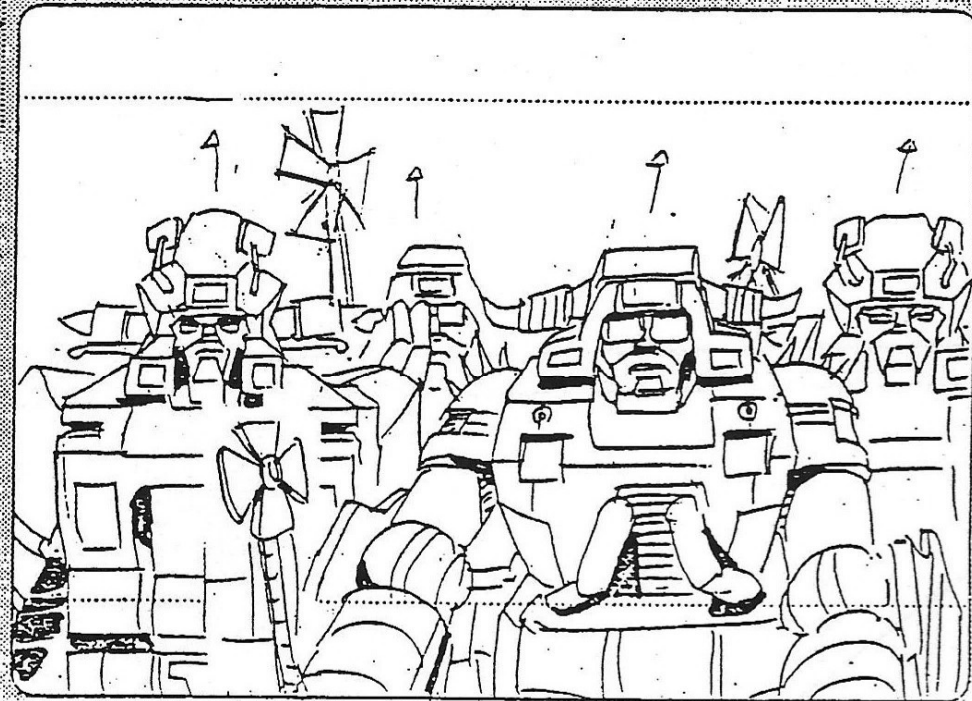


SC. 26-22A



SC. 26-22B

SEQ. 26 Page 45



ACTION M.S. PERCEPTOR

DIAL PERCEPTOR

Perhaps they're not as vicious as  
they appear...

MUSIC/SFX

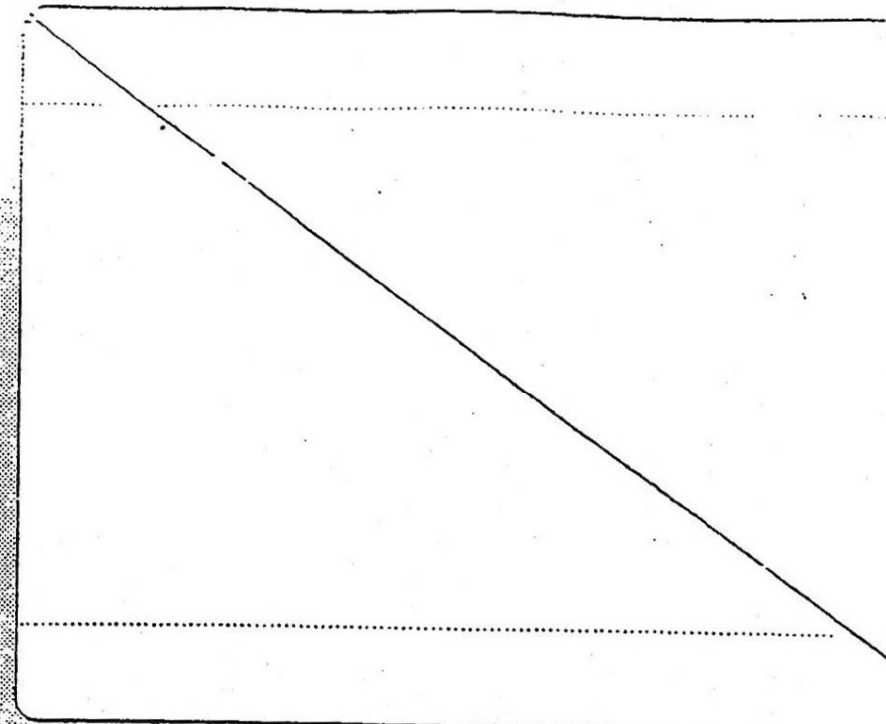
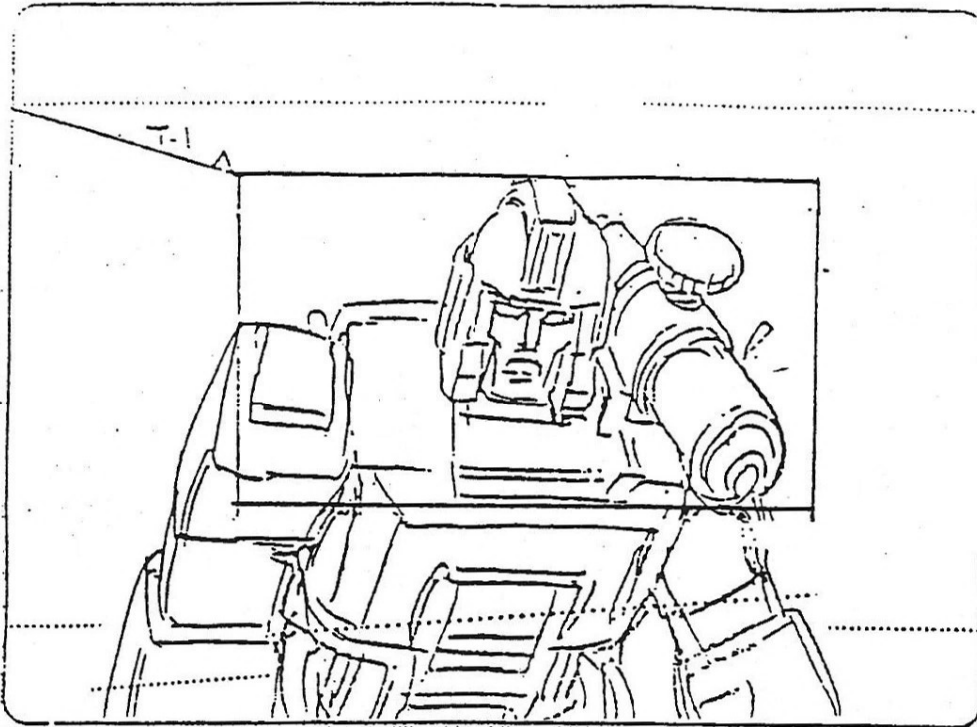
CAMERA  
**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION M.S. JUNKIONS. THEY MOVE FORWARD, CLOSING IN ON THE O.S.  
AUTOBOTS.

DIAL

MUSIC/SFX

CAMERA



ACTION M.S. PERCEPTOR.

DIAL PERCEPTOR (CONT) ... then again perhaps  
! they are! ...

MUSIC/SFX

CAMERA

ACTION

DIAL

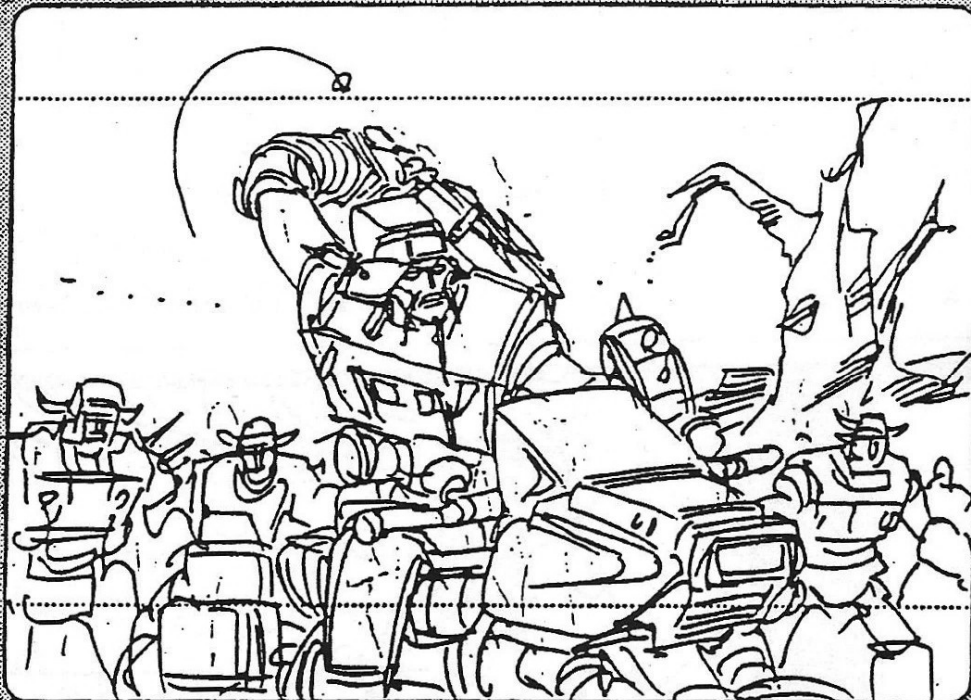
MUSIC/SFX

CAMERA

SC. 26-23 A

SC. CONT

SECL 26 Page 9

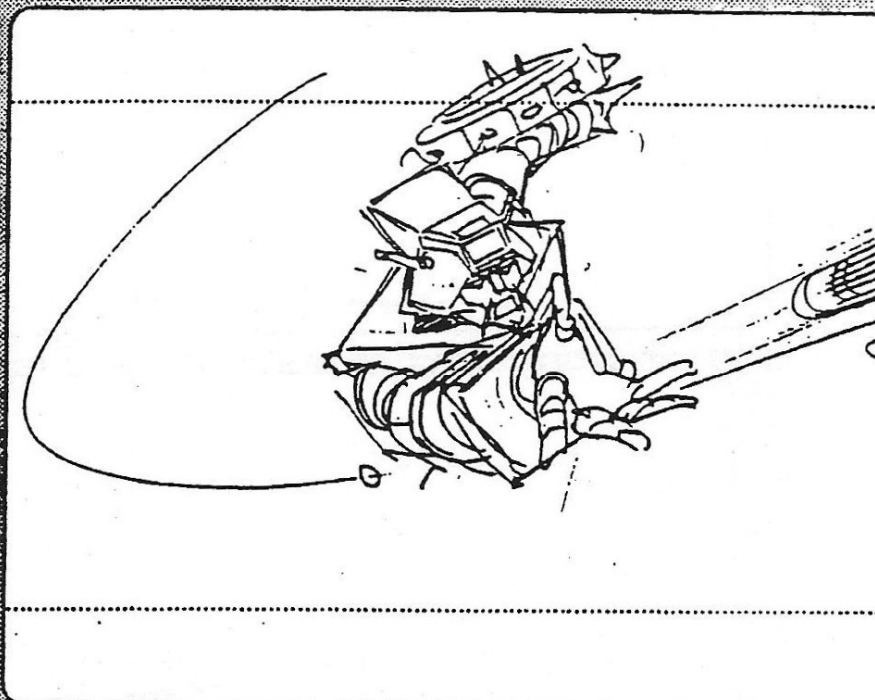


ACTION M.S. WRECK GAR WITH THE OTHER JUNKIONS BEHIND HIM. HE  
LIFTS HIS BATTLE AX HIGH OVER HIS HEAD...

DIAL

MUSIC/SFX

CAMERA



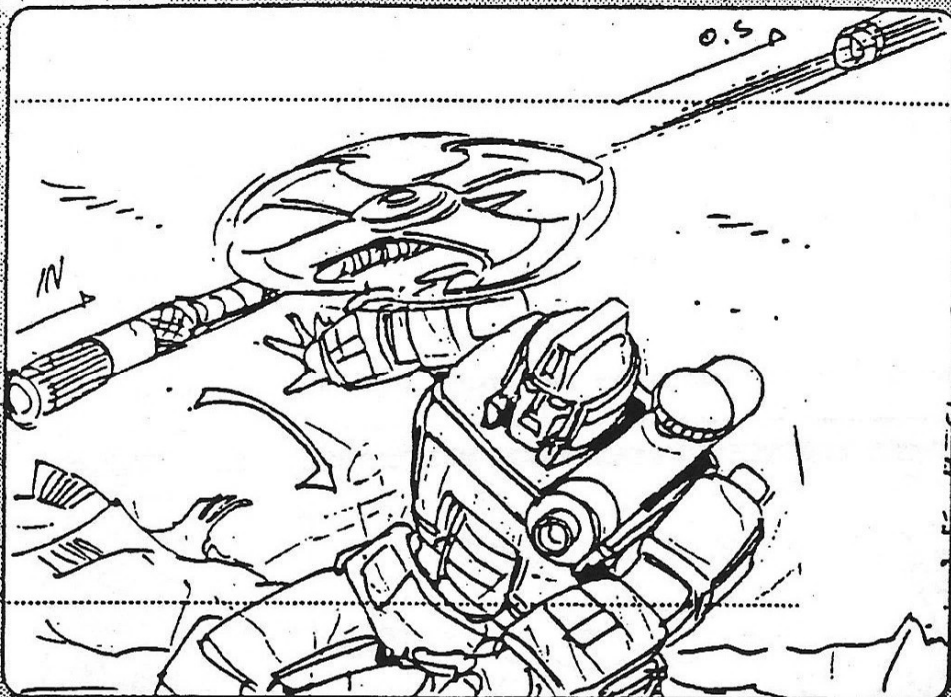
ACTION ...THEN SENDS IT FLYING O.S.

DIAL

MUSIC/SFX

CAMERA

SC. 26-23B



ACTION M.S. PERCEPTOR. HE DUCKS AS THE BATTLE AX ZOOMS PAST HIS HEAD AND O.S.

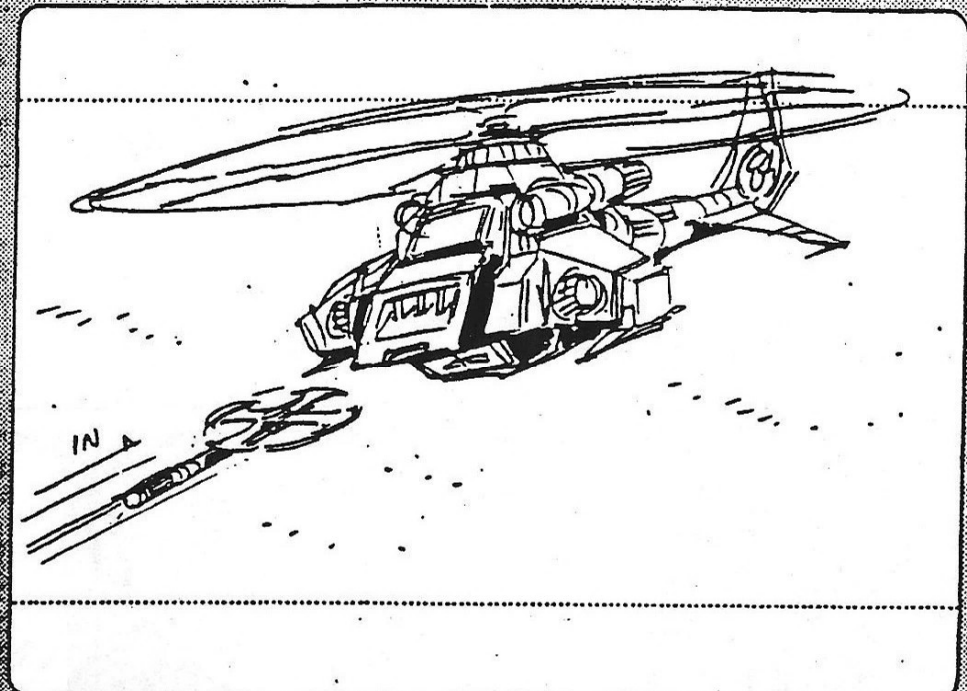
DIAL

MUSIC/SFX

IFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!  
CAMERA

SC. 26-23C

SEQ. 26 Page 48



ACTION L.S. SPRINGER. HE IS HOVERING ABOVE JUNKION. THE BATTLE AX FLIES INTO SCENE TOWARD HIM...

DIAL

MUSIC/SFX

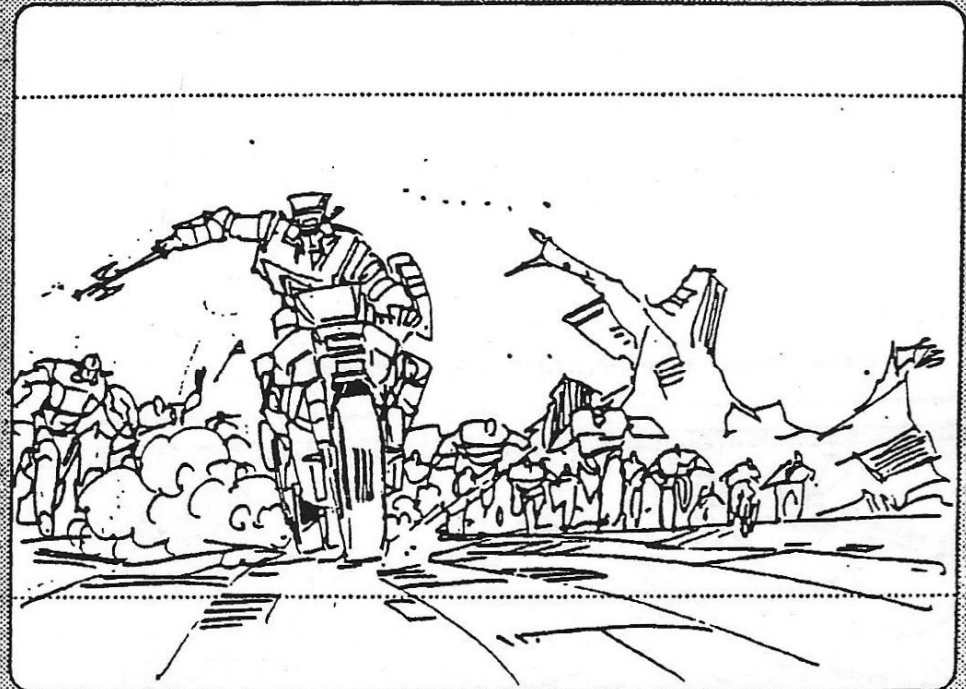
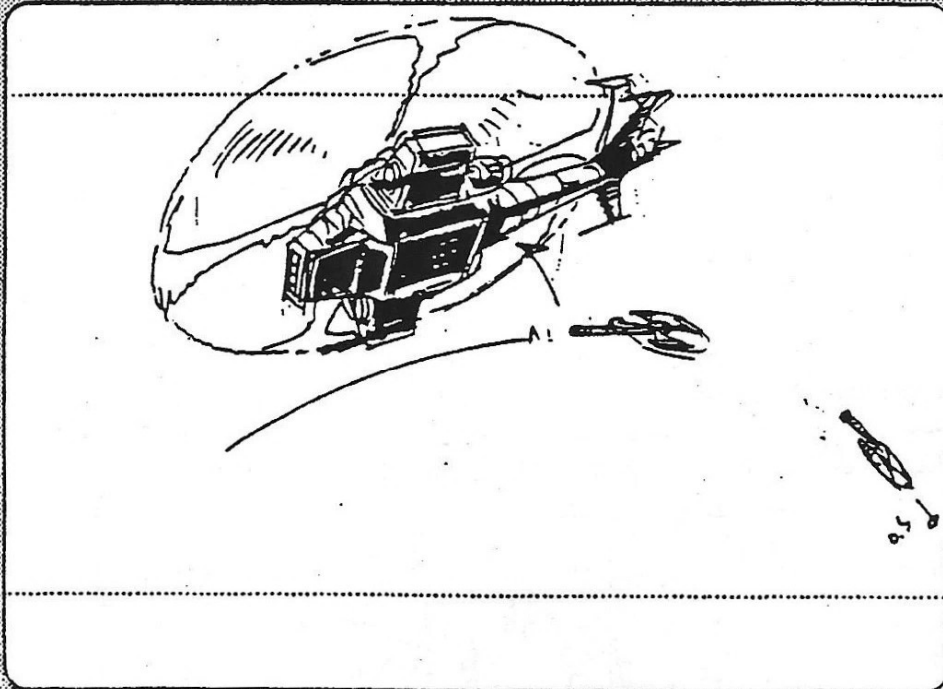
CAMERA



SC. CONT

SC. 26.23 D

SEQ. 26 Page 49



ACTION ...HE PULLS UP AVOIDING BEING HIT. THE AX FALLS O.S.

DIAL

MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

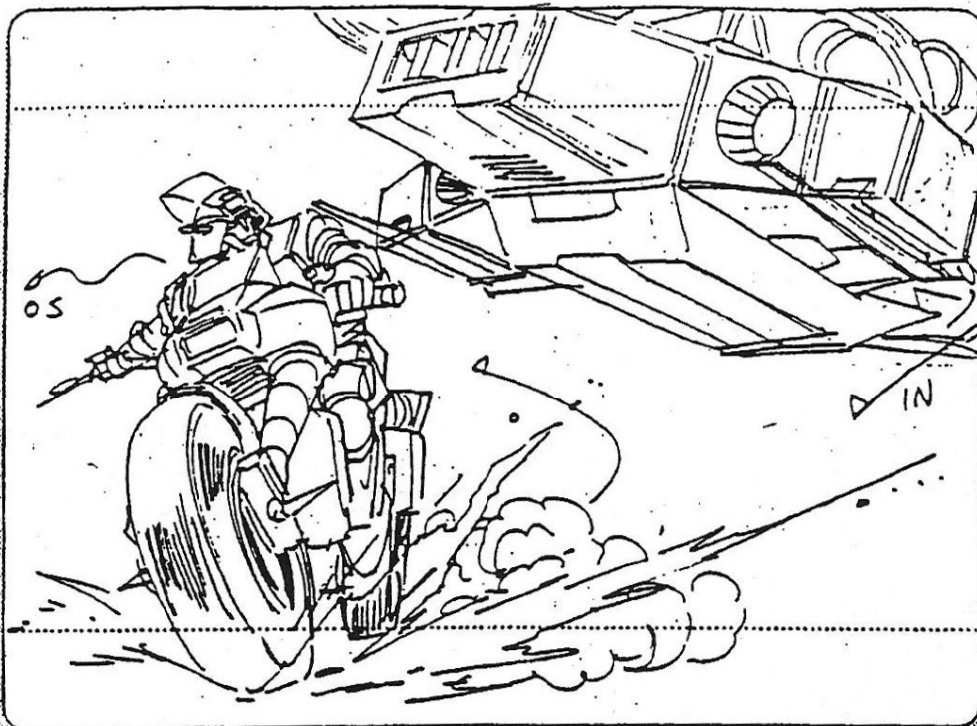
ACTION

L.S. THE JUNKIONS RACE FORWARD WITH WRECK GAR IN THE LEAD.

DIAL

MUSIC/SFX

CAMERA

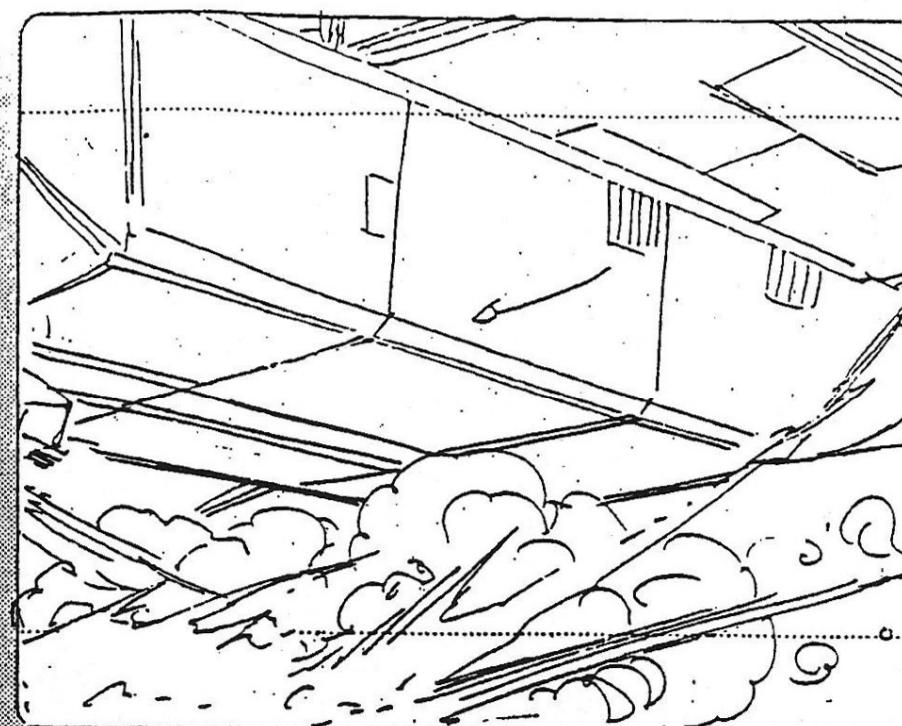


ACTION SPRINGER ENTERS THE SCENE FROM ABOVE FORCING WRECK GAR TO SWERVE...

DIAL

MUSIC/SFX

CAMERA



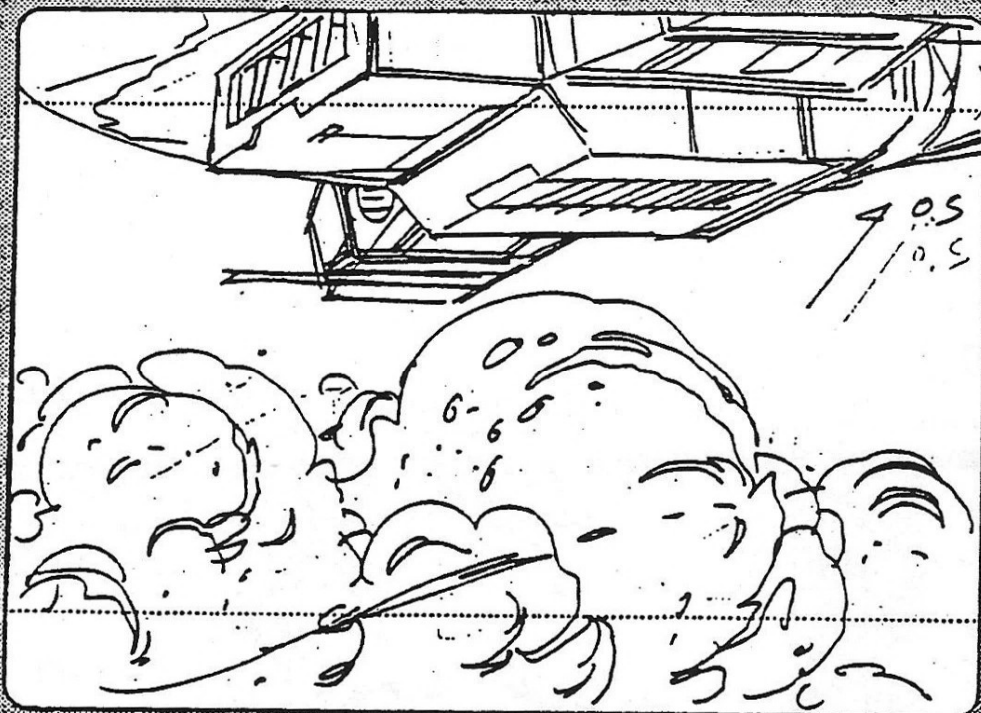
ACTION SPRINGER KEEPS LOWERING DOWN TOWARD WRECK GAR WHO HAS SWER  
O.S.

DIAL

MUSIC/SFX

CAMERA

SC. CONT 26-23 D



ACTION THEN SPRINGER BACKS AWAY AND CLIMBS HIGHER INTO THE AIR  
O.S.

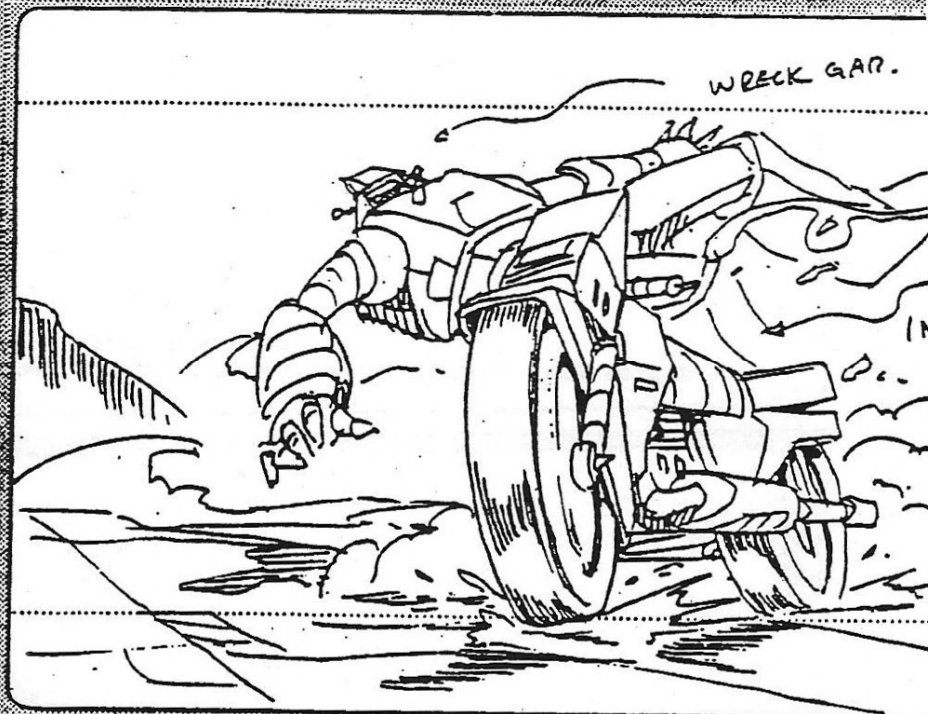
DIAL

MUSIC/SFX

CAMERA

SC. 26-23 E

SEQ. 26 Page 5



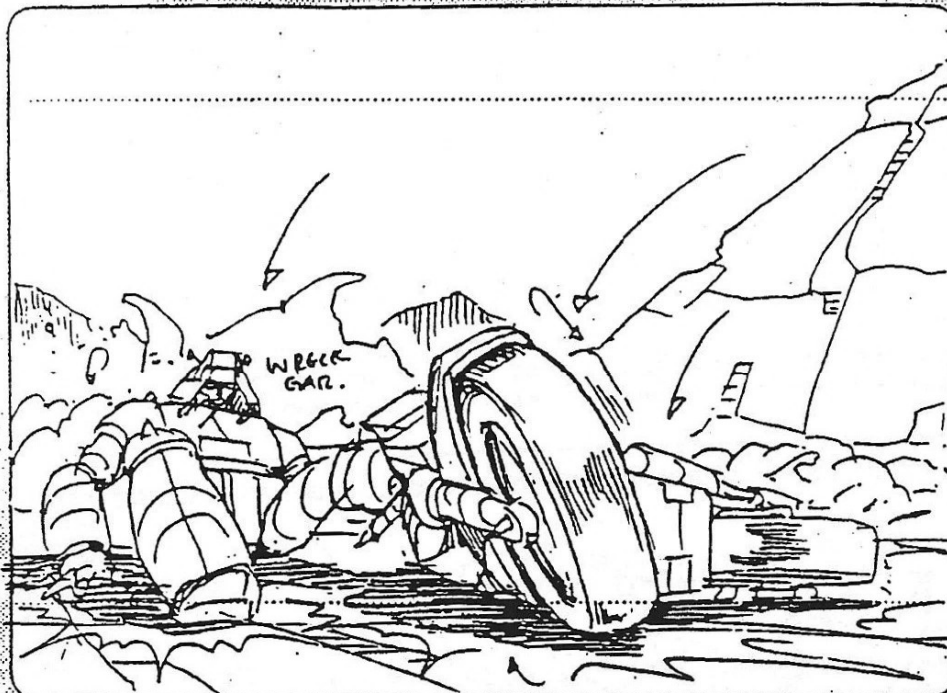
ACTION M.L.S. WRECK GAR. HIS MOTORCYCLE RACES WILDLY OUT OF CONTROL  
WRECK GAR FALLS FROM HIS CYCLE.

DIAL

MUSIC/SFX

CAMERA

SC. CONT 26-23E



ACTION BOTH WRECK GAR AND HIS MOTORCYCLE FALL TO THE GROUND WITH A CRASH, SENDING UP A CLOUD OF DUST.

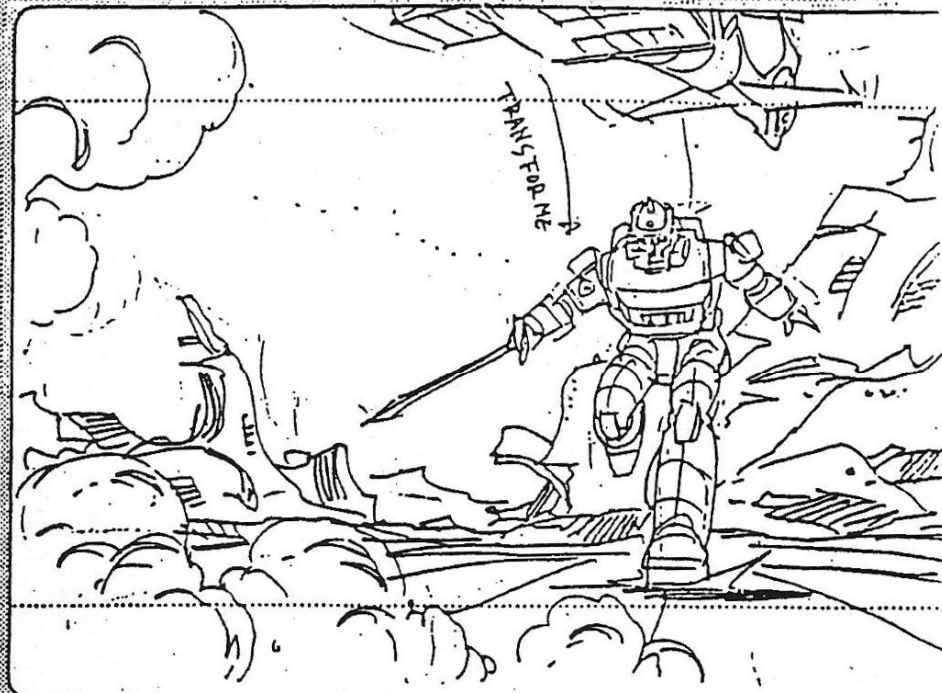
DIAL

MUSIC/SFX

CAMERA

SC. 26-23F

Page 51A



ACTION L.S. SPRINGER. HE PULLS BACK, THEN TRANSFORMS AND LANDS ON THE GROUND.

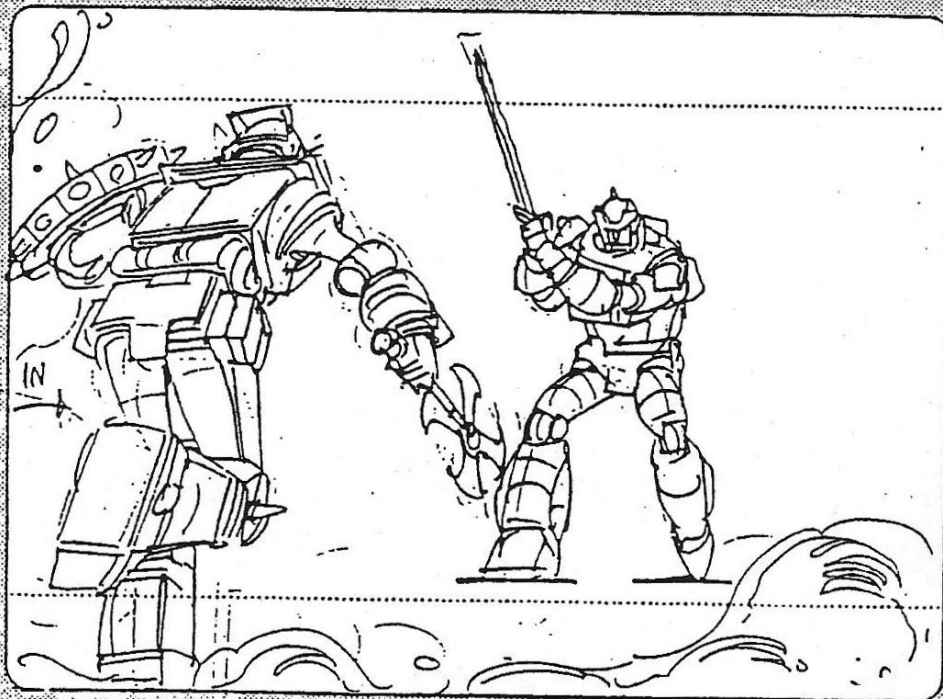
DIAL

MUSIC/SFX

CAMERA



SC. CONT 26-23F



ACTION WRECK GAR RUNS INTO SCENE, ATTACKING SPRINGER.

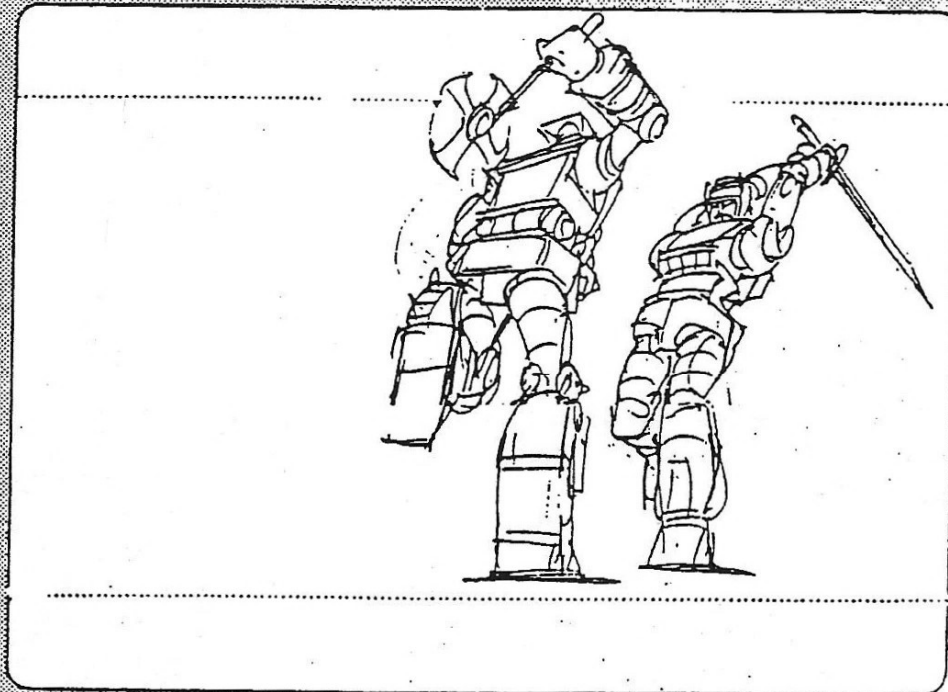
DIAL

MUSIC/SFX

CAMERA

SC. CONT

SC. 26 Page 52

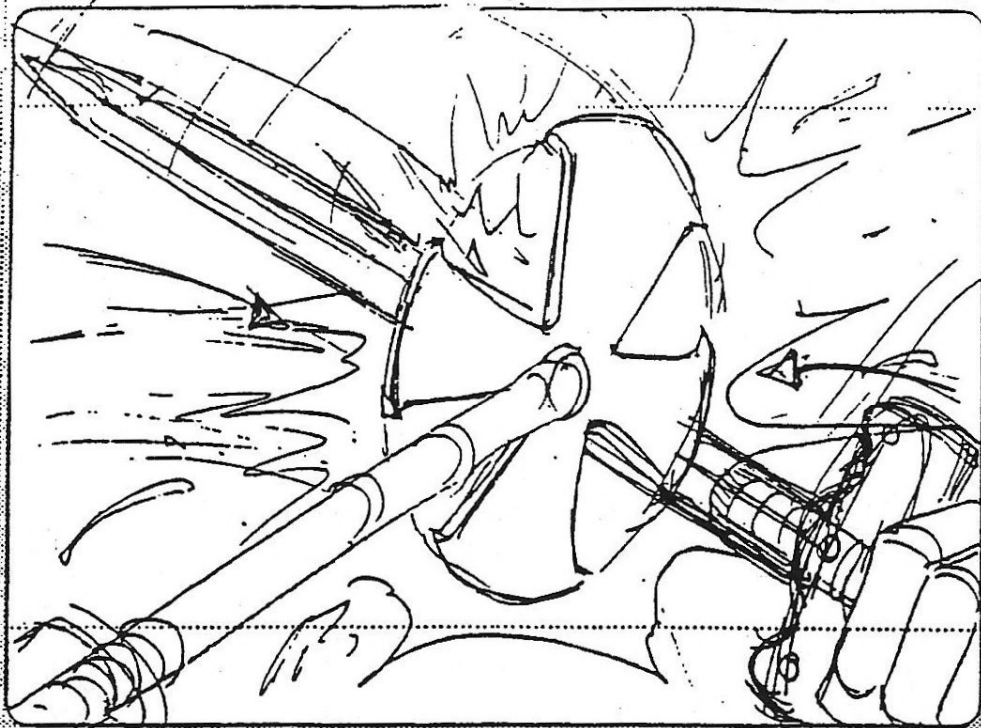


ACTION - BOTH OF THEM GET READY TO STRIKE WITH THEIR WEAPONS.

DIAL

MUSIC/SFX

CAMERA



ACTION C.U. SPRINGER'S SWORD AND WRECK GAR'S AX CLASH INTO EACH OTHER.

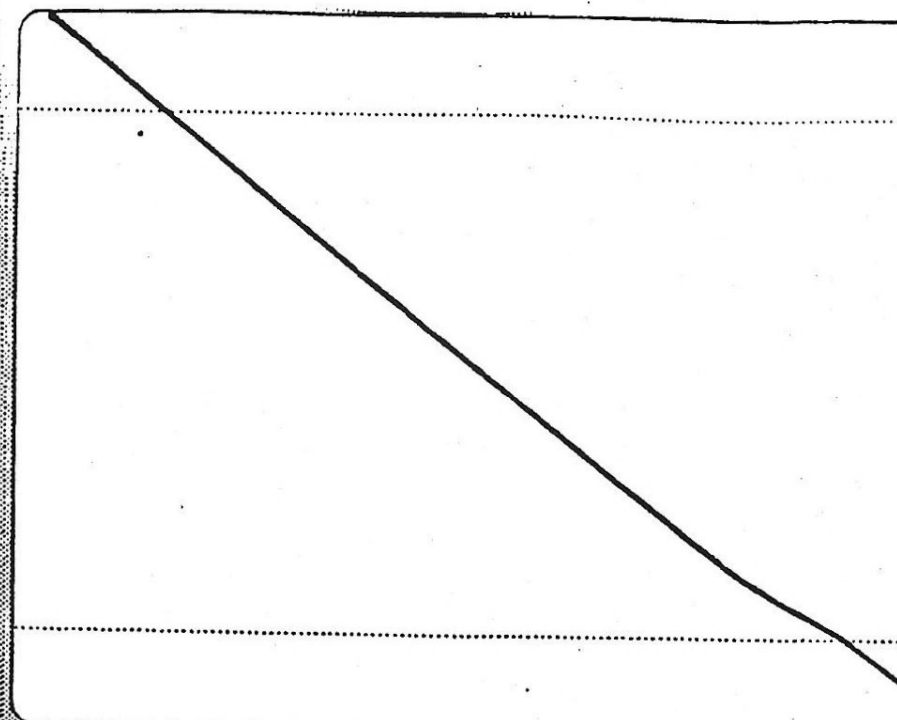
DIAL

MUSIC/SFX

From CAMERA to Beast Hunters and Beyond!!!!

30.

SEQ. 1



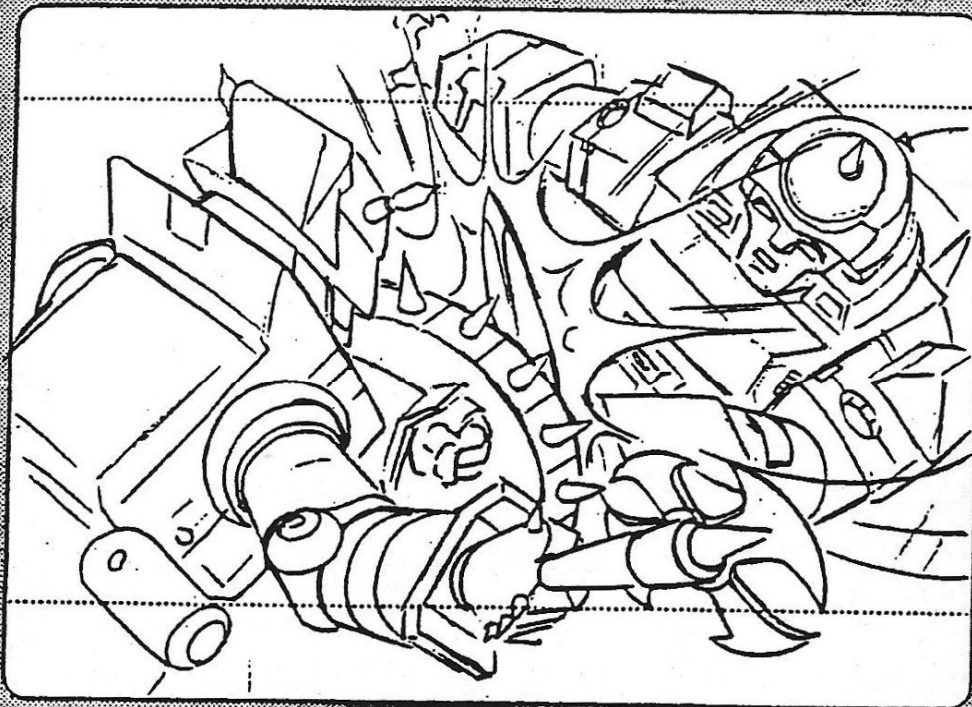
ACTION

DIAL

MUSIC/SFX

CAMERA

SC. 26 -23 H



ACTION

MOVING FORWARD SPRINGER TAKES A SWING AT WRECK GAR WITH HIS SWORD. WRECK GAR BLOCKS THE BLOW WITH HIS SHIELD AND SLASHES SPRINGER IN THE STOMACH.

DIAL

MUSIC/SFX

CAMERA

SC. CONT

SEQ. 26

Page 53A



ACTION THEN SWINGS IT DOWN, STRIKING SPRINGER AND SENDING HIM FALLI BACK O.S.

DIAL

MUSIC/SFX

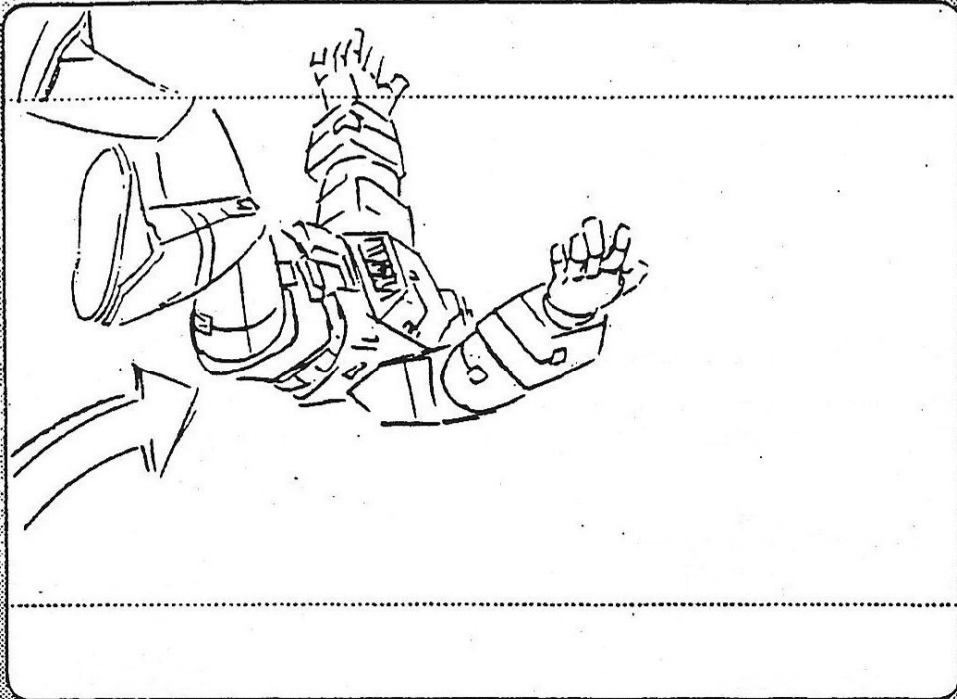
CAMERA

CAMERA

TFRAW

From Generation 1 to Beast Hunters and Beyond!!!!

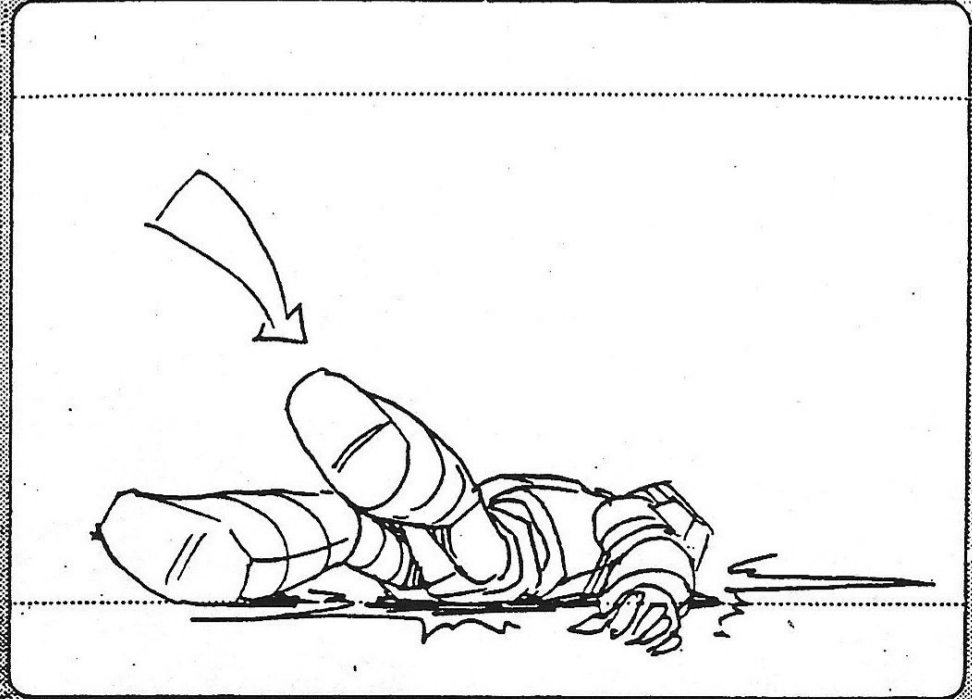
SC. 26-23I



SC. CONT

SEQ. 26

Page 53B



ACTION

L.S. SPRINGER. HE FLIES BACK...

DIAL

MUSIC/SFX

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

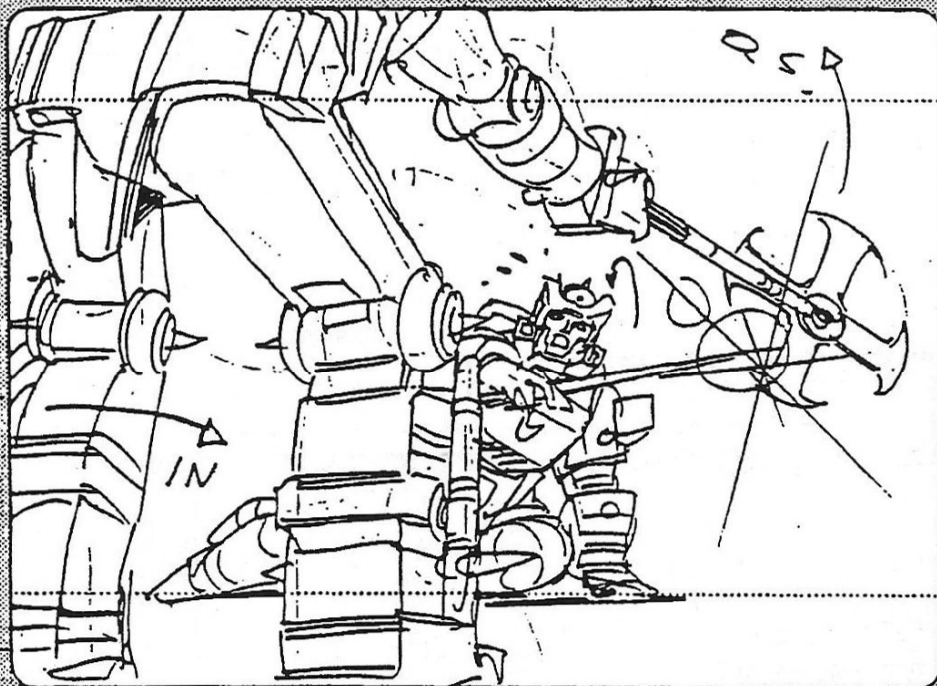
...AND HITS THE GROUND WITH A CRASH.

DIAL

MUSIC/SFX

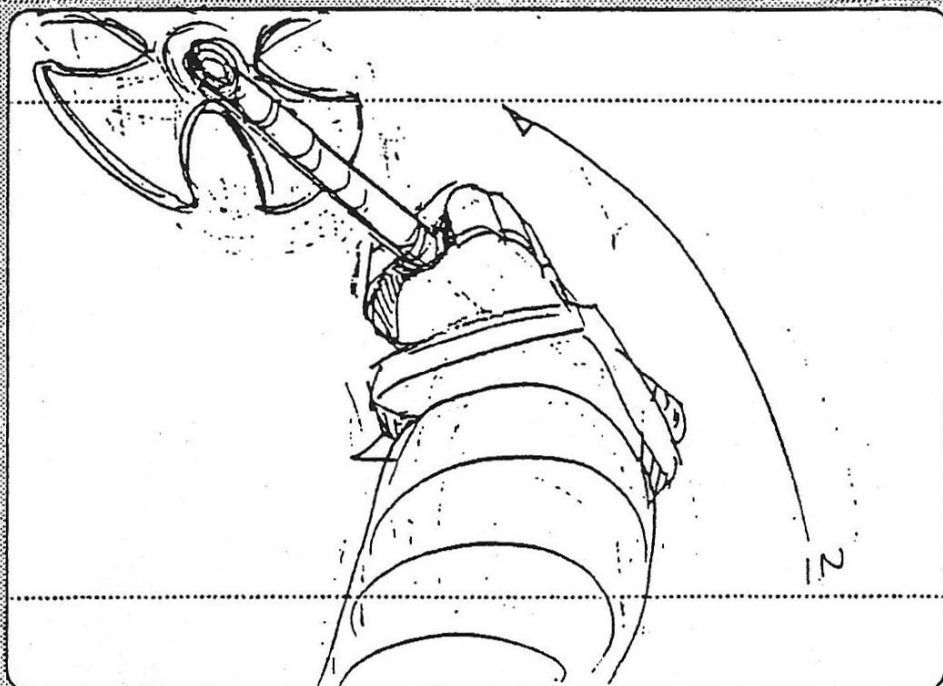


SC. 26-23 I



SC. 26-23 K

SED. 26 Page 54



NEXT PAGE 54A

ACTION AS SPRINGER LIFTS HIMSELF UP, WRECK GAR STEPS INTO THE SCENE. HIS AX GLEAMING, HE RAISES IT UP O.S.

DIAL

MUSIC/SFX

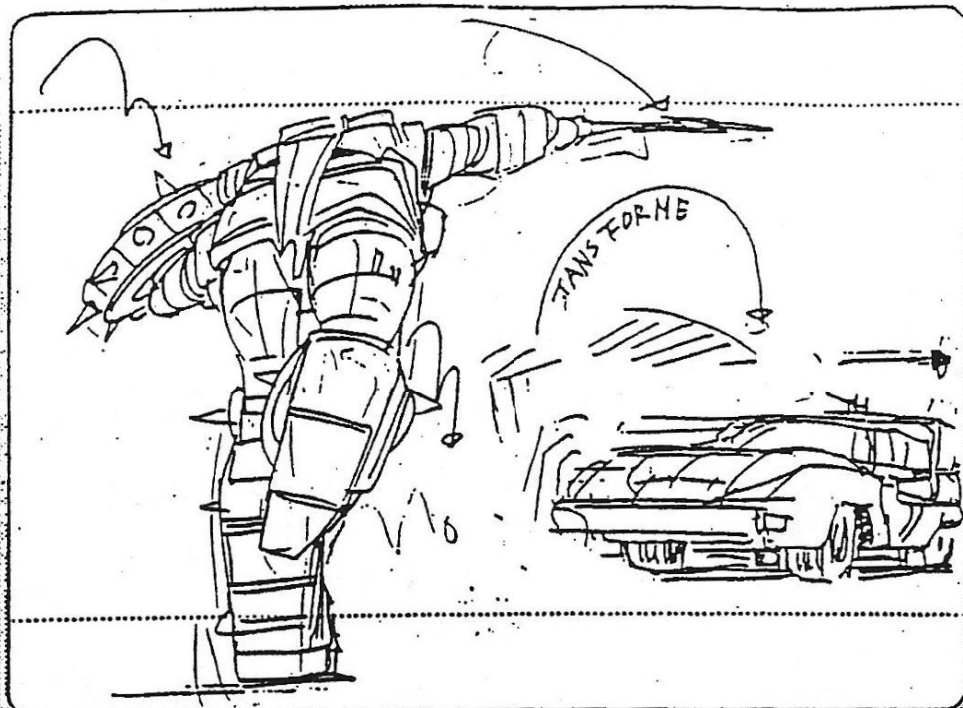
CAMERA

ACTION C.U. WRECK GAR'S HAND AS HE RAISES HIS AX HIGH ABOVE HIS HEAD.

DIAL

MUSIC/SFX

CAMERA



ACTION L.S. WRECK GAR AND SPRINGER. SPRINGER QUICKLY TRANSFORMS INTO AUTO MODE AND ZOOMS AWAY O.S. WRECK GAR TAKES OFF AFTER HIM.

DIAL

MUSIC/SFX

**T FRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

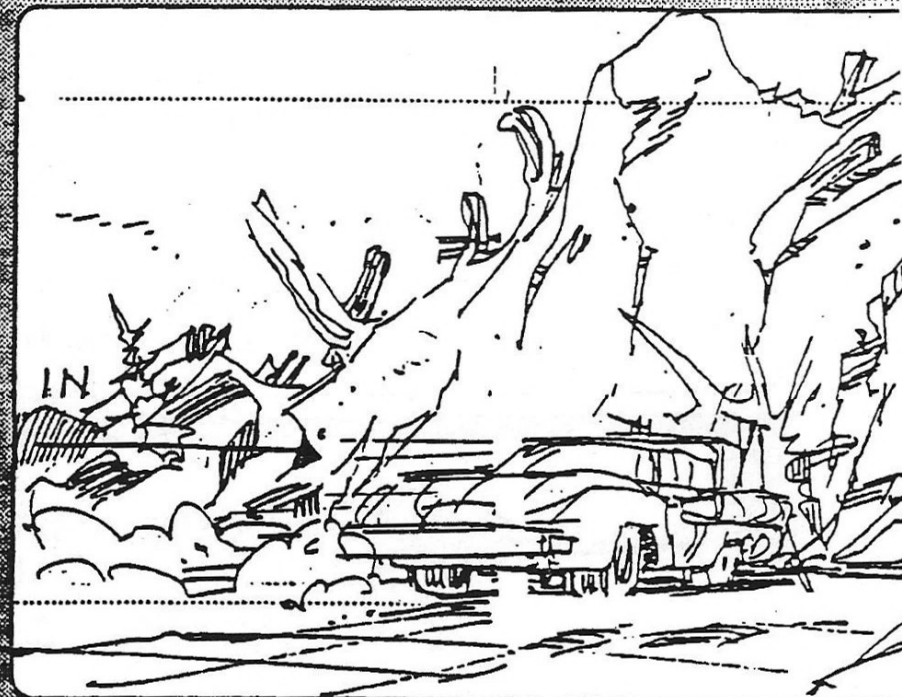
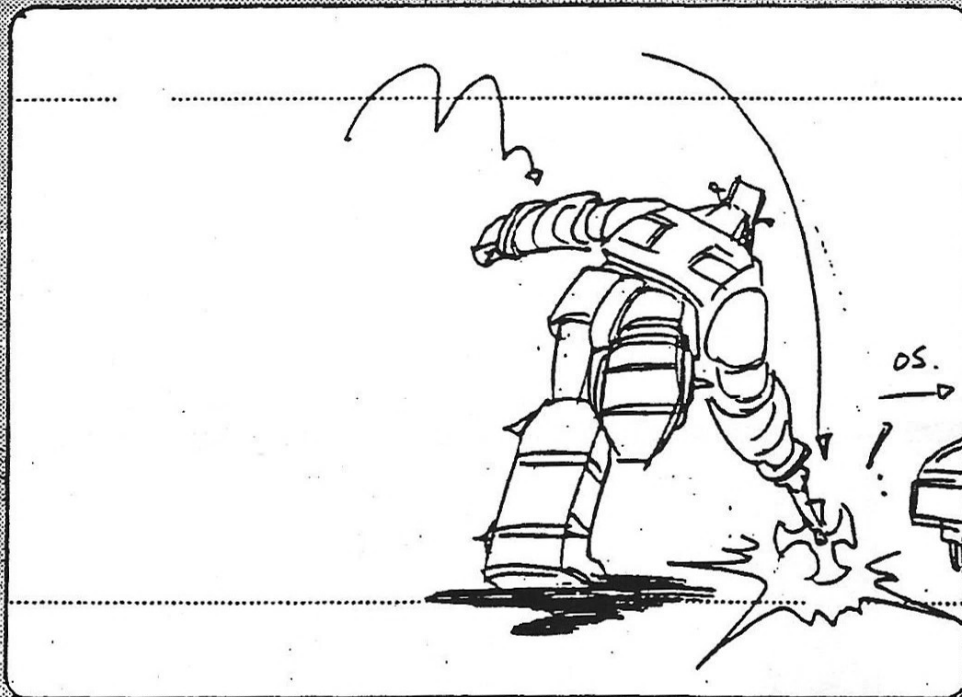
DIAL

MUSIC/SFX

SC. CONT 26-23 L

SC. 26-23M

DEC 26 Page 55



ACTION SPRINGER BACKS O.S. JUST MISSING WREC GAR'S HIT.

DIAL

MUSIC/SFX

CAMERA

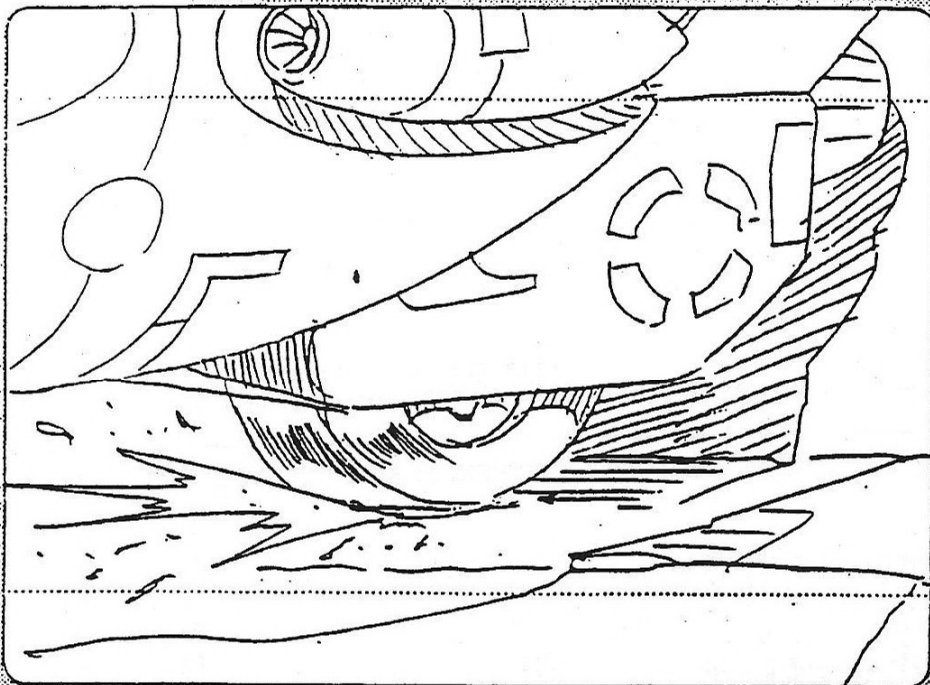
ACTION L.S. SPRINGER. HE RACES INTO THE SCENE AND BACKS INTO A CLIFF OF JUNK WHICH STOPS HIM WITH A CRASH.

DIAL

MUSIC/SFX

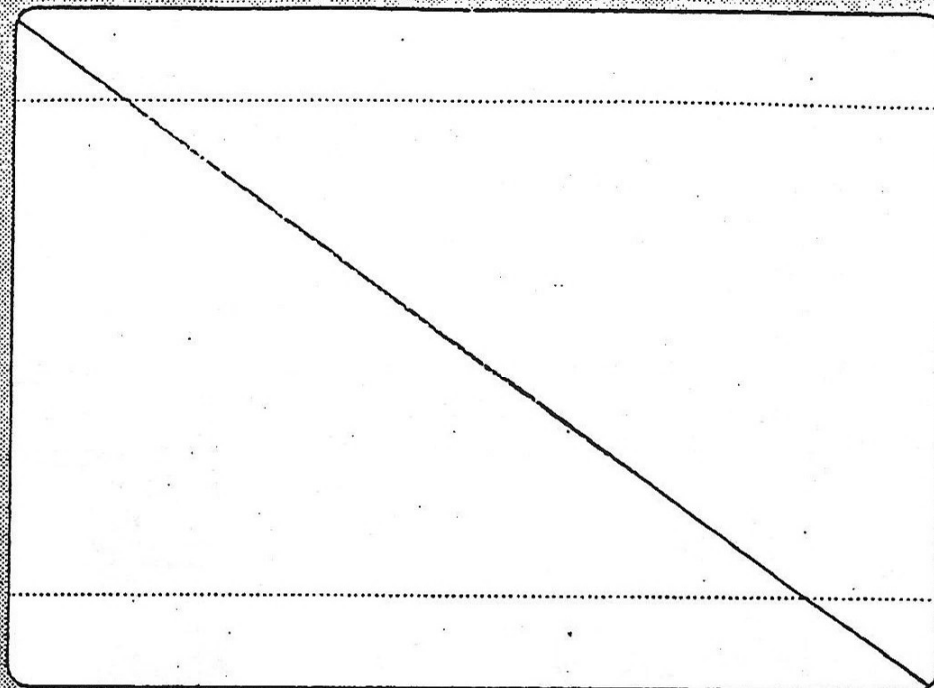
CAMERA

SC. 26-23N



SC.

Page 55A



NEXT PAGE 56

ACTION C.U. SPRINGER'S TIRES. THEY SPIN WILDLY, BUT HE CANNOT  
BACK UP ANY FARTHER.

DIAL

**TF RAW**  
MUSIC/SFX  
From Generation 1 to Beast Hunters and Beyond!!!!

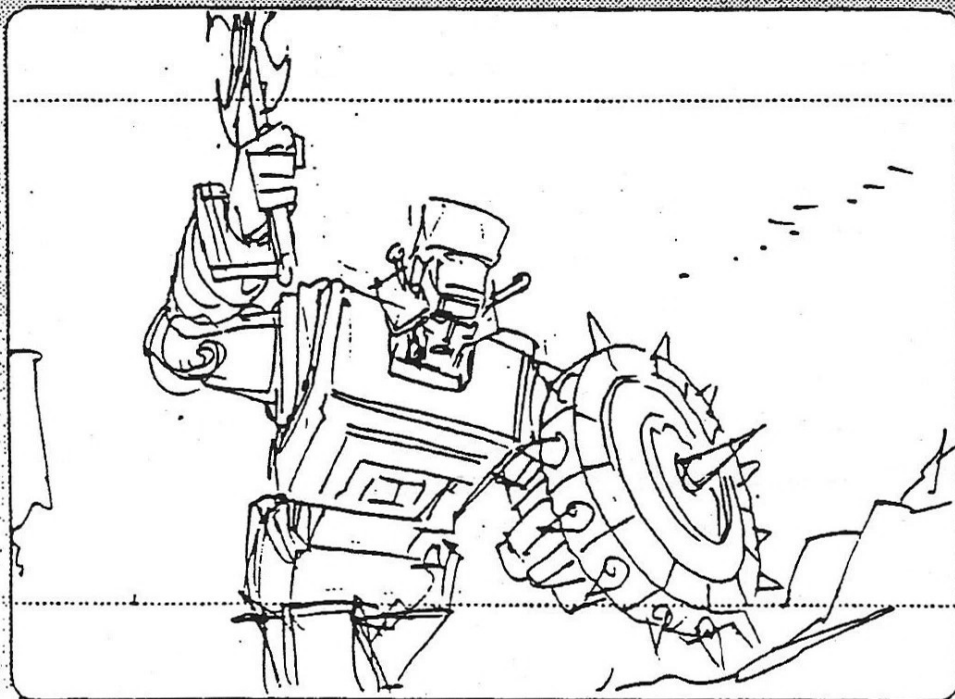
ACTION

DIAL

MUSIC/SFX

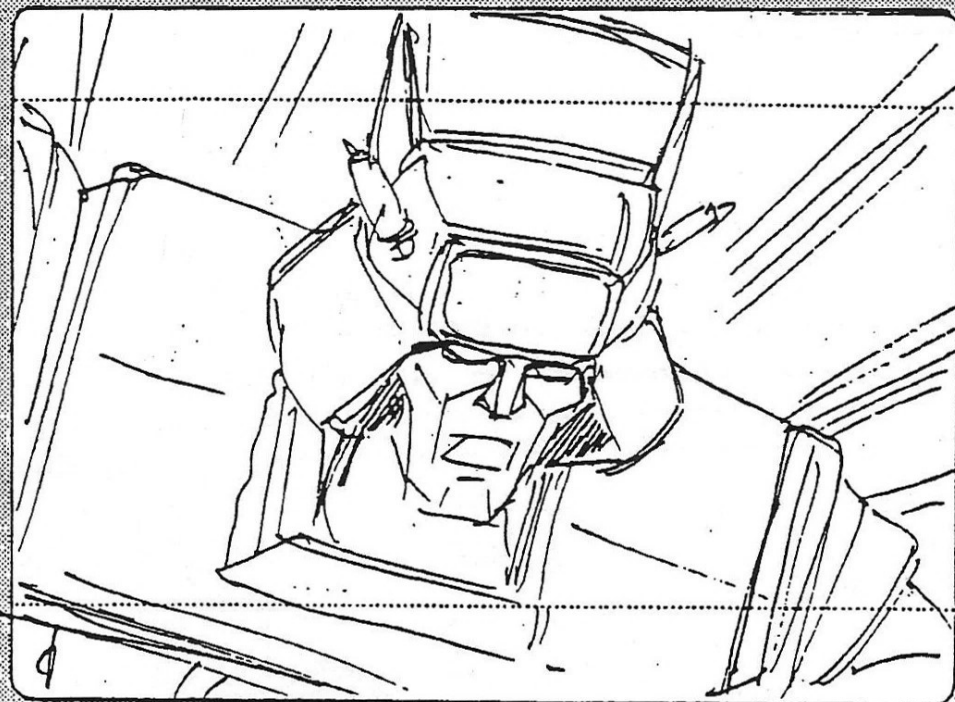


SC. 26-230



SC. CONT

SEQ 26 Page 56



ACTION

M.S. WRECK GAR. HE RUSHES FORWARD.

DIAL

MUSIC/SFX

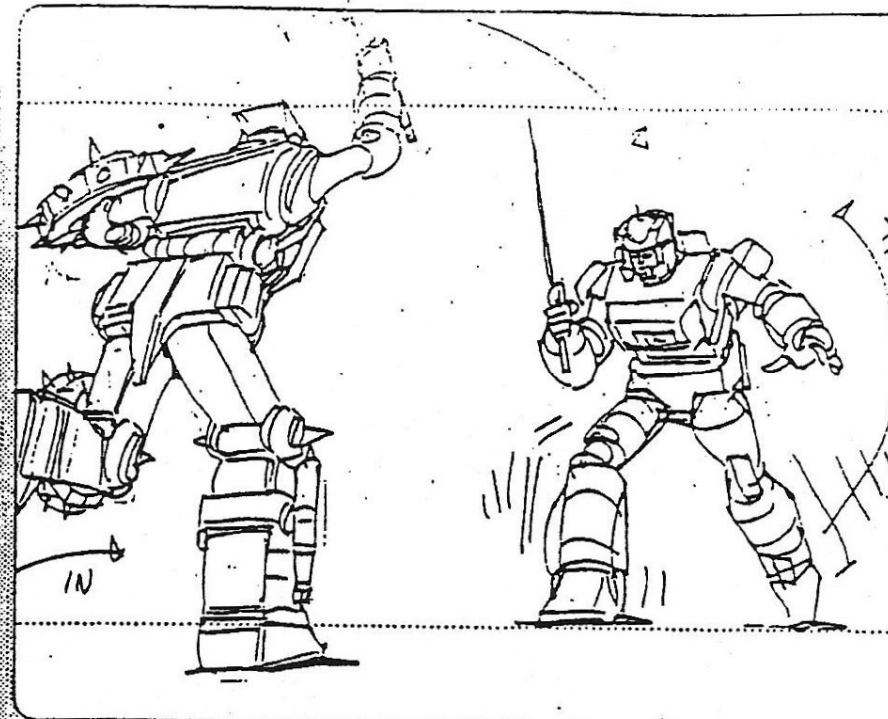
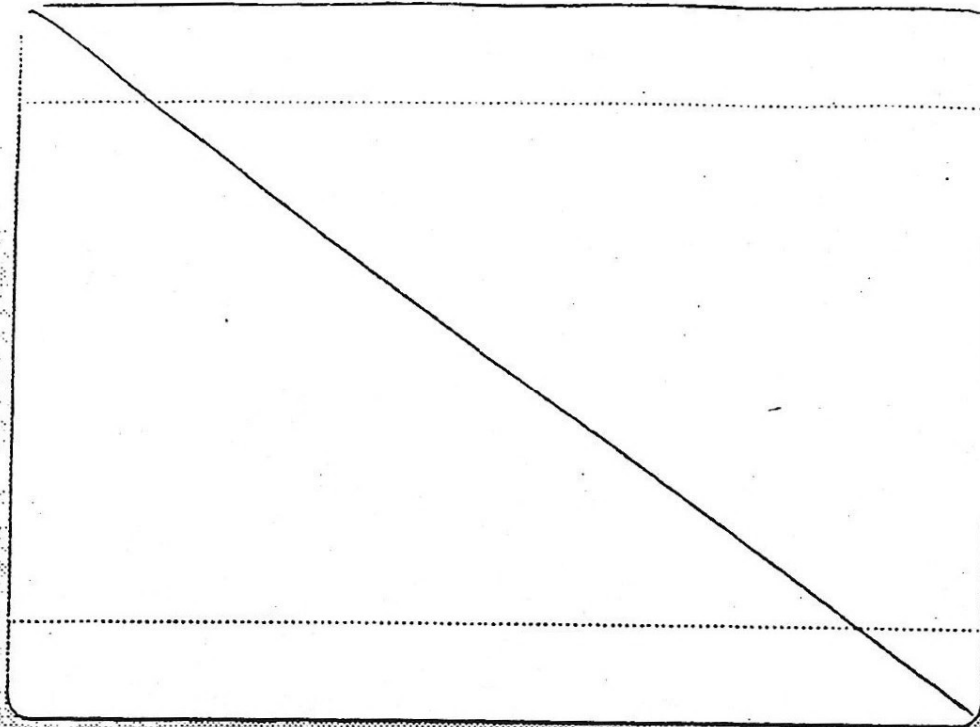
ACTION

...TOWARD CAMERA.

DIAL

MUSIC/SFX

CAMERA



ACTION

DIAL

MUSIC/SFX

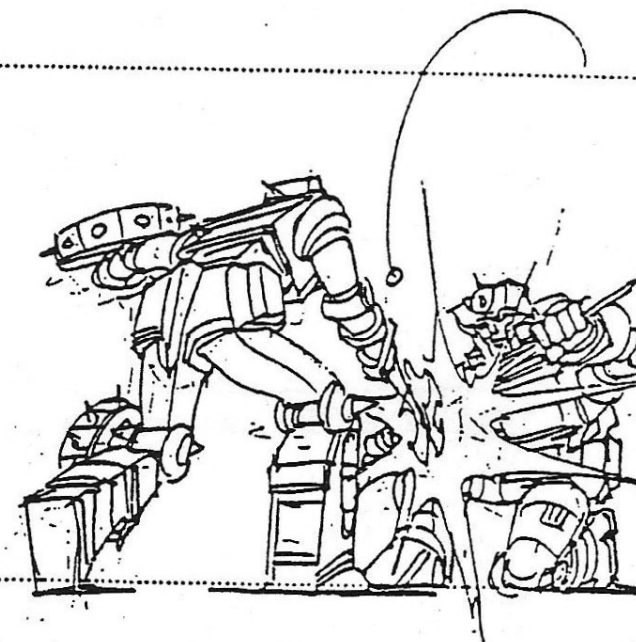
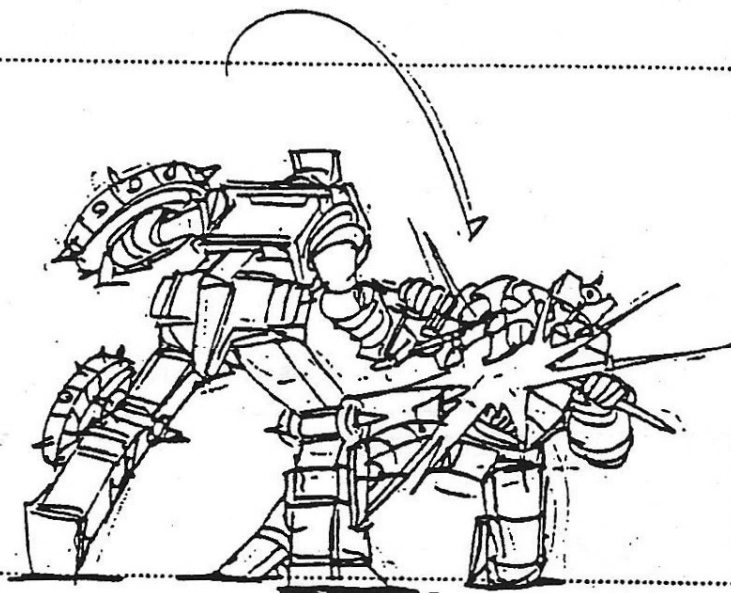
**TFR**  
*From Generation 1 to Beast Hunters and Beyond!!!!*

ACTION L.S. SPRINGER. HE TRANSFORMS INTO ROBOT MODE.

JUST AS WRECK GAR DASHES INTO THE SCENE, READY TO STRIKE WITH HIS AX.

DIAL

MUSIC/SFX



ACTION WRECK GAR SLASHES DOWN WITH HIS BATTLE AX. SPRINGER BLOCKS THE HIT WITH HIS SWORD.

DIAL

MUSIC/SFX

CAMERA

ACTION WRECK GAR SWINGS AGAIN. SPRINGER AGAIN BLOCKS THE BLOW WITH HIS SWORD.

DIAL

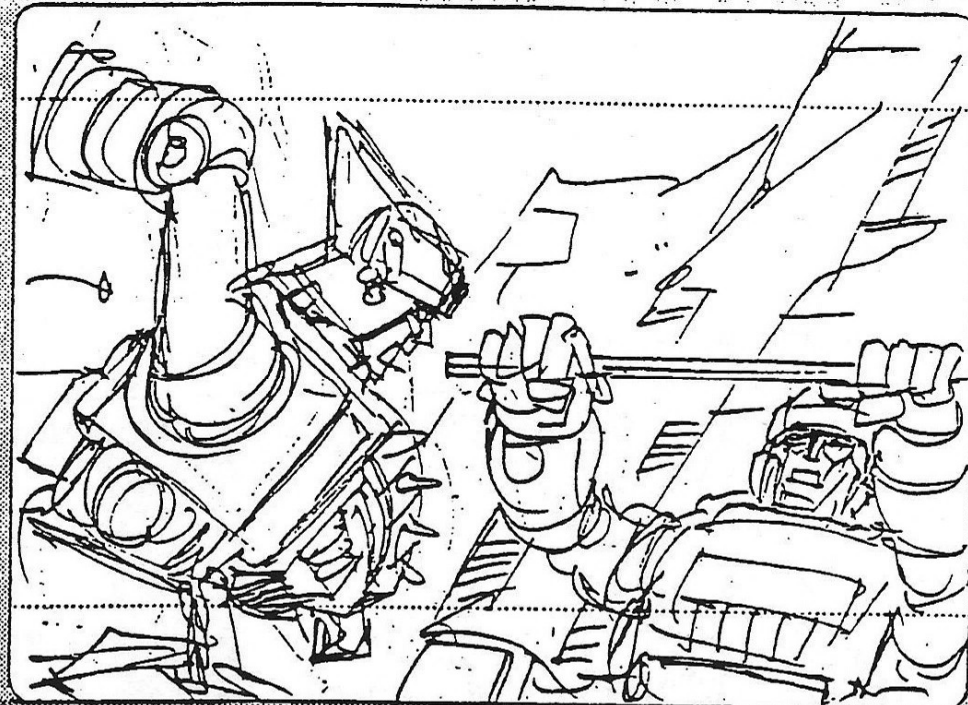
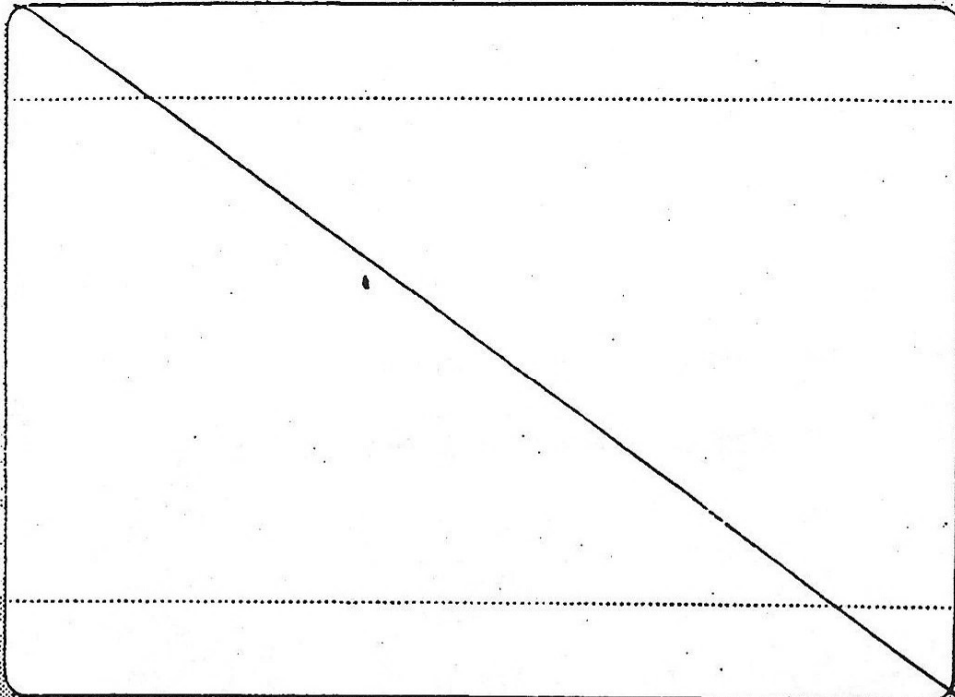
MUSIC/SFX

CAMERA

SC.

SC. 26-23 Q

SEQ. 26 Page 59



ACTION

ACTION M.S. WRECK GAR AND SPRINGER. WRECK GAR SWINGS HIS AX AGAIN.

DIAL

DIAL

MUSIC/SFX

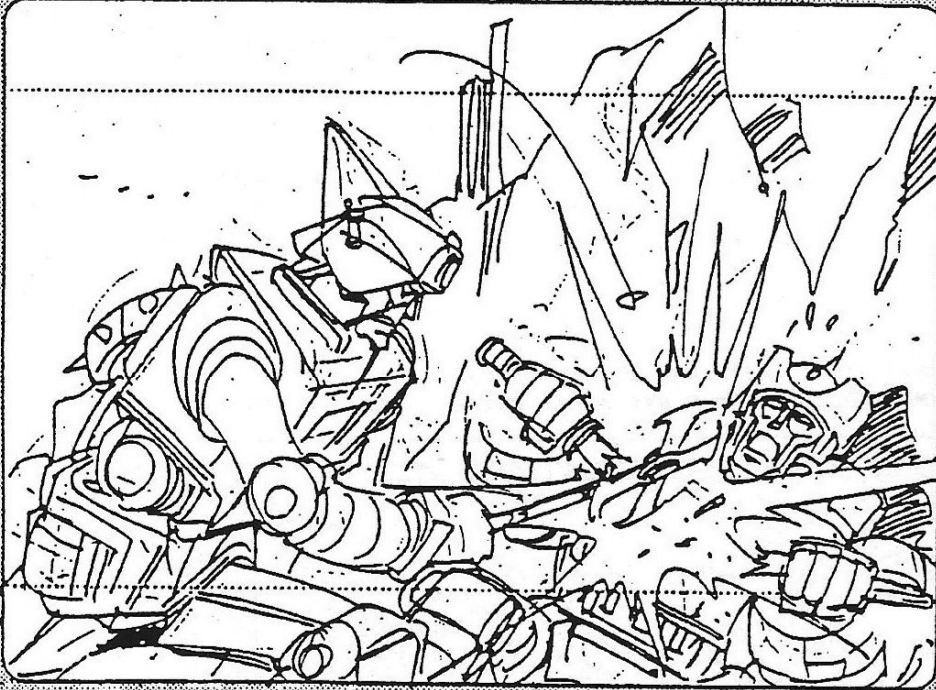
MUSIC/SFX

TFRAW  
Cooperation 1 to Beast Hunters and Beyond!!!!

CAMERA



SC. CONT 26-23 Q



ACTION

THIS TIME SPRINGER'S SWORD DOESN'T HOLD, IT IS SMASHED TO  
PIECES BY WRECK GAR'S AX BLOW.

DIAL

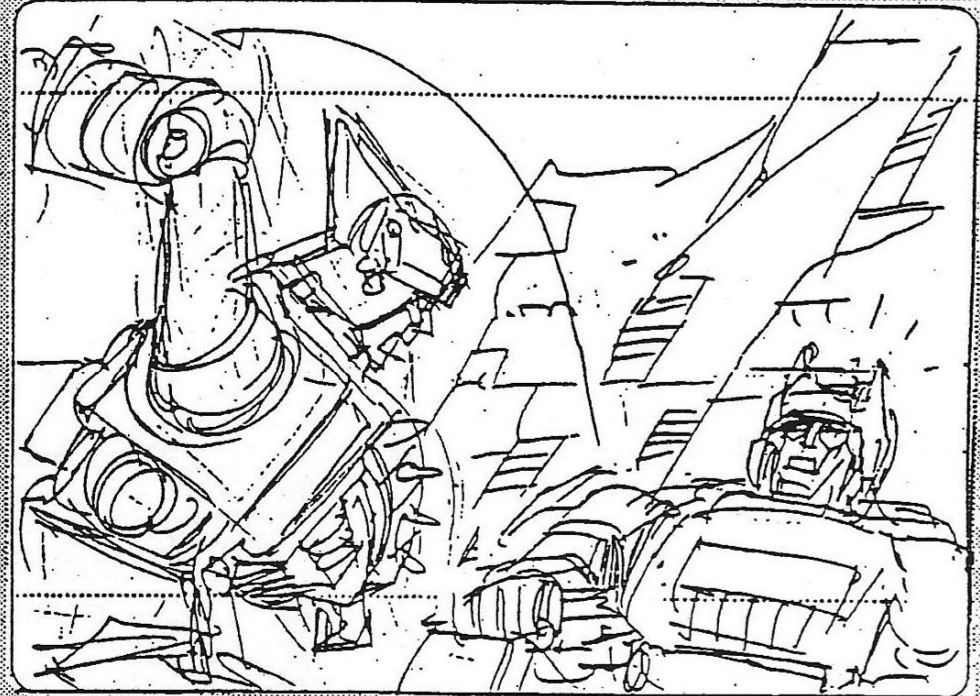
MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

SEQ. 26 Page 60



ACTION

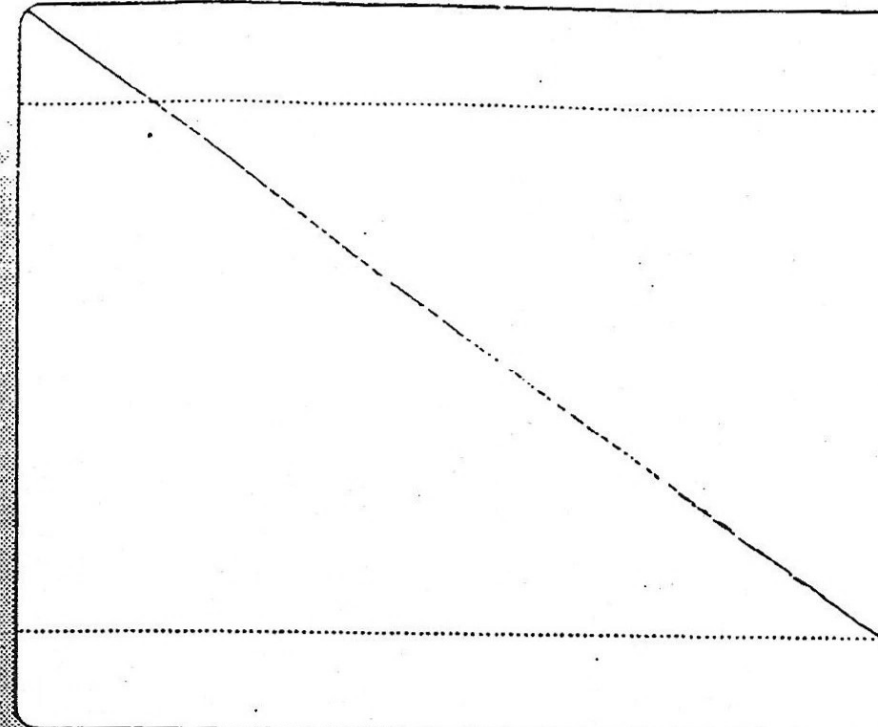
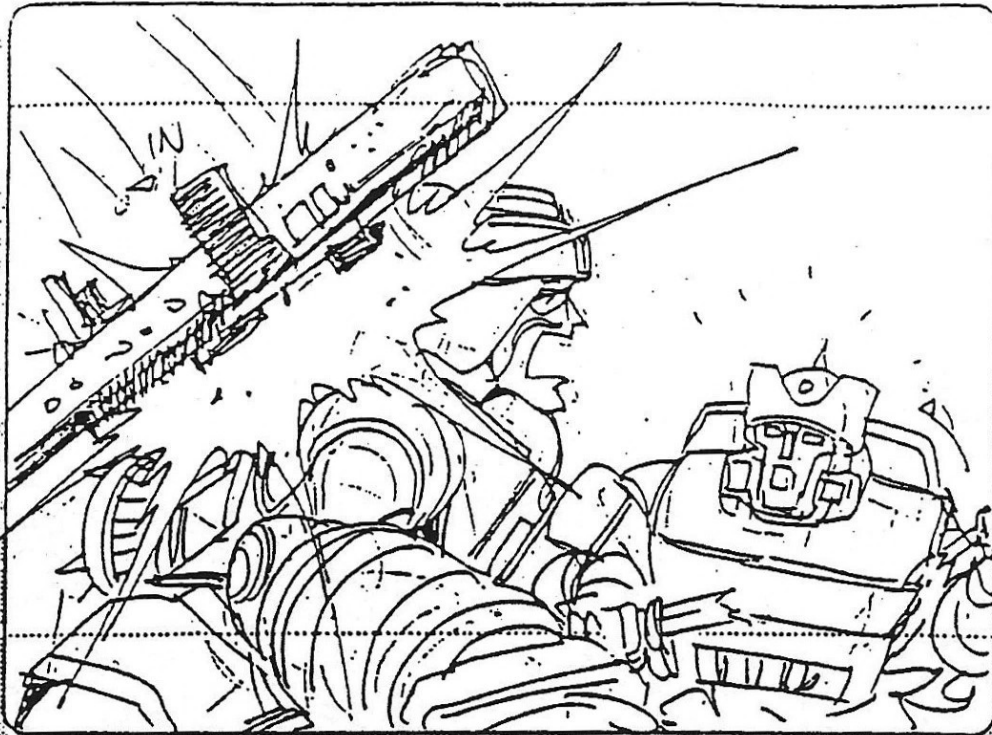
WRECK GAR RAISES HIS WEAPON AGAIN, READY TO CHOP INTO THE  
DEFENSELESS SPRINGER, BUT...

DIAL

MUSIC/SFX

CAMERA

NEXT PAGE 60A



ACTION: THEN FROM BEHIND WRECK GAR A BEAM OF JUNK SWINGS INTO SCENE  
AND STRIKES WRECK GAR ON THE BACK OF HIS HEAD.

DIAL

MUSIC/SFX

CAMERA

ACTION

DIAL

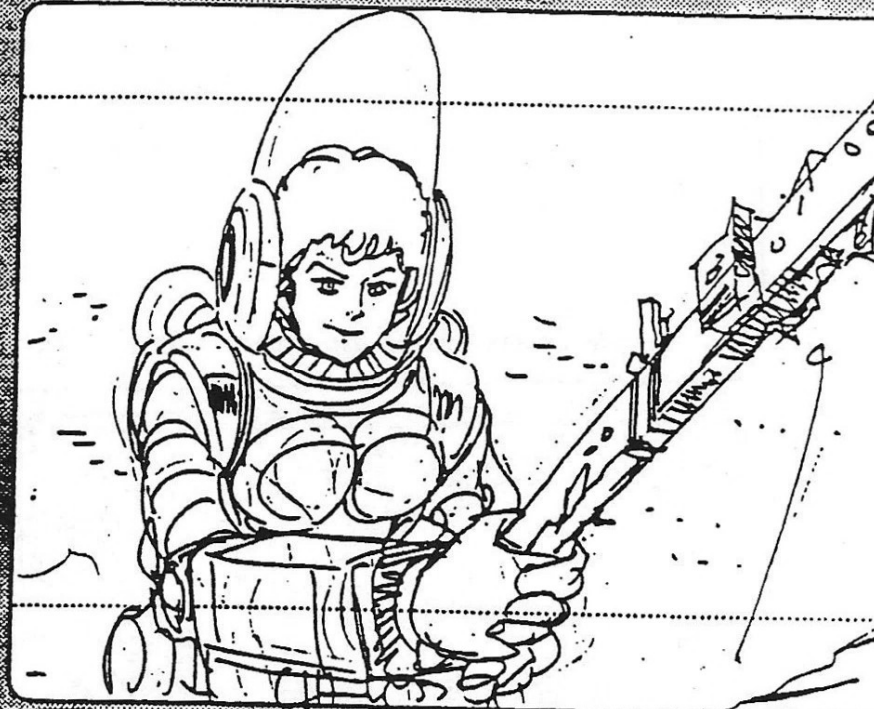
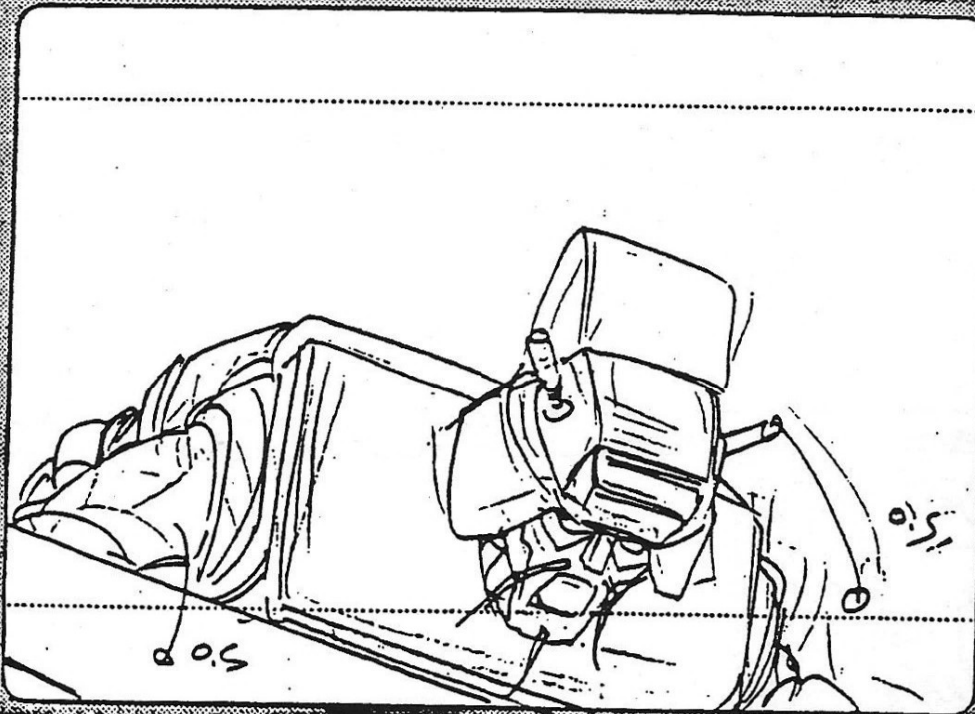
MUSIC/SFX

CAMERA

SC. CDNT 26-23Q

SC. 26-23R

SEQ 26 Page



ACTION WRECK CAR FALLS O.S. AS THE BEAM CONTINUES ITS PATH O.S.

DIAL

MUSIC/SFX

CAMERA

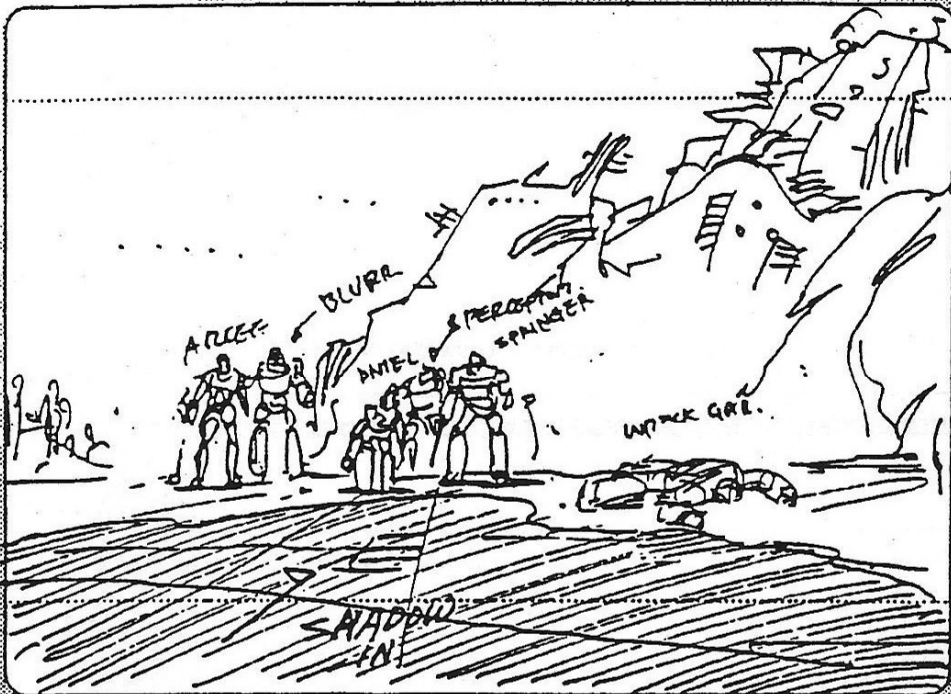
ACTION M.S. DANIEL. HE IS HOLDING THE JUNK BEAM. HE SMILES.

DIAL

MUSIC/SFX

CAMERA

SC. 26-23 S



ACTION X.L.S. THE GROUP OF AUTOBOTS. AS A HUGE SHADOW FALLS ACROSS THE SURFACE OF JUNKION, THEY LOOK UP.

DIAL

MUSIC/SFX

CAMERA

SC. 26-23 T

SEQ. 26 Page 62



ACTION C.U. DANIEL. HE LOOKS UP TO THE SKY.

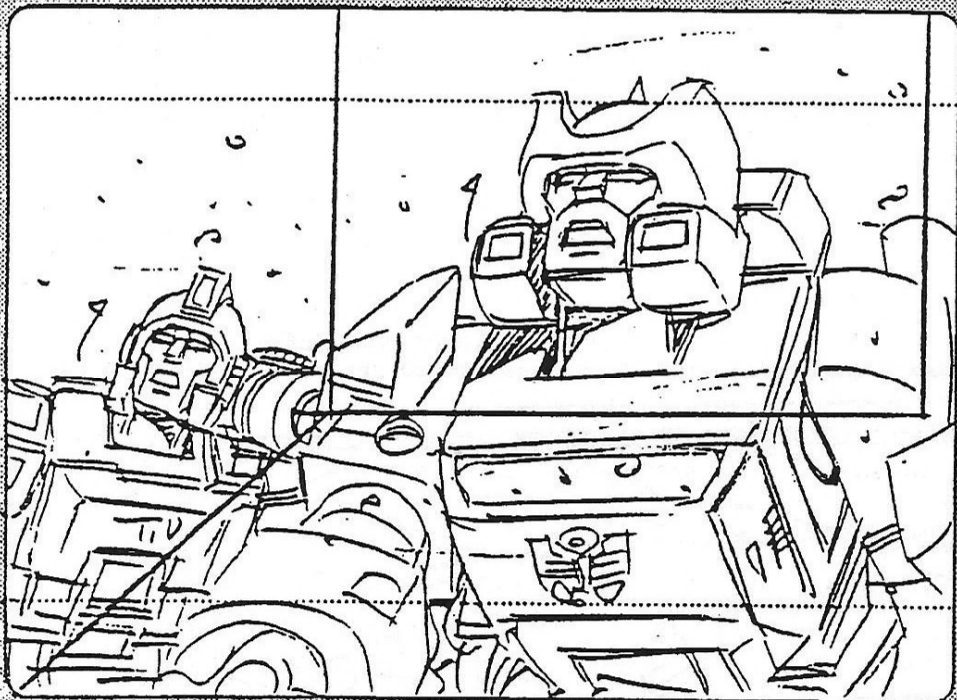
DIAL

MUSIC/SFX

CAMERA



SC. 26-23 U



ACTION

M.S. SPRINGER AND PERCEPTOR. THEY BOTH LOOK UP INTO THE SKY.

DIAL

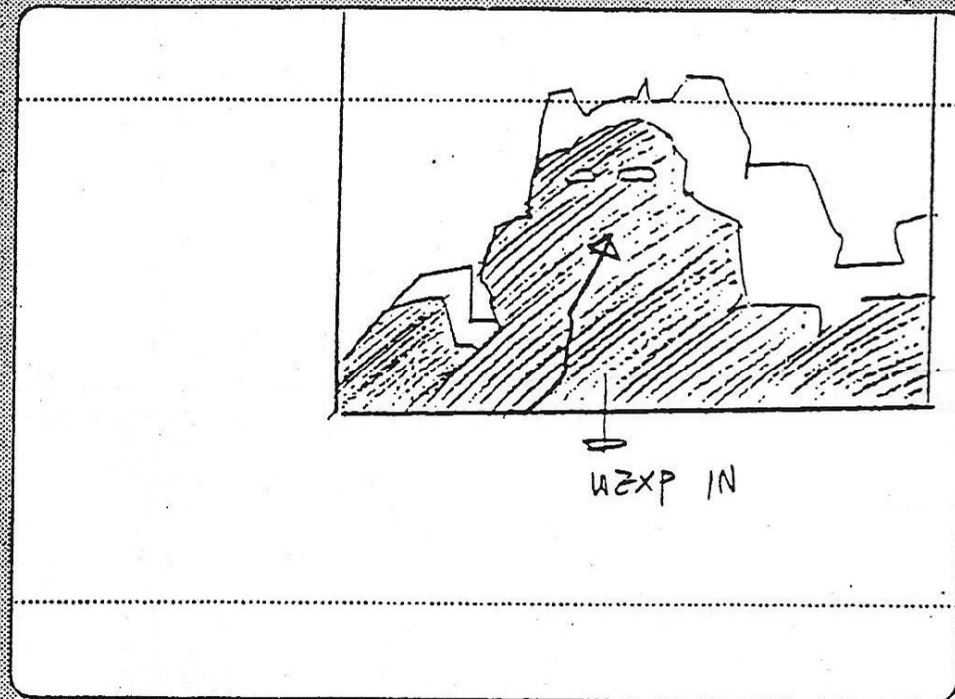
MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

SEQ. 26 Page 63



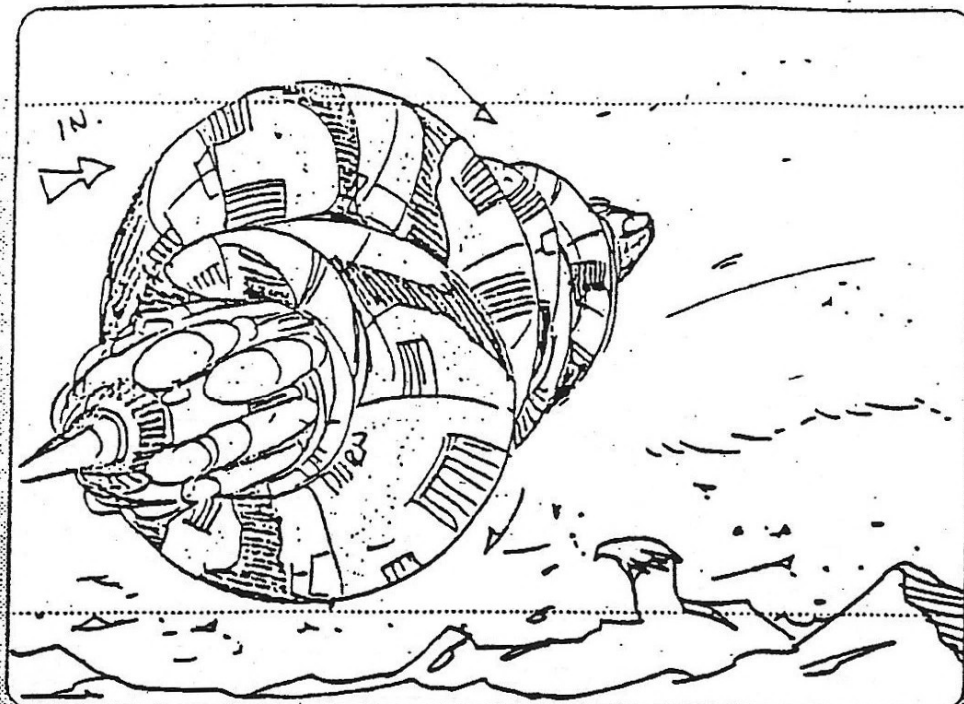
ACTION ...A SHADOW FALLS ACROSS SPRINGER'S FACE.

DIAL

MUSIC/SFX

CAMERA

SC. 207-77



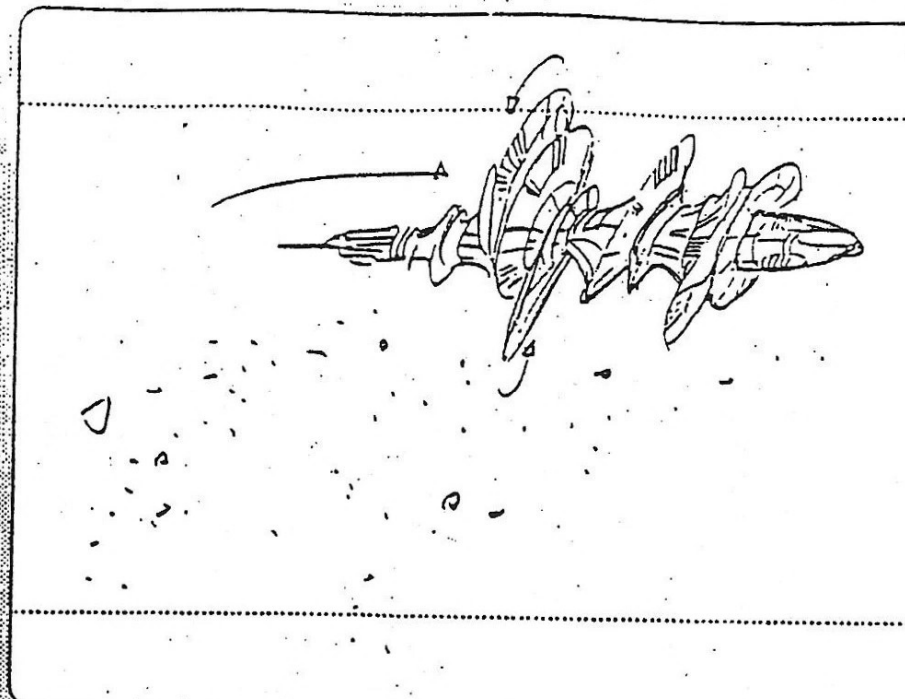
ACTION L.S. THE QUINTESSON SPACE SHIP MOVES INTO SCENE HIGH ABOVE THE JUNKION PLANET...

DIAL

MUSIC/SFX

SC. CONT

SEQ. 26 27



ACTION ...IT TURNS AROUND...

DIAL

MUSIC/SFX

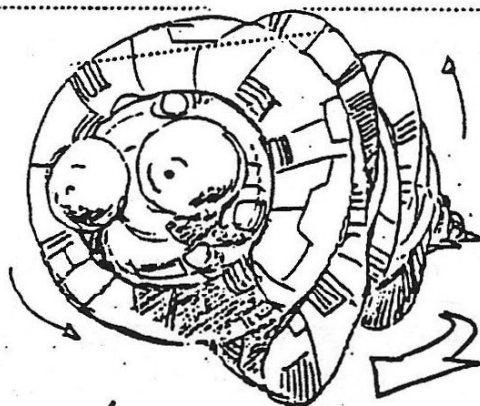
SC. CONT 26-24

SC.

SEQ. 26

Page

65



ACTION ...AND HEADS BACK TOWARD US.

DIAL

MUSIC/SFX

CAMERA

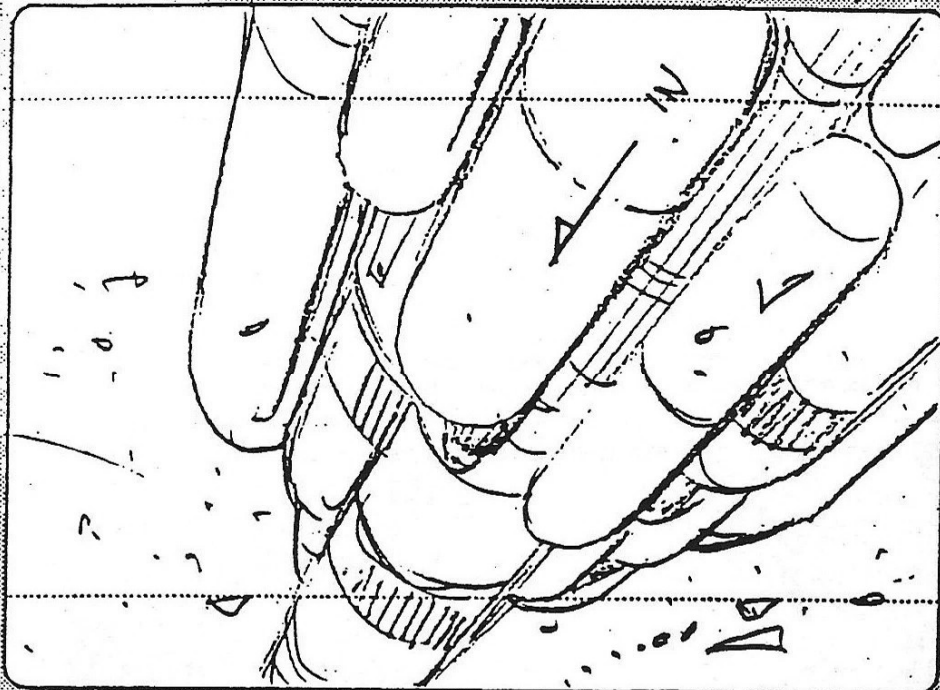
ACTION

DIAL

MUSIC/SFX

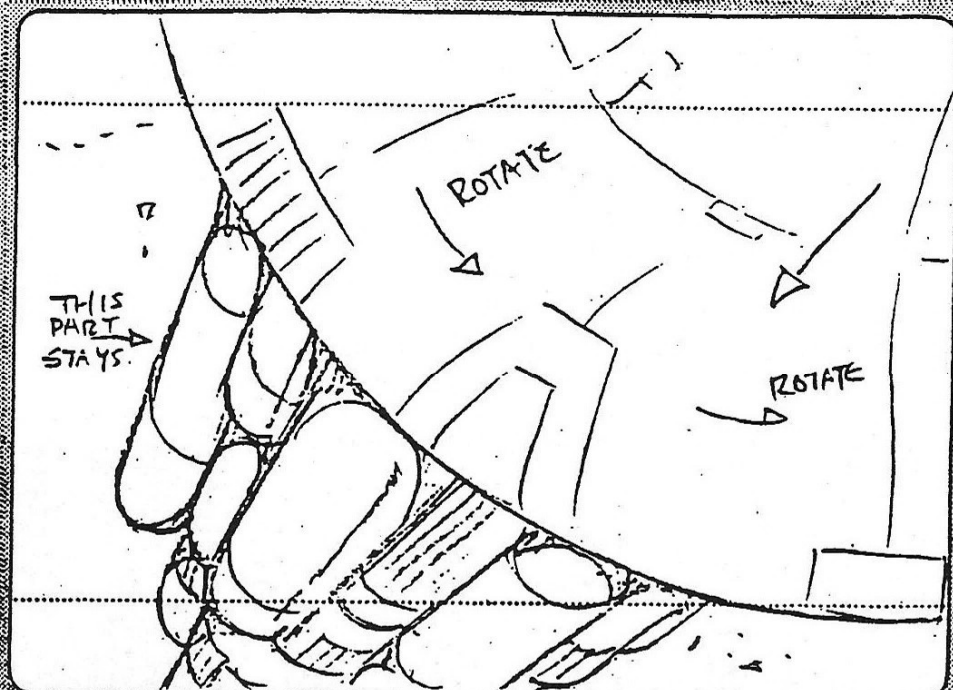
CAMERA

SC. 26-25



SC. CONT

SEQ. 26 Page 66



NEXT PAGE 32A

ACTION M.C.U. THE QUINTESSON SPACE SHIP MOVES INTO THE SCENE.

DIAL

MUSIC/SFX

IFRAW

From Generation 1 to Beast Hunters and Beyond!!!!

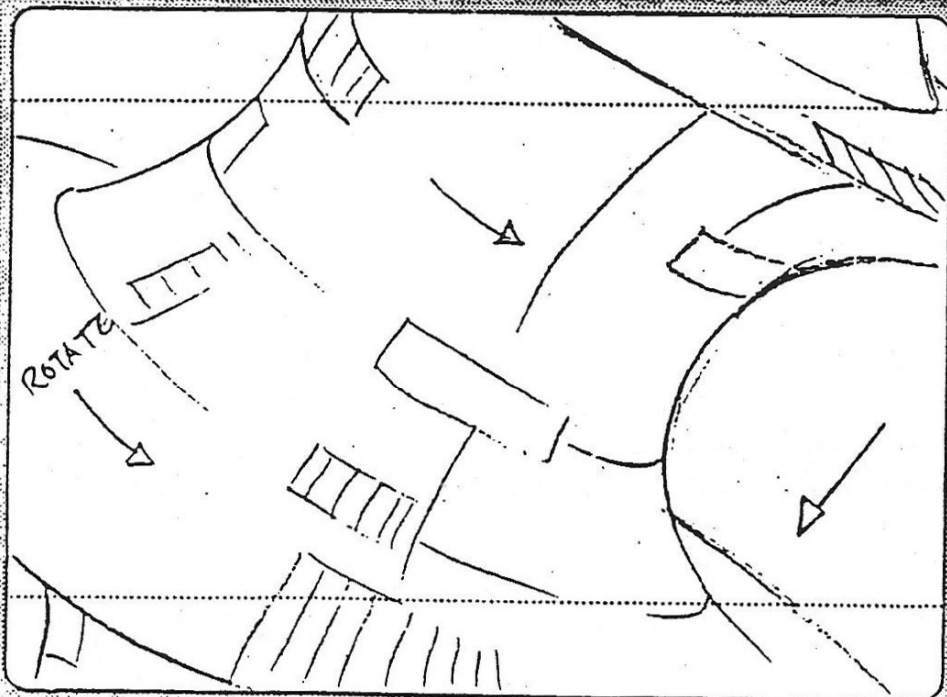
ACTION

DIAL

MUSIC/SFX



SC. CONT 26-25



ACTION

DIAL

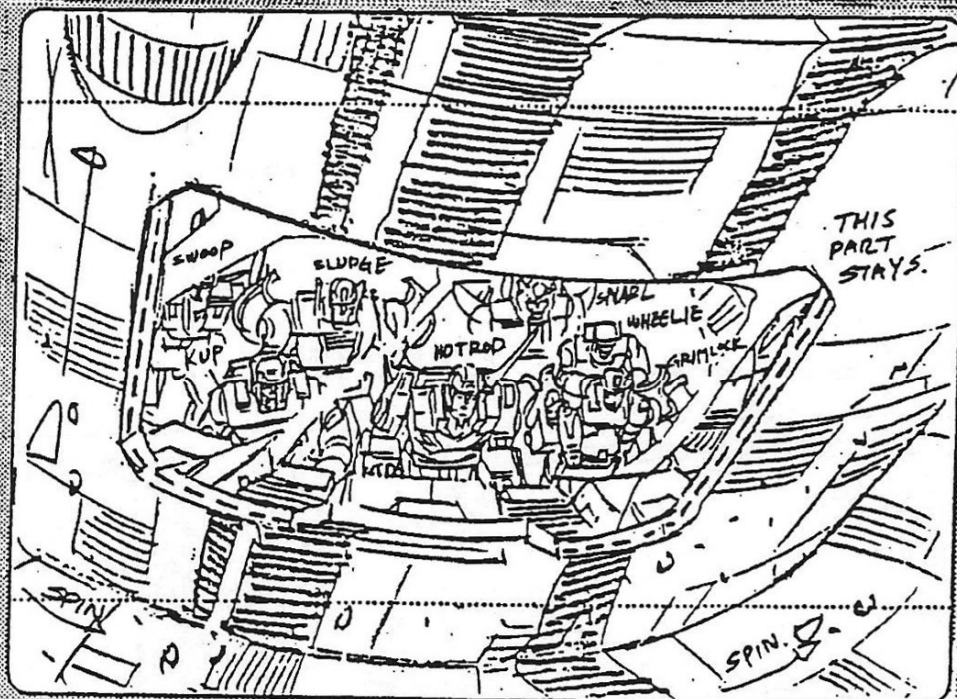
MUSIC/SFX

CAMERA

**IFRAW**  
from Generation 1 to Beast Riders and Beyond!!!

SC. CONT

SEQ 26 Page 67

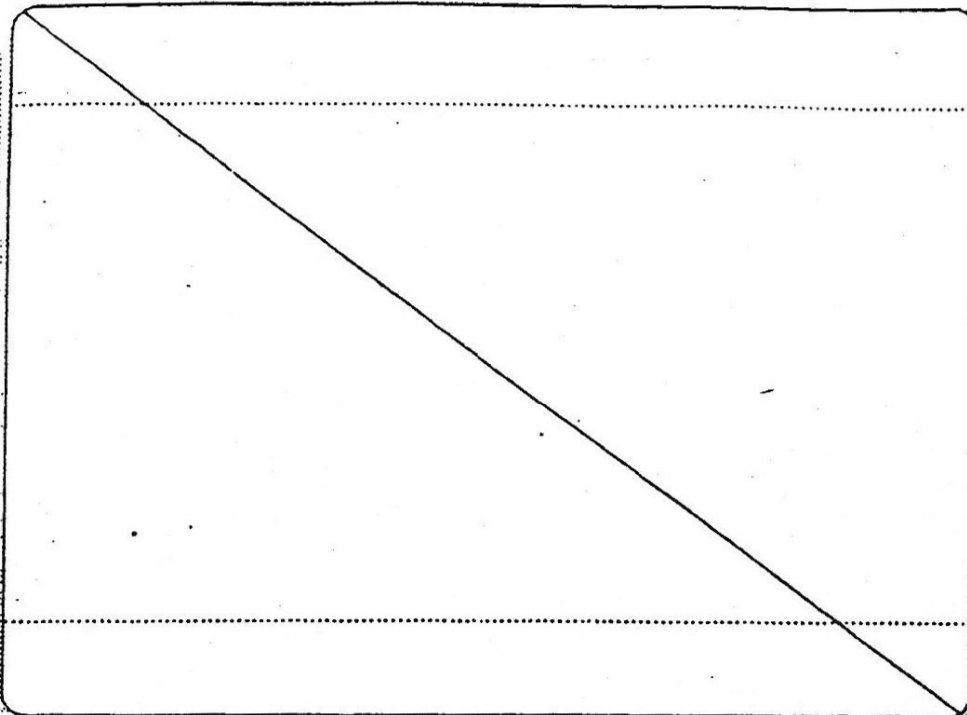


ACTION AS IT PASSES WE CAN SEE THE WINDOW WITH HOT ROD, KUP AND THE DINOBOTS INSIDE.

DIAL

MUSIC/SFX

CAMERA

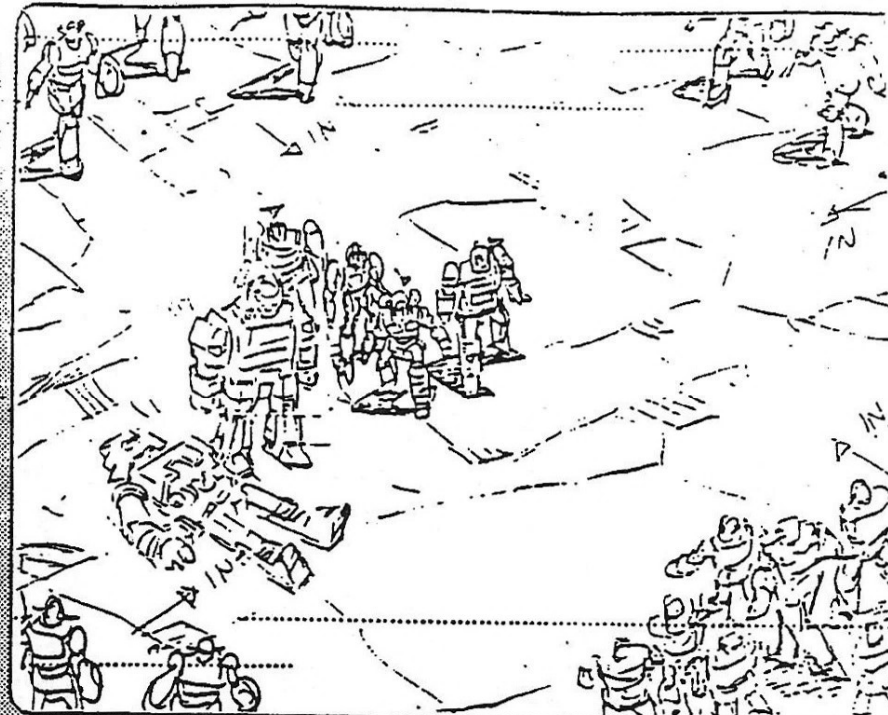


ACTION

DIAL

MUSIC/SFX

CAMERA



ACTION M.L. DOWN SHOT THE AUTOBOT PARTY ON JUNKION. THE JUNKION  
CLOSE IN ON THEM.

DIAL

MUSIC/SFX

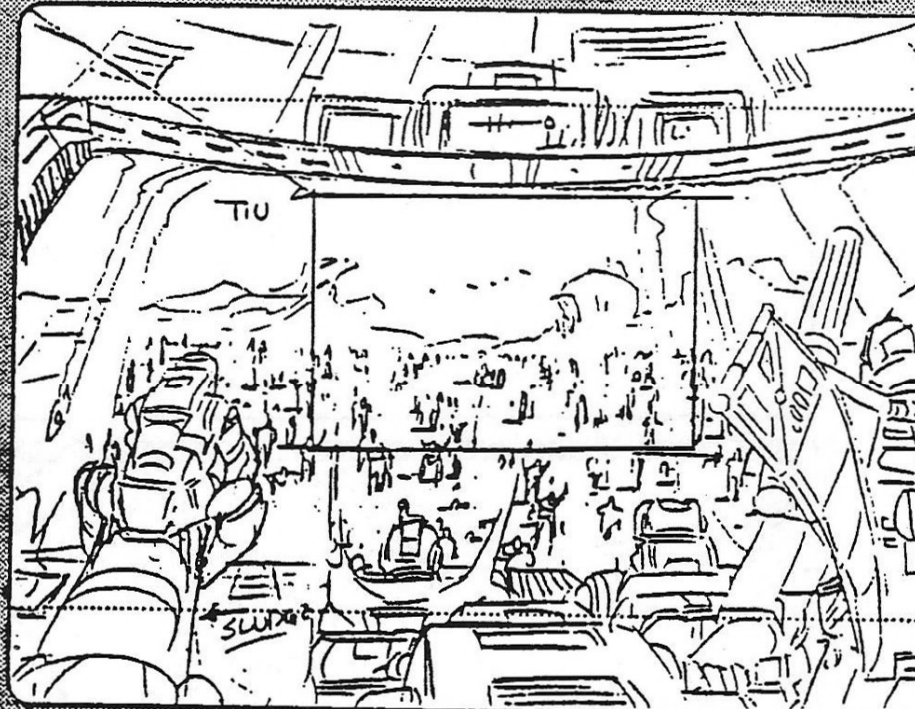
CAMERA

SC. CONT 26-26



SC. 26-27

SEQ. 26 Page 69



ACTION PERCEPTOR TURNS AS THE SHADOW OF THE QUINTESSON SPACE SHIP MOVES INTO SCENE. WRECK GAR SITS UP.

DIAL

MUSIC/SFX

CAMERA

ACTION X.L.S. THE PARTY OF AUTOBOTS, ENCIRCLED BY THE JUNKIONS. WE TRUCK BACK TO SEE HOT ROD, KUP, WHEELIE AND THE DINOBOTS IN THE COCKPIT OF THE SPACE SHIP.

DIAL KUP

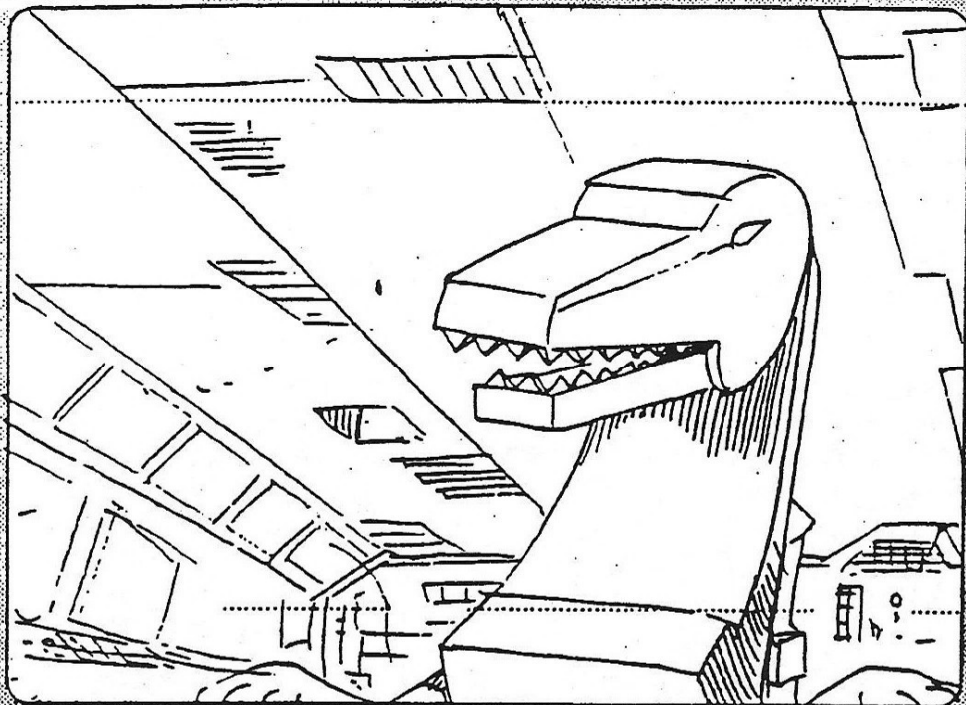
Not since the Crocodillos of Stronterd have I seen such a sight....

MUSIC/SFX

CAMERA

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 26-27A



SC. 26-27B

SEQ. 26 Page 70



ACTION

DIAL GRIMLOCK

Maybe they make me king too!

MUSIC/SFX

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

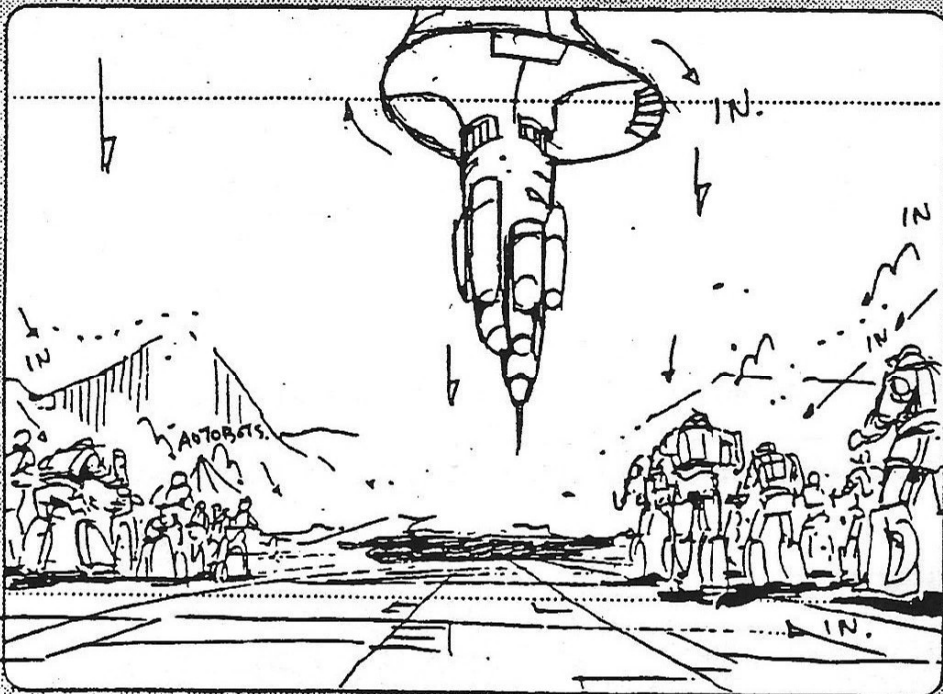
DIAL KUP

Don't hold your breath, your majesty.

MUSIC/SFX



SC. 26-27C



ACTION X.L.S. THE GROUP OF AUTOBOTS AND JUNKIONS AS THE QUINTESSON SPACE SHIP SLOWLY DESCENDS TOWARD THE PLANET.

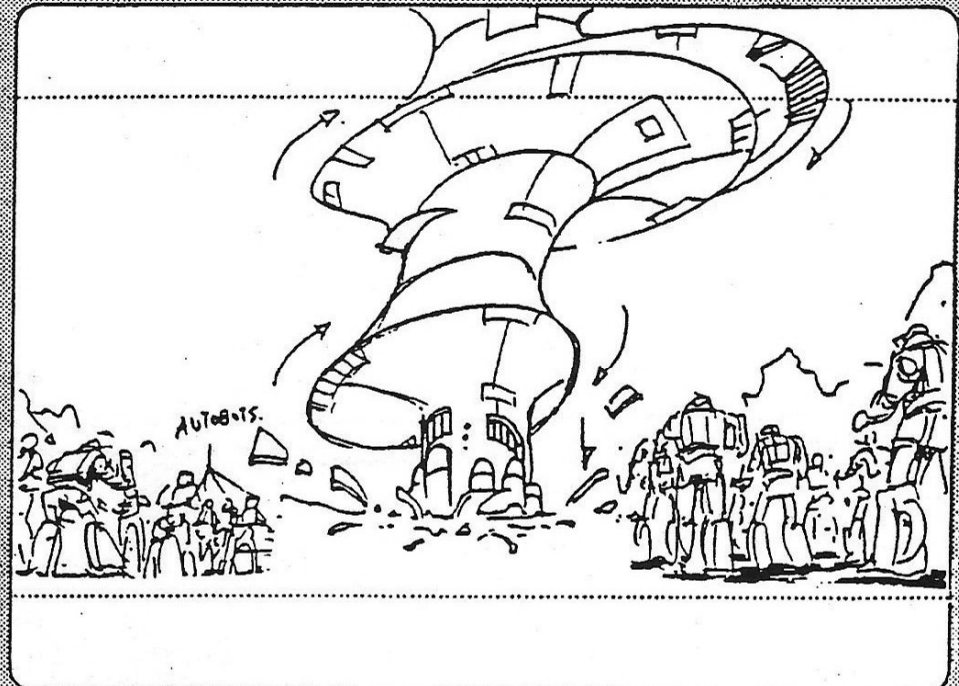
DIAL

MUSIC/SFX

CAMERA  
**TFR**  
 From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

SEQ. 26 Page 71



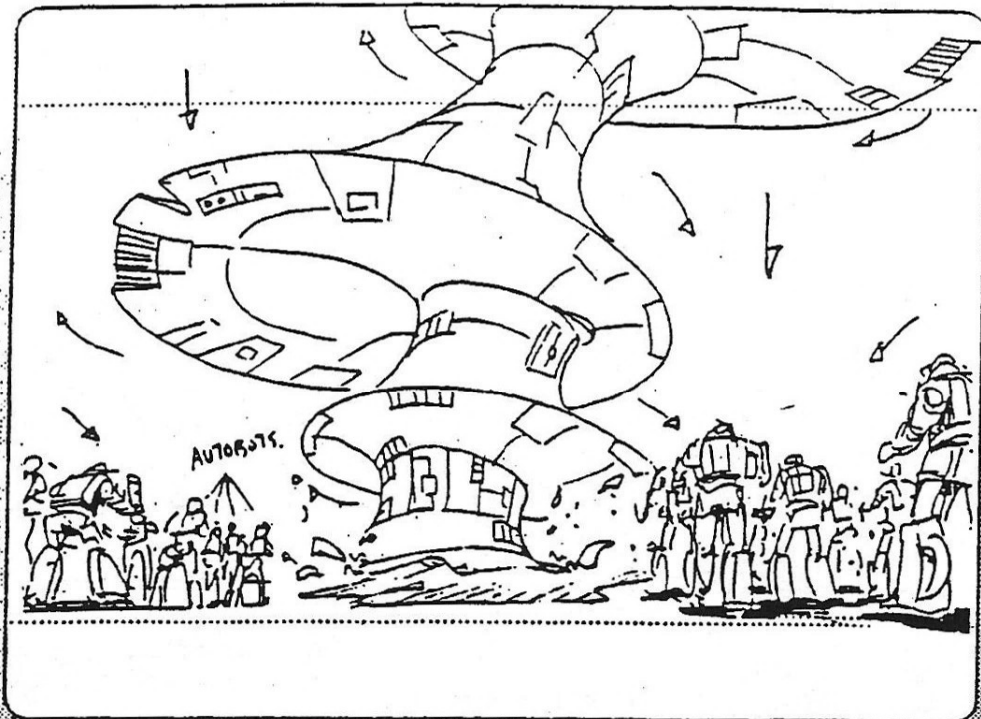
ACTION ...IT SPINS AS IT COMES IN FOR A LANDING. ITS ENGINES DIG THEIR WAY INTO THE PLANET.

DIAL

MUSIC/SFX

CAMERA

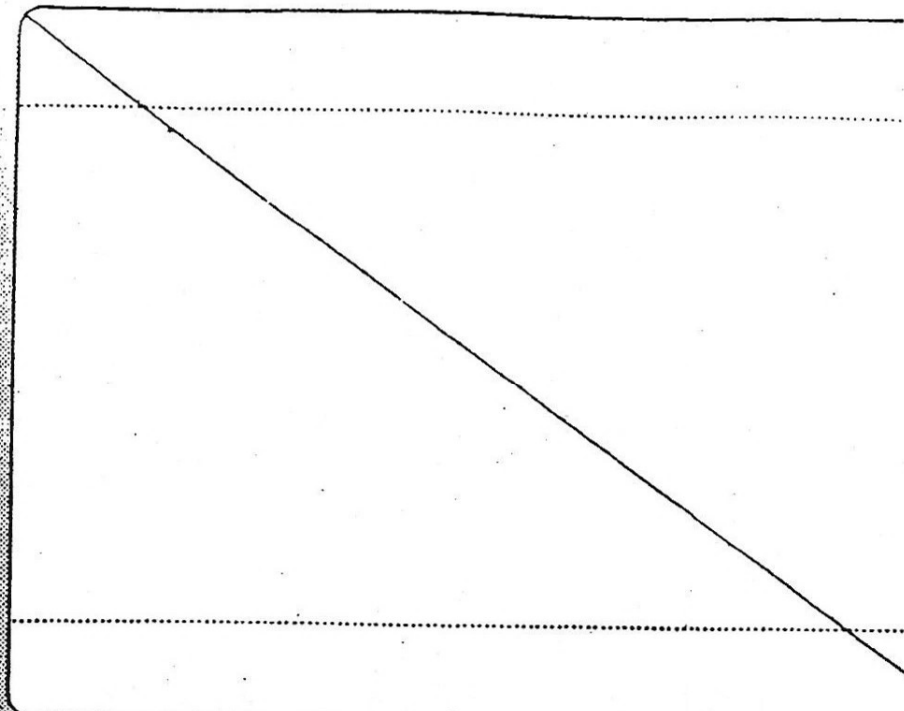
NEXT PAGE 34C



ACTION AS THE SHIP SETTLES IN FOR A LANDING, THE SPINNING STARTS TO SLOW.

DIAL

MUSIC/SFX



ACTION

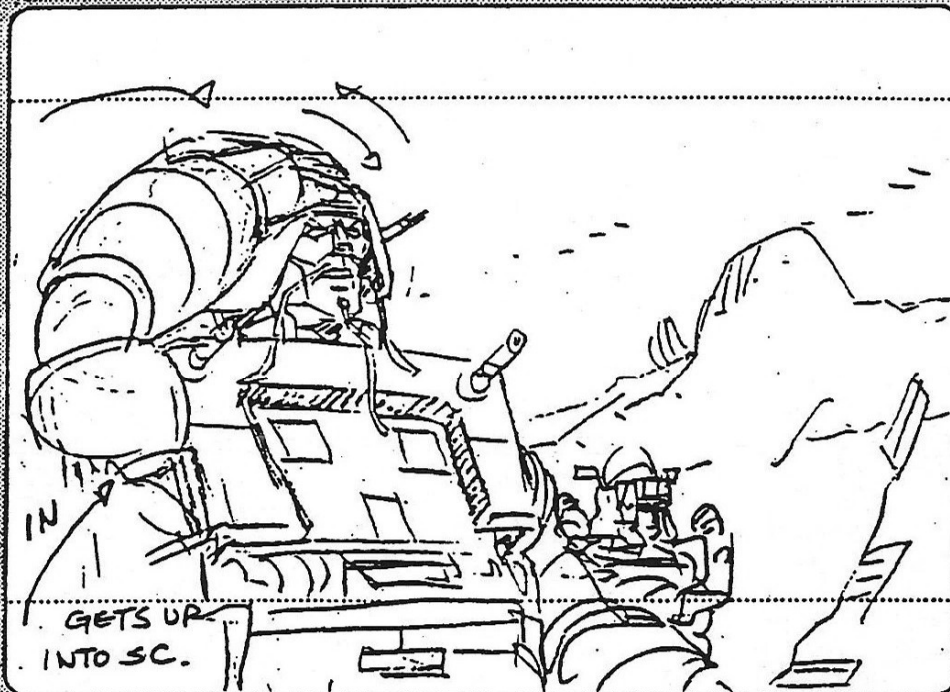
DIAL

MUSIC/SFX

SC. 26-28

SC. 26-29

SEQ. 26 Page 73



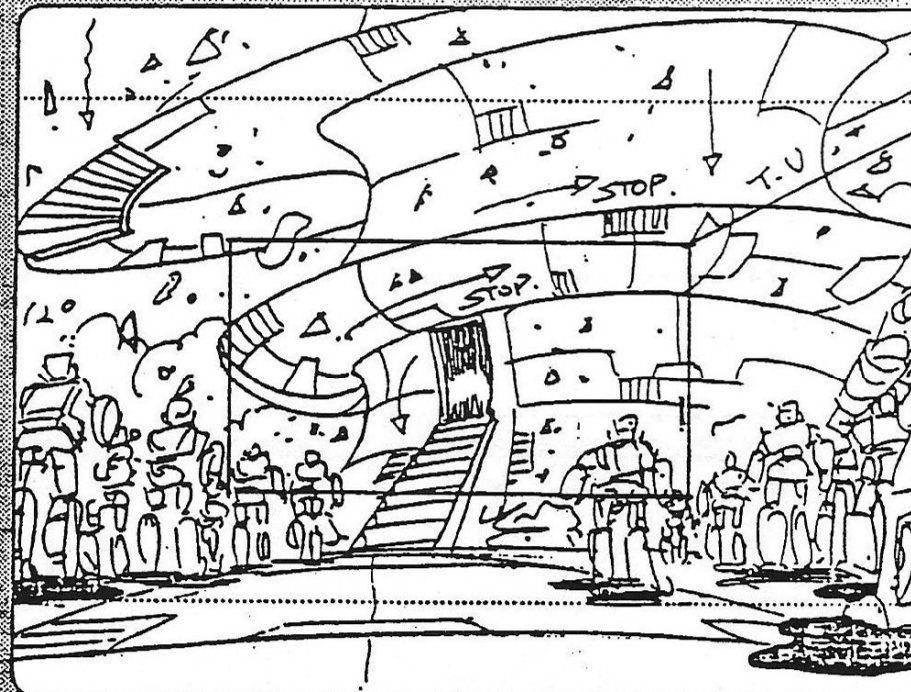
ACTION WRECK GAR GETS UP INTO SCENE AND RUBS HIS HEAD.

DIAL WRECK-GAR

Steady as she goes, mob! Snoopy  
visitors get mud in the eye bye and  
bye. Film at eleven!

MUSIC/SFX

CAMERA



ACTION L.S. THE JUNKIONS STANDING IN FRONT OF THE QUINTESSON  
SHIP. THE DOOR OF THE SHIP OPENS.

DIAL JUNKIONS

Everything must go by midnight!

MUSIC/SFX

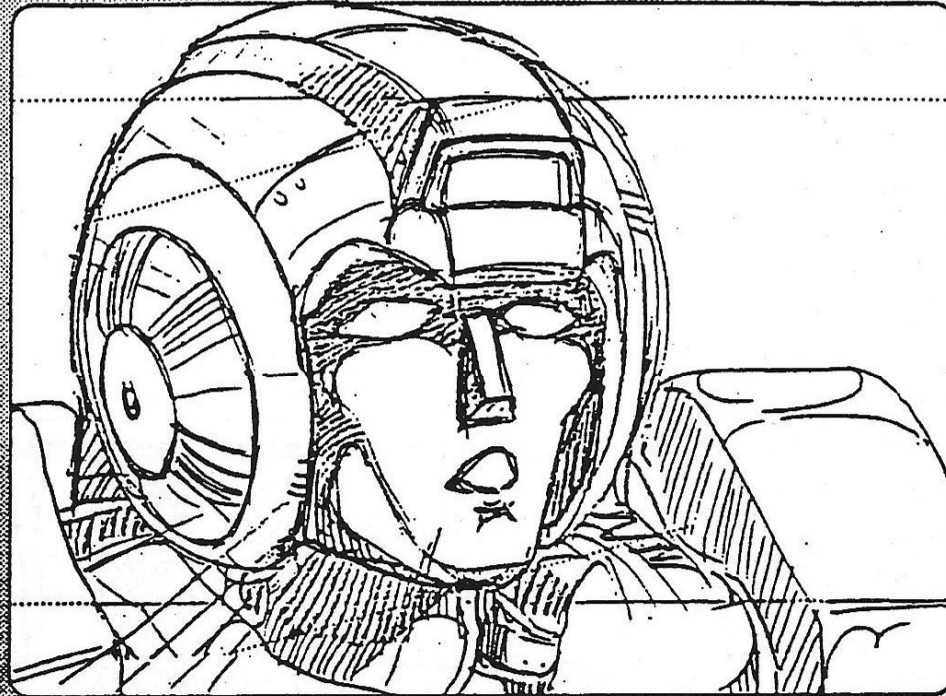
CAMERA

SC 26-30



SC. 26-31

SEQ. 26 Page 74



ACTION L.S. HOT ROD, KUP, WHEELIE AND THE DINOBOTS. THEY EXIT THE SPACE SHIP.

DIAL

MUSIC/SFX

**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!  
CAMERA

ACTION C.U. ARCEE. SHE IS THRILLED TO SEE HOT ROD AGAIN.

DIAL ARCEE

It's Hot Rod.

MUSIC/SFX

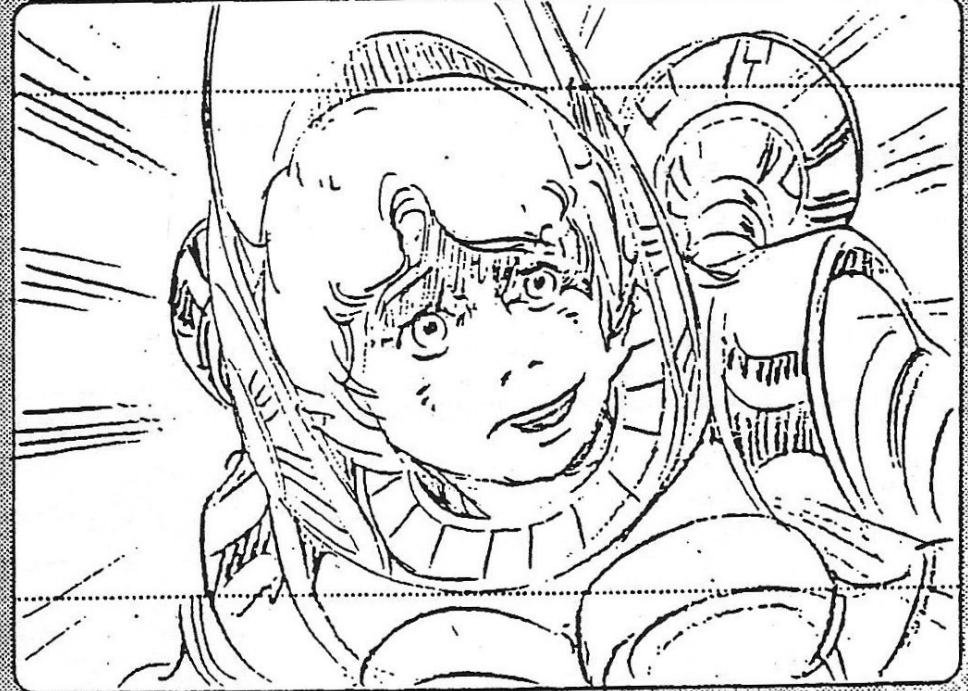
CAMERA



SC. 26-32

SC. 26-33

SEQ. 26 Page 75



ACTION M.S. KUP AND HOT ROD. THEY BOTH SMILE.

DIAL

MUSIC/SFX

CAMERA  
**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION C.U. DANIEL. HE IS DELIGHTED TO SEE HIS OLD FRIENDS.

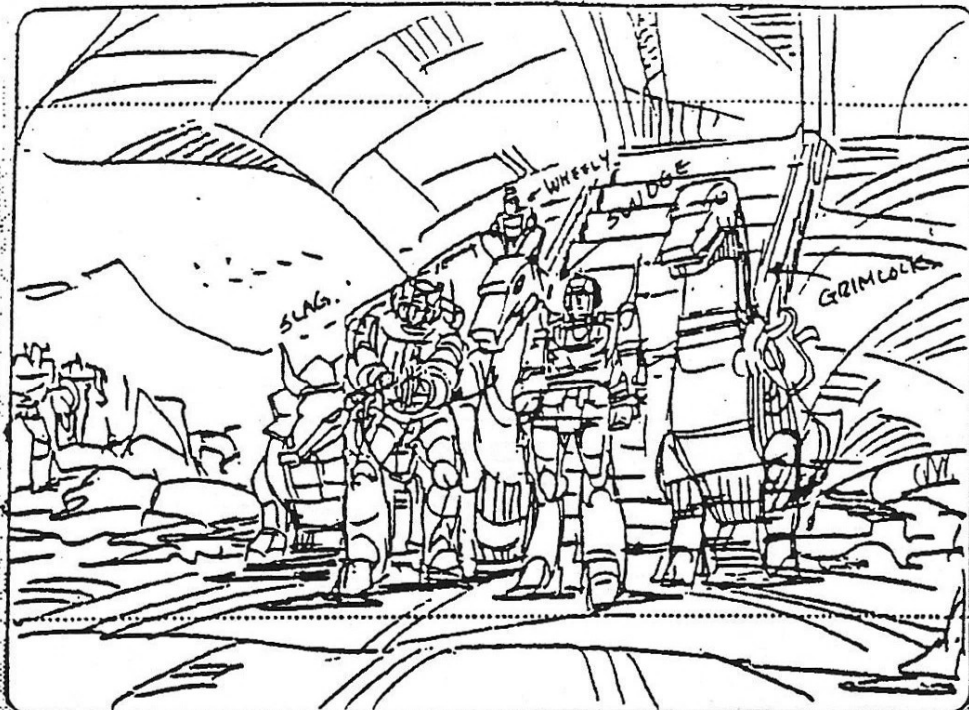
DIAL DANIEL

And Kup and the Dinobots.

MUSIC/SFX

CAMERA

SC. 20-27



ACTION X.L.S. HOT ROD, KUP, WHEELIE AND THE DINOBOTS STANDING AT THE FOOT OF THE QUINTESSON SHIP. KUP RAISES HIS WEAPON...

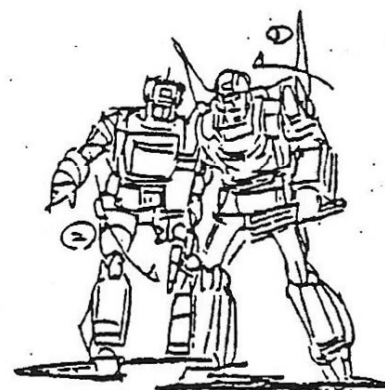
DIAL

MUSIC/SFX

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

SC. 20-28



ACTION ...BUT HOT ROD MOVES IN AND PUSHES IT DOWN.

DIAL HOT ROD

(ASIDE TO KUP)

Guns aren't exactly friendly.

MUSIC/SFX

SC. 26-34A



ACTION

DIAL KUP

(THROUGH HIS TEETH TO HOT ROD)

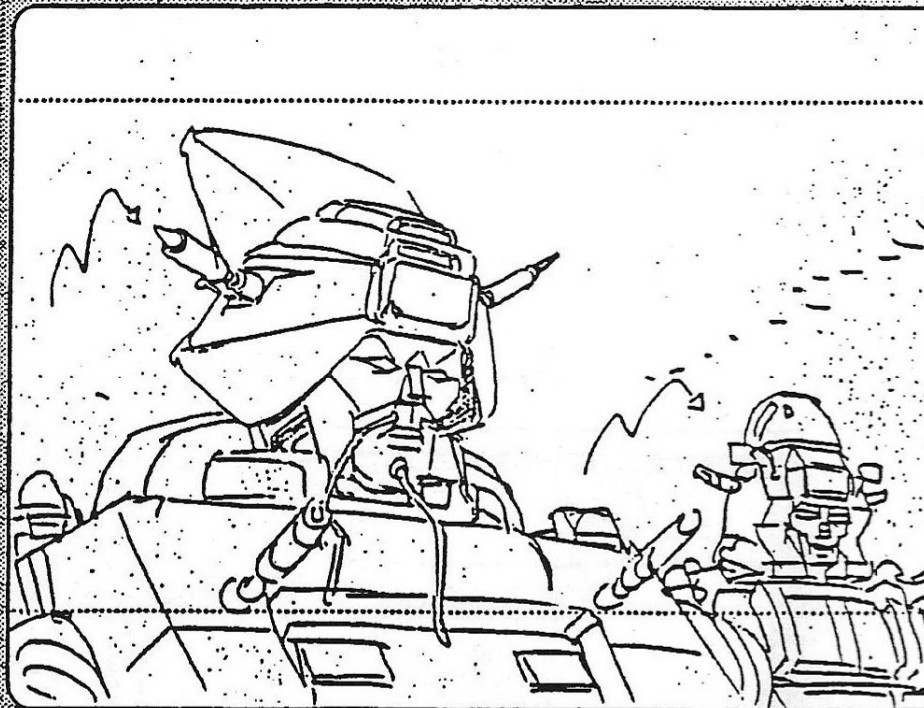
Neither are they -- in case you  
haven't noticed.

MUSIC/SFX

CAMERA

SC. 26-35

SEQ. 26 Page 77



ACTION M.S. WRECK GAR AND A FELLOW JUNKION STEP FORWARD.

DIAL

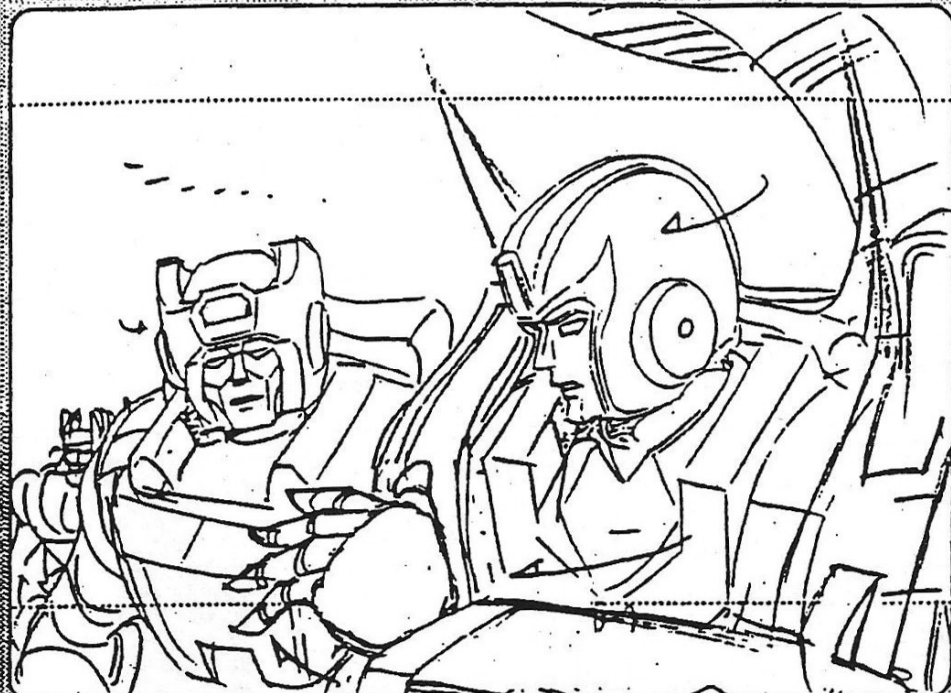
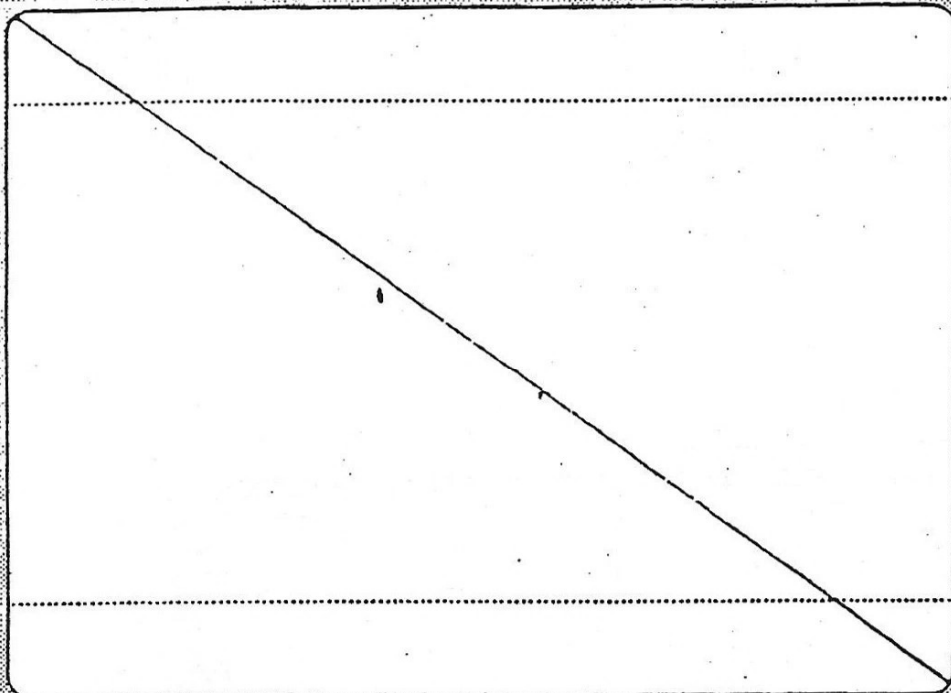
MUSIC/SFX

CAMERA

SC.

SC. 26-36

SEQ. 26 Page 78



ACTION

ACTION M.S. KUP AND HOT ROD. HOT ROD TURNS TO KUP.

DIAL

DIAL HOT ROD

(SOTTO) What was that Universal greeting again? Never mind, I remember...

MUSIC/SFX

MUSIC/SFX

**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

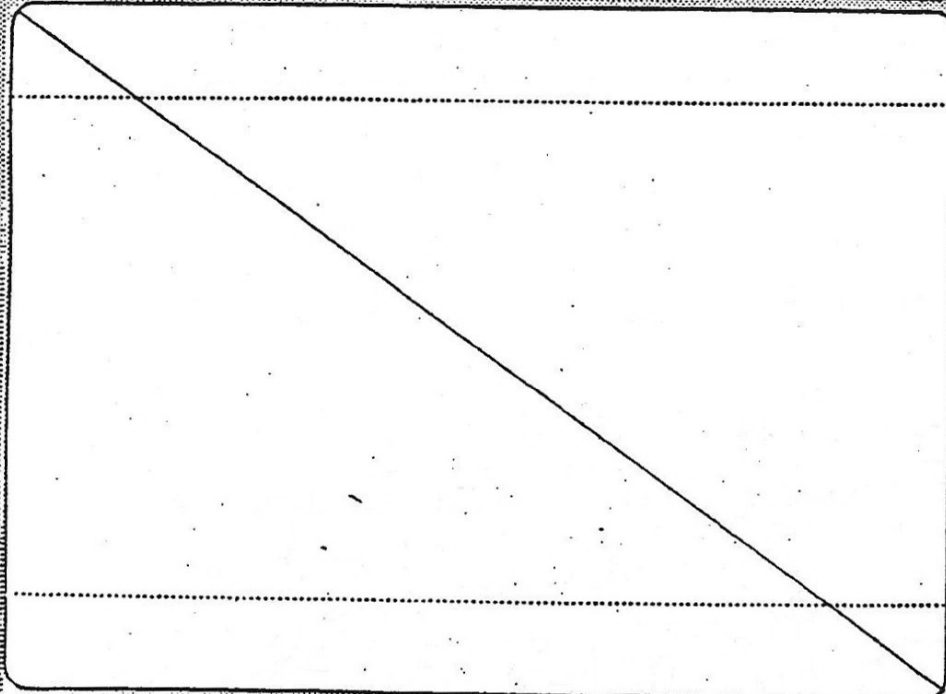
CAMERA



SC.

SC. 26-38

SEQ. 26 Page 79



NO SCENE 26-37



ACTION

ACTION M.S. HOT ROD. WE TRUCK IN ON HIM AS HE SMILES AND MOVES FORWARD.

DIAL

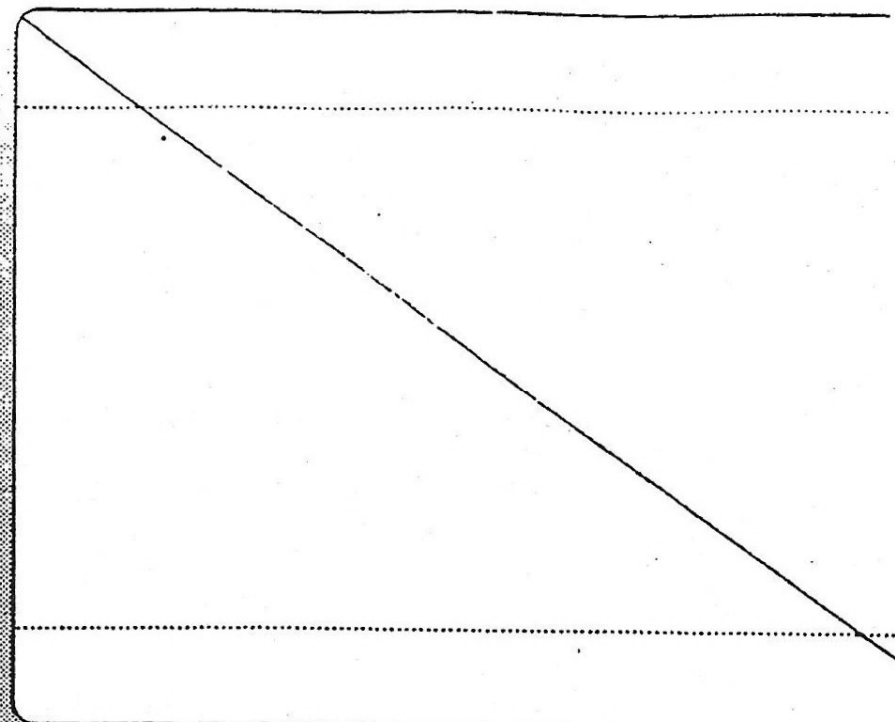
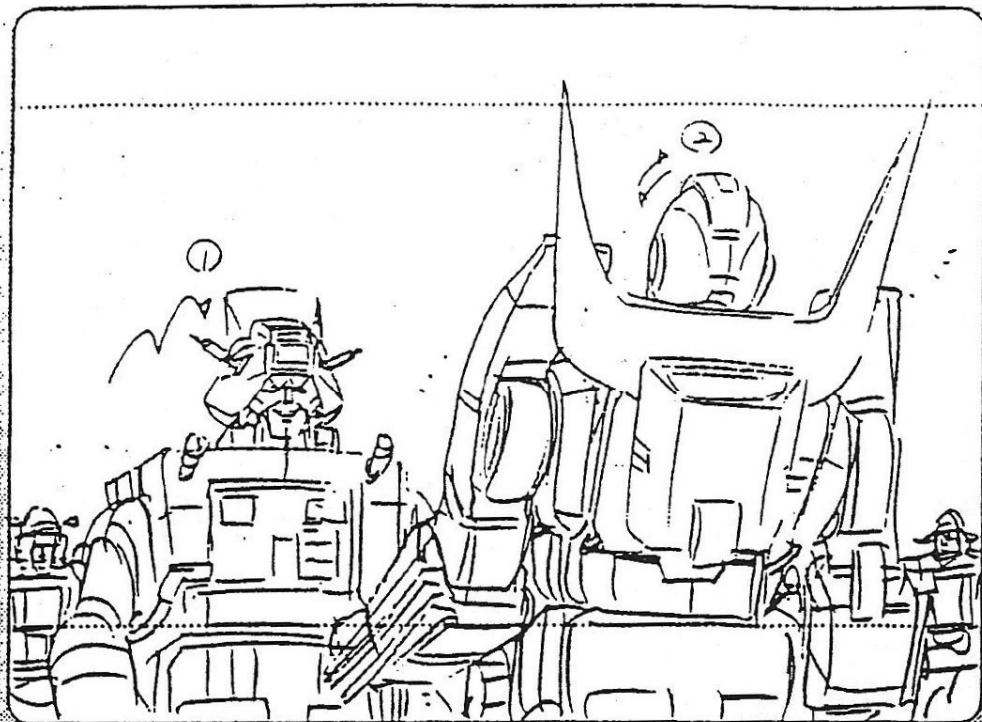
DIAL HOT ROD

(BIG SMILE) Bah-weep-Graaaaagnah  
wheep ni ni bong?

MUSIC/SFX

MUSIC/SFX

CAMERA



ACTION M.S. WRECK GAR AND HOT ROD. WRECK GAR STOPS IN FRONT  
OF HOT ROD. HOT ROD NODS.

DIAL WRECK-GAR

Bah-weep-Graaagnah wheep ni ni  
bong?

MUSIC/SFX

ACTION

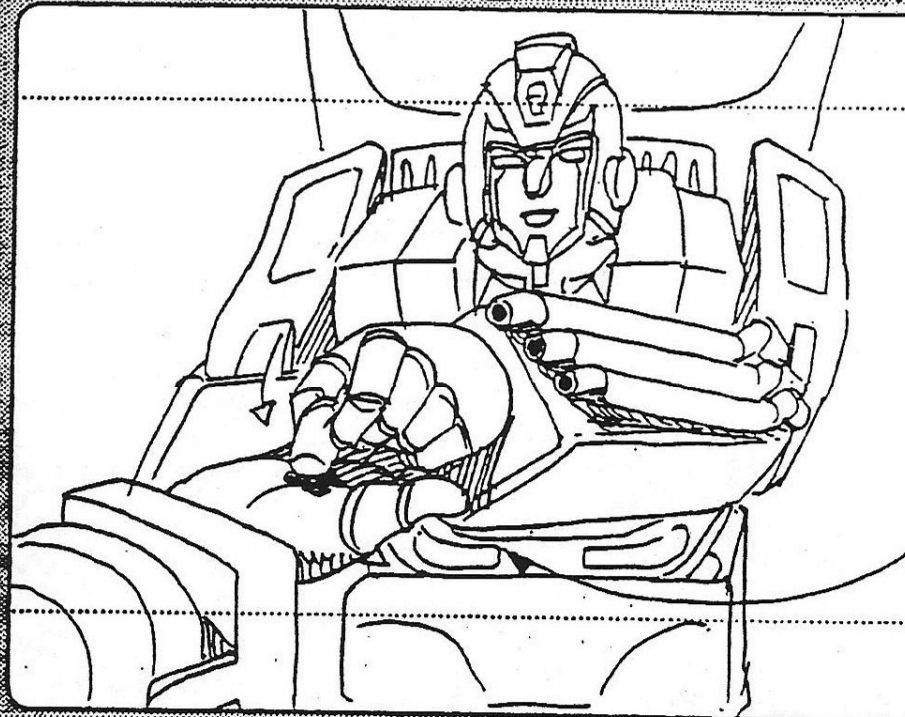
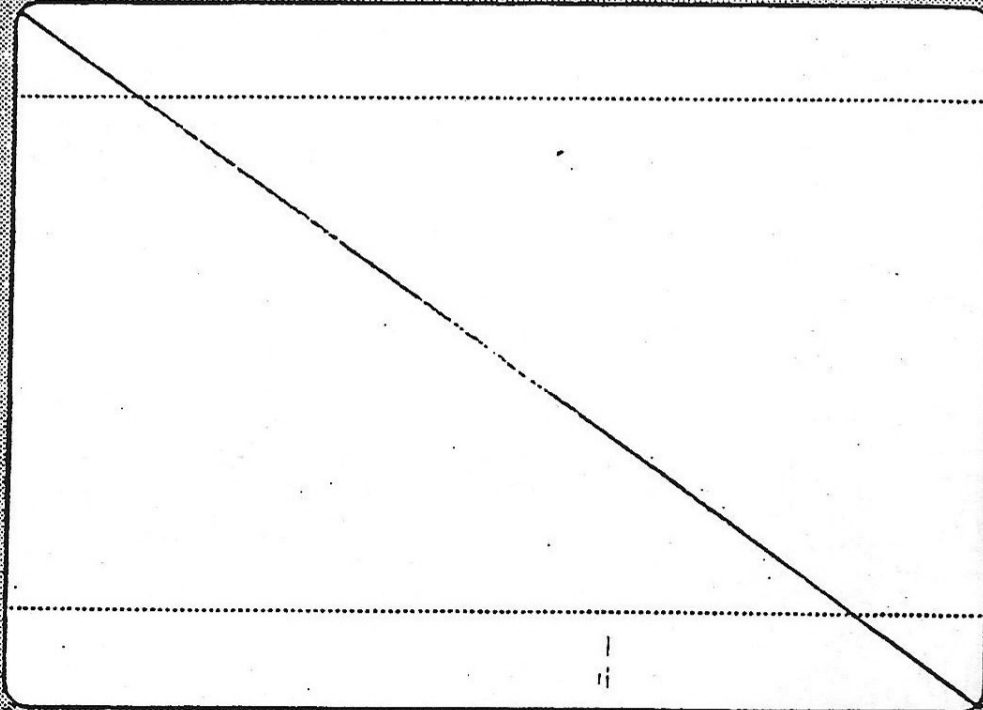
DIAL

MUSIC/SFX

SC.

SC. 26-39A

SEQ. 26 Page 81



ACTION

DIAL

MUSIC/SFX

CAMERA

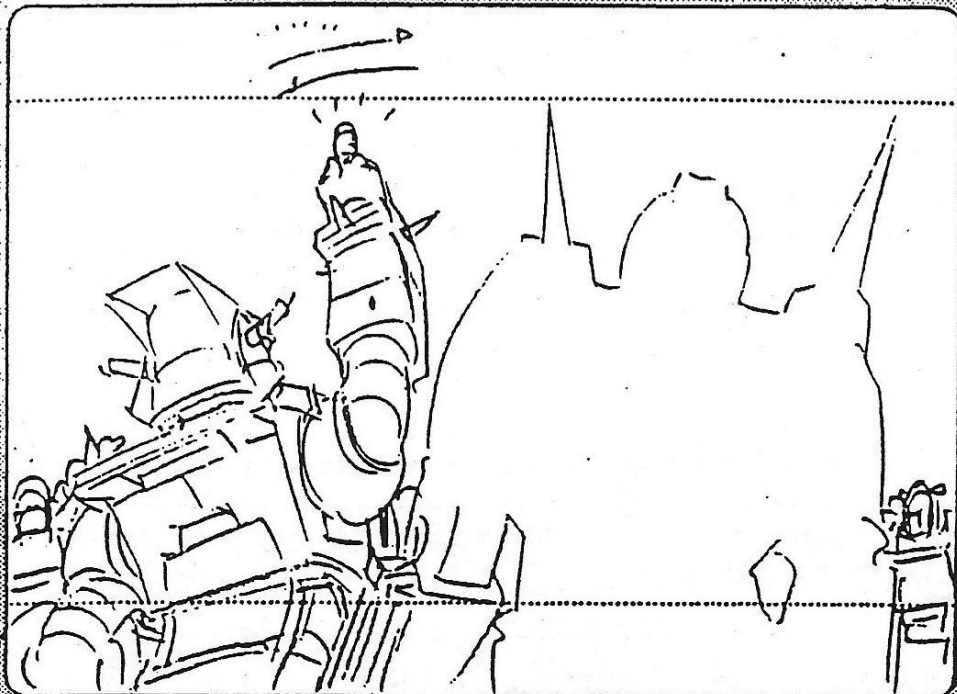
ACTION HOT ROD REACHES UP AND HANDS WRECK GAR THE ENERAGON STICKS.

DIAL HOT ROD Bah-weep- Graaagnah wheep ni ni bo

MUSIC/SFX

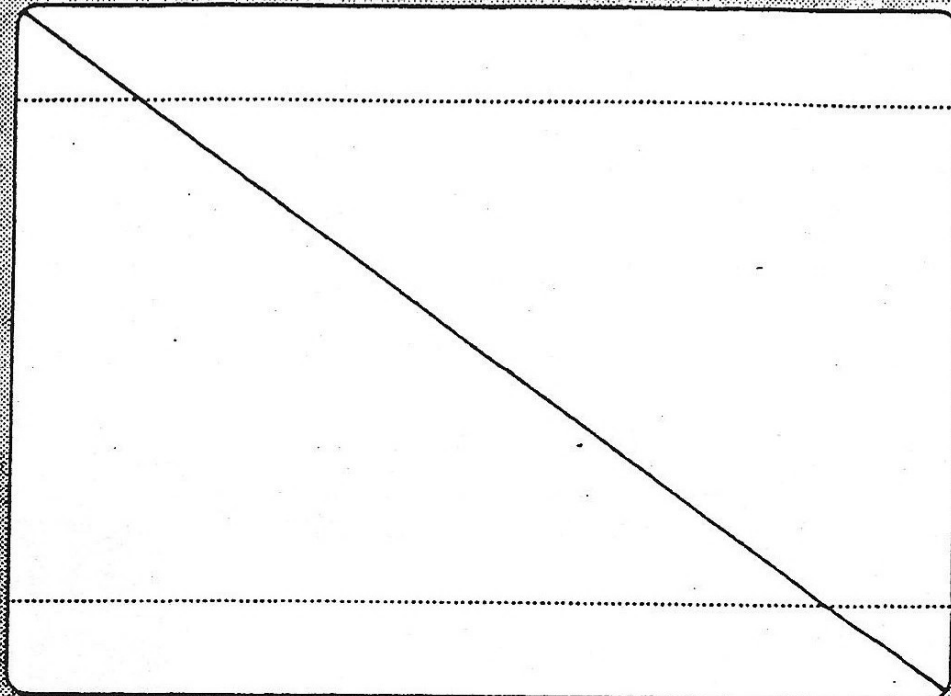
CAMERA

SC. 26-39B



SC.

Page 82



ACTION WRECK GAR TAKES THE ENERAGON STICKS AND HOLDS THEM UP FOR ALL OTHERS TO SEE.

DIAL WRECKGAR Bah weep graaaaagnah wheep ni ni bong.

MUSIC/SFX



ACTION

DIAL

MUSIC/SFX

CAMERA



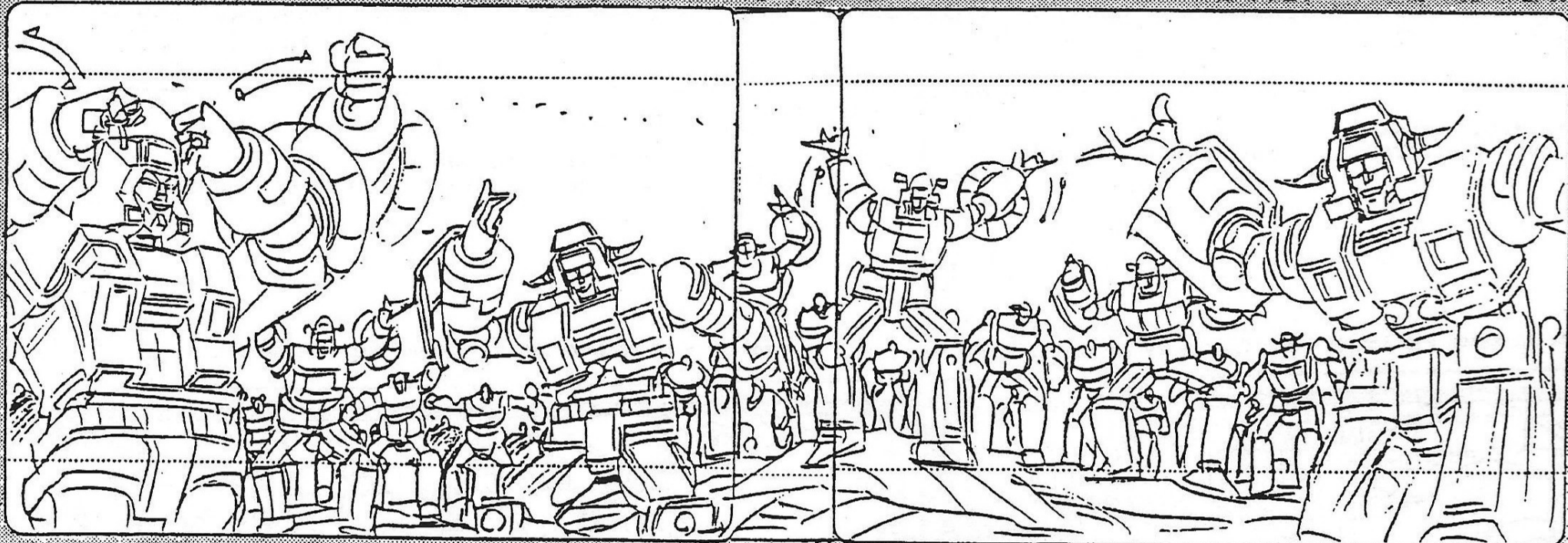
SC. 26-40

START

PAN

SC.

STOP SEQ. 26 Page 83, ..



ACTION L.S. THE MOB OF JUNKIONS ALL WAVE AND CHEER. WE PAN OVER THE GROUP.

DIAL JUNKIONS (CHANTING) Bah-weep graangnah...

MUSIC/SFX

CAMERA

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

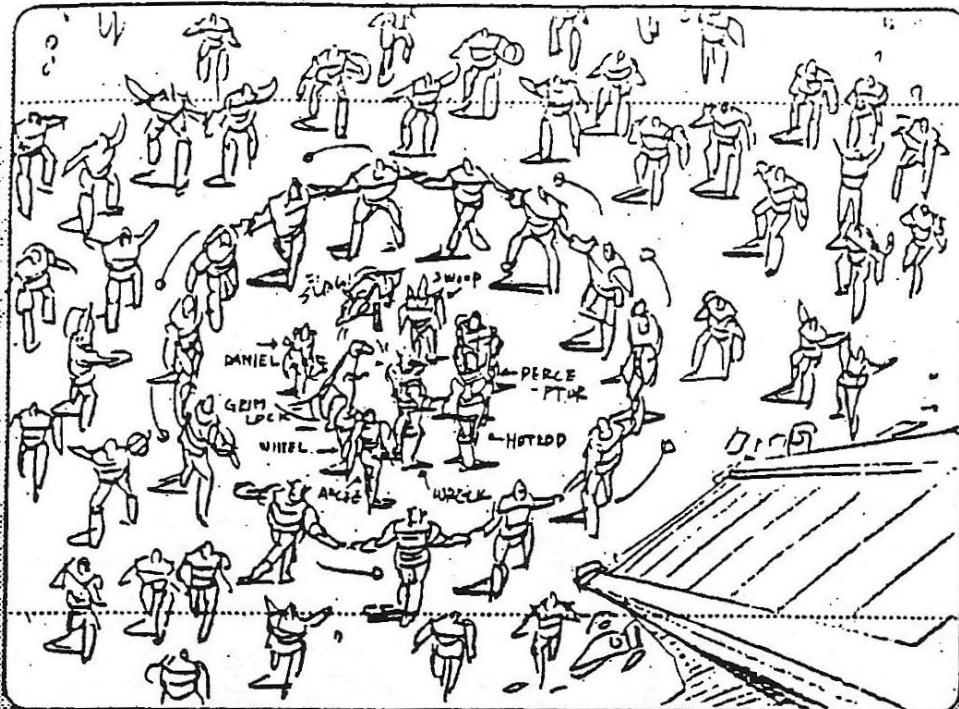
DIAL

JUNKIONS

... wheep ni ni  
bong....

MUSIC/SFX

CAMERA

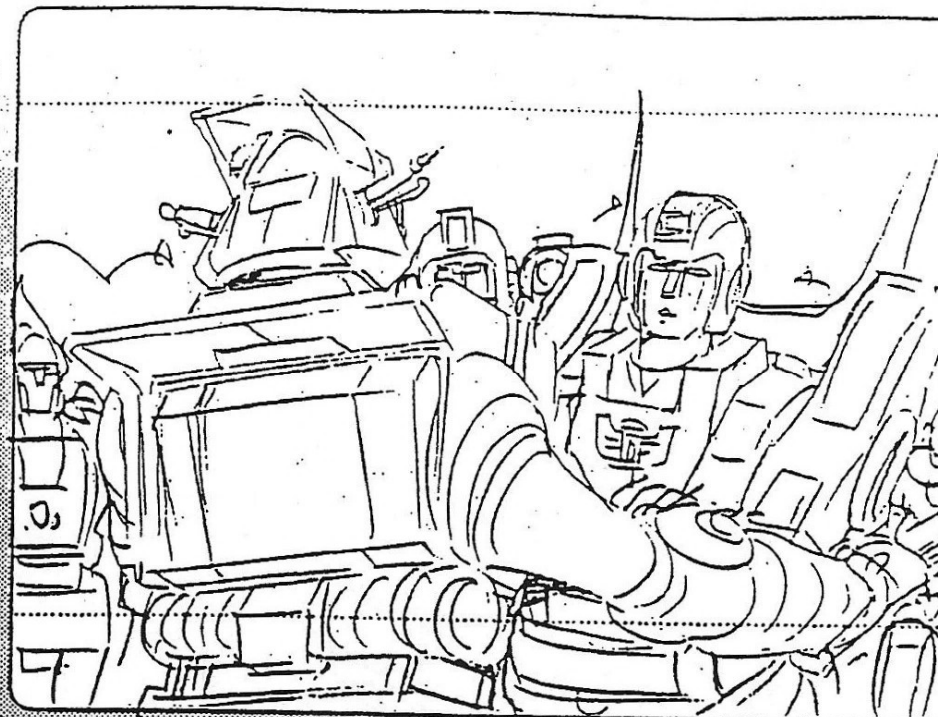


ACTION X.L. DOWN SHOT THE JUNKIONS START DANCING IN A CIRCLE.

DIAL

MUSIC/SFX JUNKIONS (VO)

(CHANTING) Bah weep graangnaa  
weep ni ni bong...



ACTION M.S. WRECK GAR AND HOT ROD. WRECK GAR WALKS UP TO HOT ROD AND EMBRACES HIM.

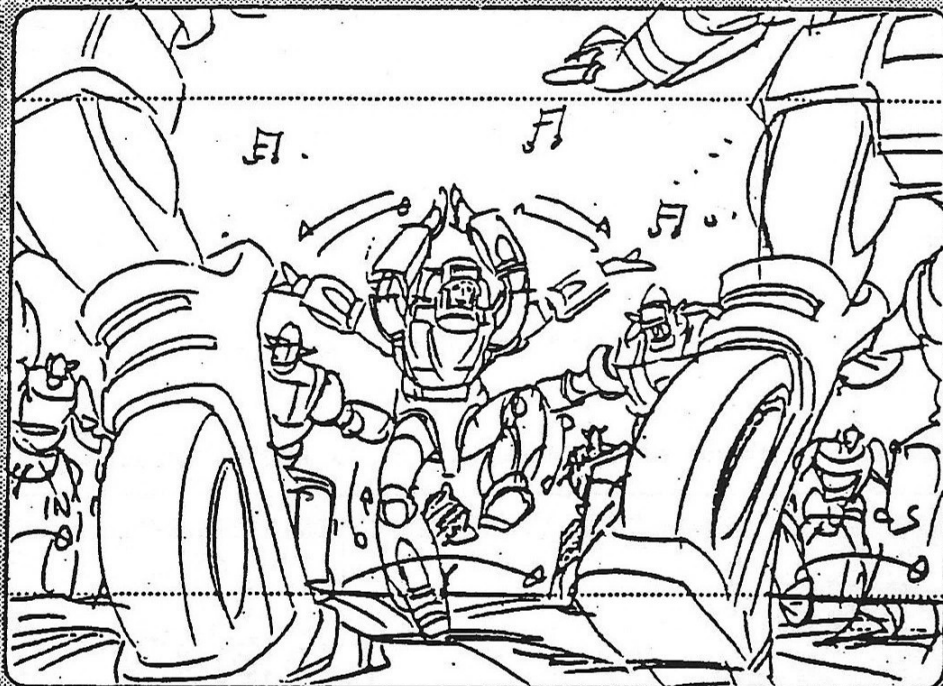
DIAL

MUSIC/SFX

JUNKIONS (CONT) (VO)

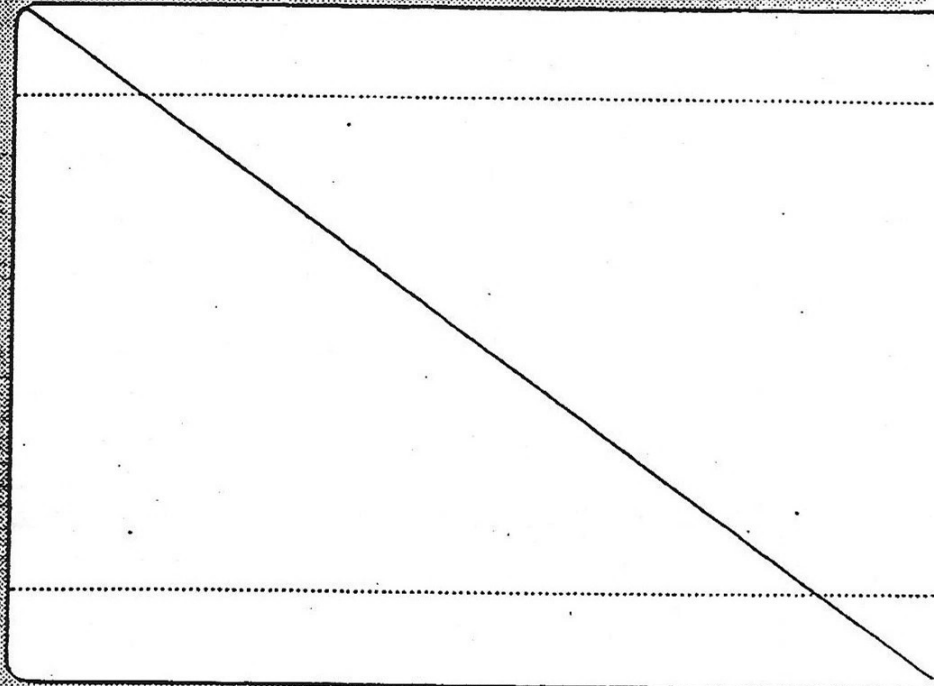
(CHANTING) Bah weep  
graanah wheep nini bong...

SC. 26-43



SC.

SEQ. 26 Page 85



ACTION L.S. WHEELIE AMONG THE JUNKIONS, ALL DANCING.

DIAL

MUSIC/SFX JUNKIONS (CONT) (VO)

(CHANTING) Bah weep  
graangnah wheep ni ni  
bong.

CAMERA

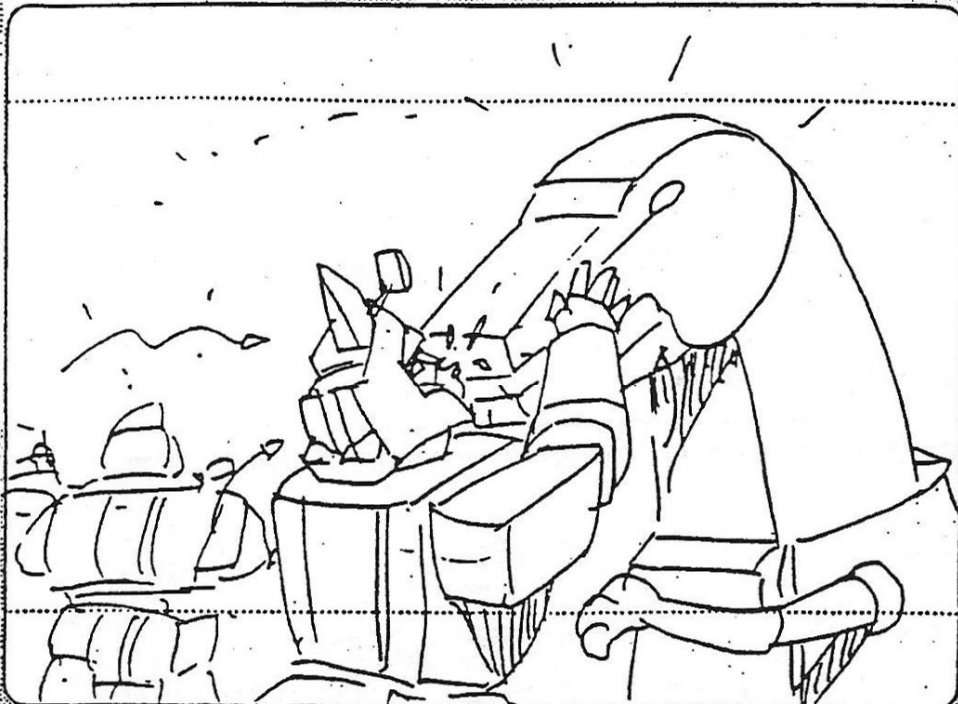
ACTION

DIAL

MUSIC/SFX

CAMERA

SC. 26-43A



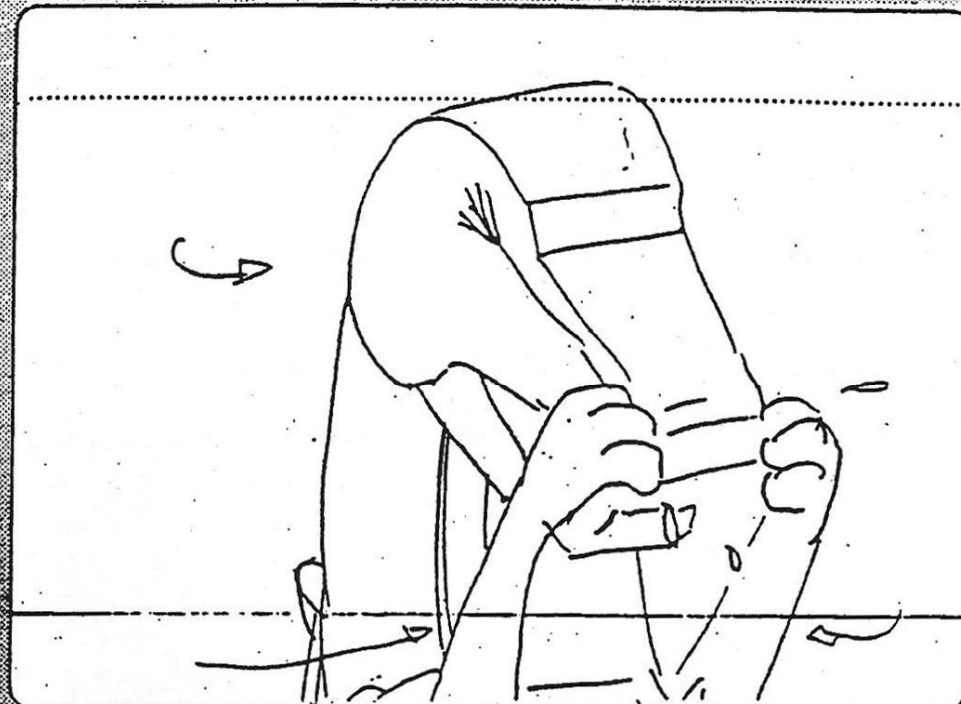
ACTION M.S. GRIMLOCK AND A JUNKION. THE JUNKION KISSES GRIMLOCK ON HIS NOSE.

DIAL

MUSIC/SFX JUNKIONS (CONT) (VO) (CHANTING) Bah weep graaangnah wheep.

SC. 26-43 B

SEQ. 26 Page 86



ACTION GRIMLOCK TURNS AWAY IN DISGUST AND WIPES HIS NOSE OFF WITH HIS HANDS.

DIAL GRIMLOCK

Yuck! Me Grimlock not kisser! Me Grimlock, King!

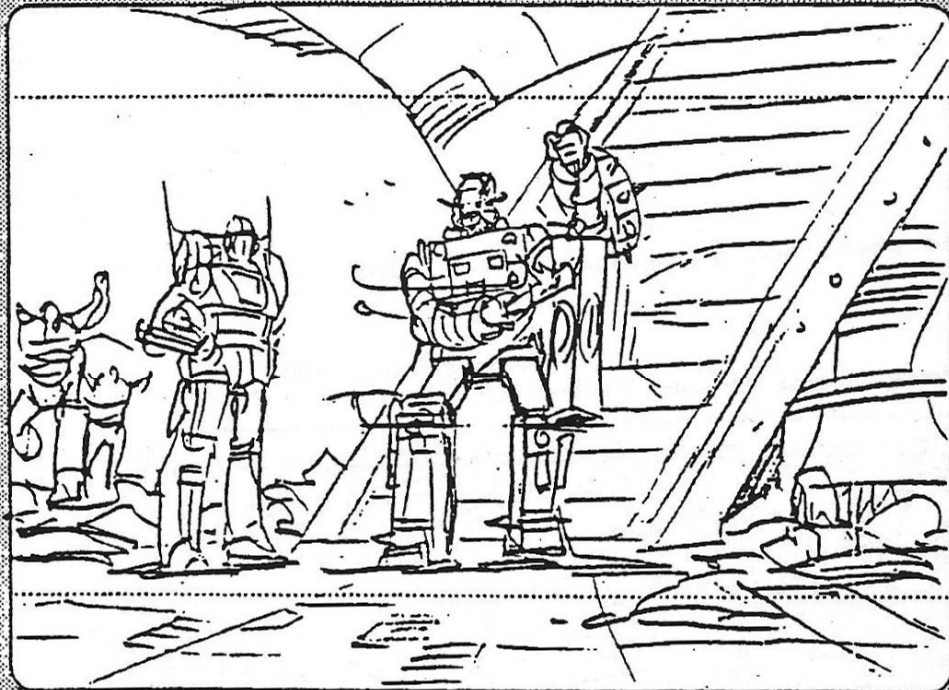
MUSIC/SF.

JUNKIONS (CONT) (VO)

(CHANTING) Bah weep graaangnah wheep.



SC. 26-44



ACTION L.S. HOT ROD, WRECK GAR. WRECK GAR BANGS ON A JUNKION INSTRUMENT.

DIAL

MUSIC/SFX

JUNKIONS (CON) (VO)

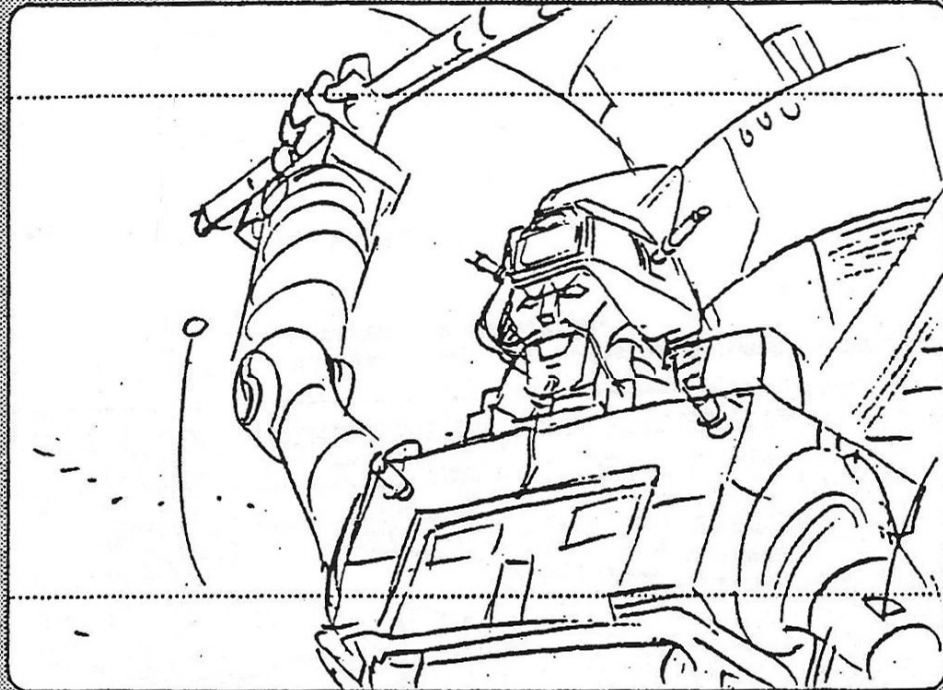
Bah weep graangnah wheep.

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 26-45

SEQ. 26 Page 87



ACTION M.S. WRECK GAR. HE WAVES HIS STICK UP IN THE AIR.

DIAL WRECK-GAR

Have a nice day and please, close cover before striking, friends!

MUSIC/SFX

Breep, drit, aw rootie! So say the Junkions!

CAMERA

SC. 20-46



ACTION M.S. HOT ROD AND WHEELIE. HOT ROD STEPS FORWARD, WHEELIE MOVES IN BESIDE HIM.

DIAL HOT ROD                      Where did you learn to talk like that?

MUSIC/SFX

SC. 20-47

SEC. 26 - 35



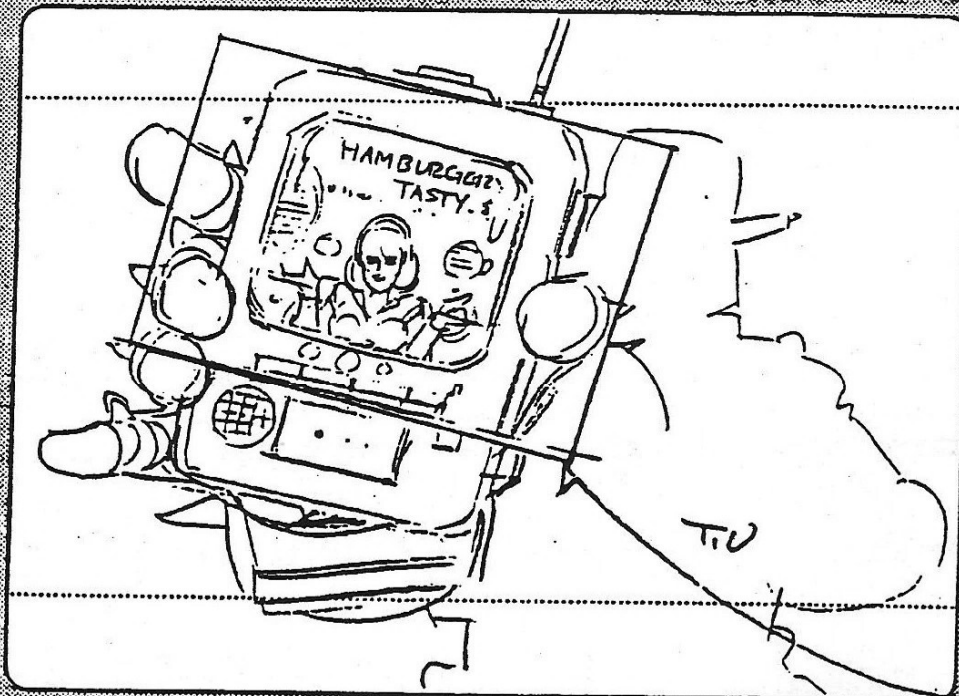
ACTION M.S. WRECK GAR. HE OPENS UP A COMPARTMENT IN HIS CHEST AND TAKES OUT SOMETHING.

DIAL WRECK-GAR                      T.V.

MUSIC/SFX

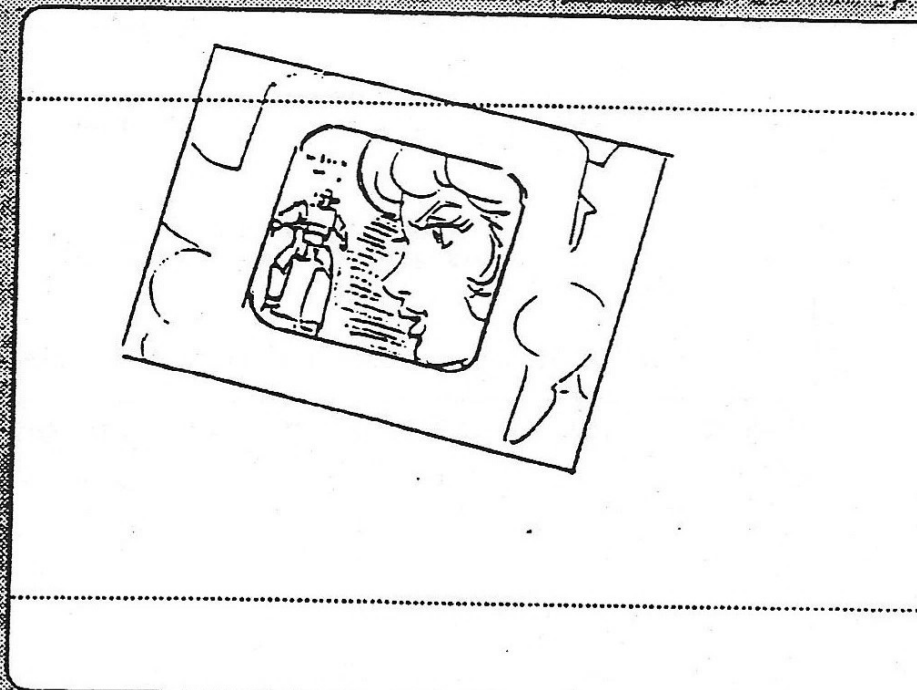
MUSIC/SFX

SC. 26-47A



SC. CONT

SEQ. 26 Page 89



ACTION C.U. WRECK GAR'S HAND. WE TRUCK IN ON A VIDEO WALK-MAN.

DIAL WRECK-GAR (CONT) We talk T.V.

MUSIC/SFX

CAMERA

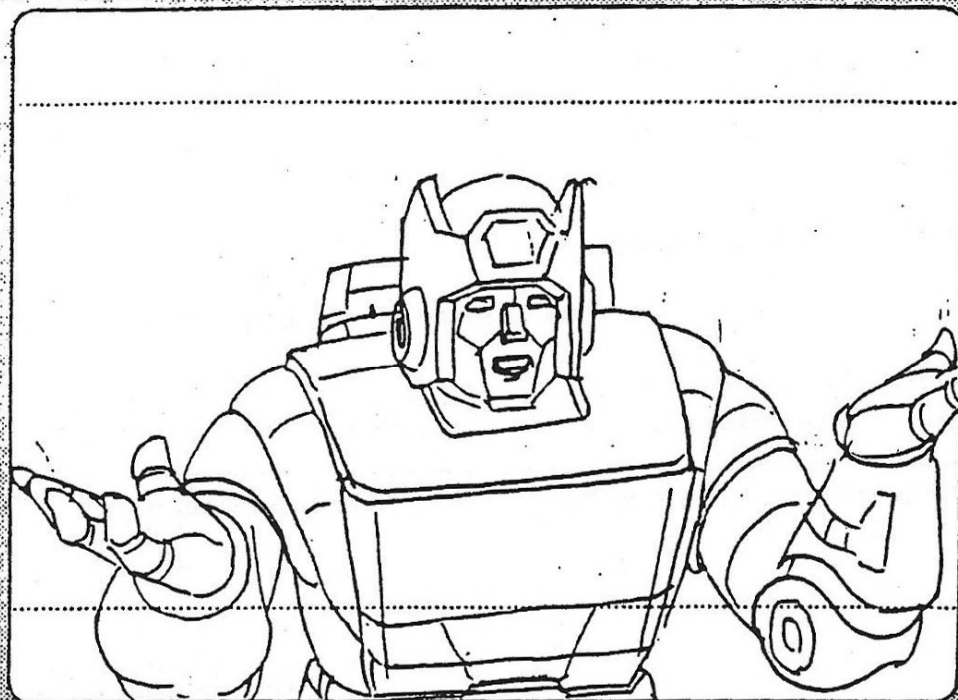
ACTION WE SEE A FEW SCENES ON THE SCREEN OF THE PORTABLE T.V.

DIAL WRECK-GAR (CONT) You talk some T.V.?

MUSIC/SFX

CAMERA

SC. 26-48



SC. CONT

SEQ. 26 Page 96



ACTION M.S. KUP. HE SMILES.

DIAL KUP I talk some T.V.

MUSIC/SFX

**TFRAW**  
CAMERA  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

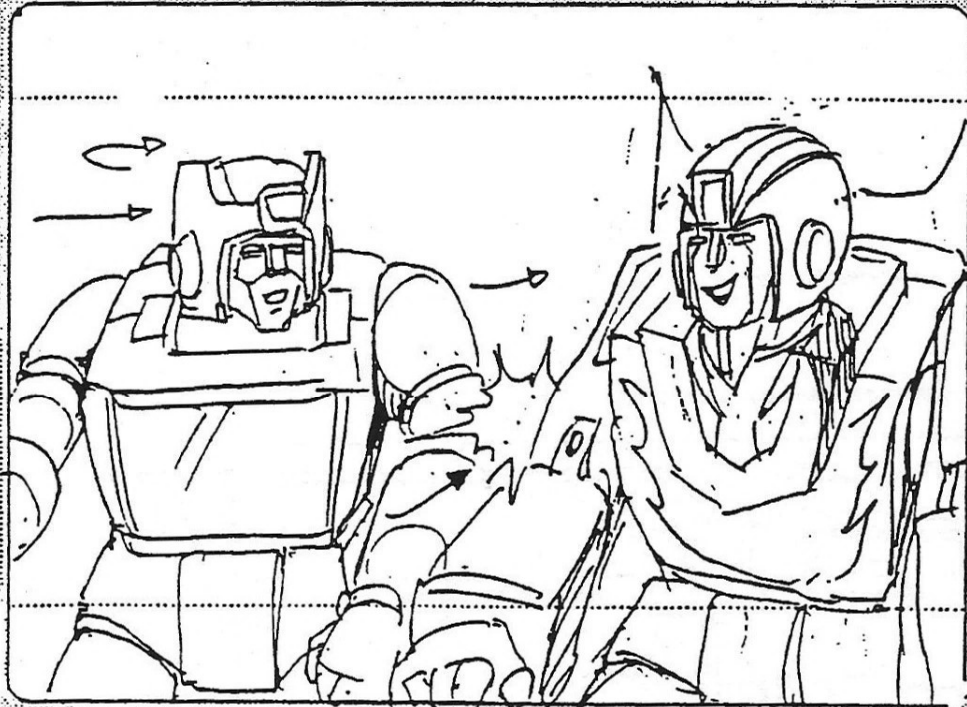
DIAL KUP (CONT) And now the news.  
Don't touch that dial.

MUSIC/SFX

CAMERA



SC. 26-48A



SC. 26-49

SEQ. 26 Page 91



TION M.S. KUP AND HOT ROD. KUP NUDGES HOT ROD.

L HOT ROD Uh, void where prohibited.

HC/SFX

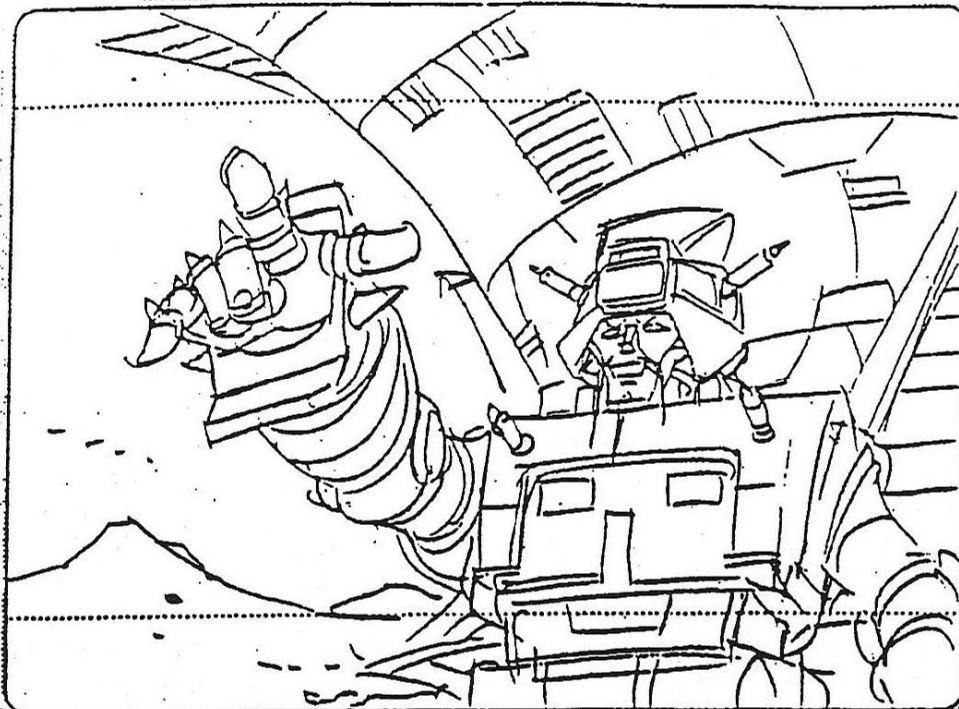
ACTION M.L.S. A GROUP OF JUNKIONS. THEY ALL CHEER.

DIAL JUNKIONS (CHEER)

MUSIC/SFX

CAMERA

SC. 26-50



ACTION M.S. WRECK GAR. HE SMILES AND POINTS FORWARD.

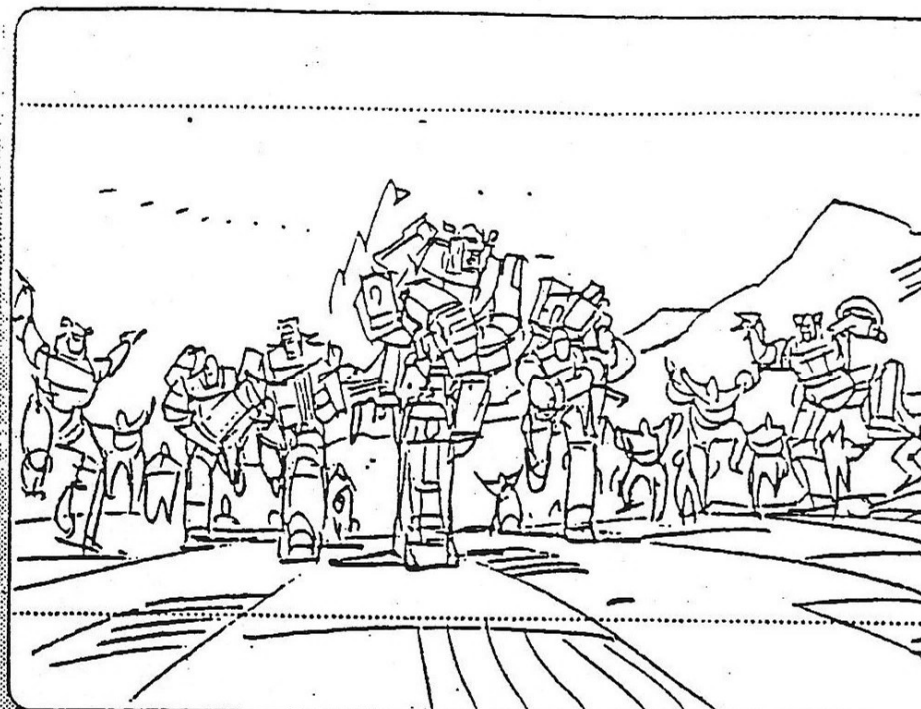
DIAL WRECK-GAR By George, kimosabes --

MUSIC/SFX

**TFR**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 20-51

SEQ. 20

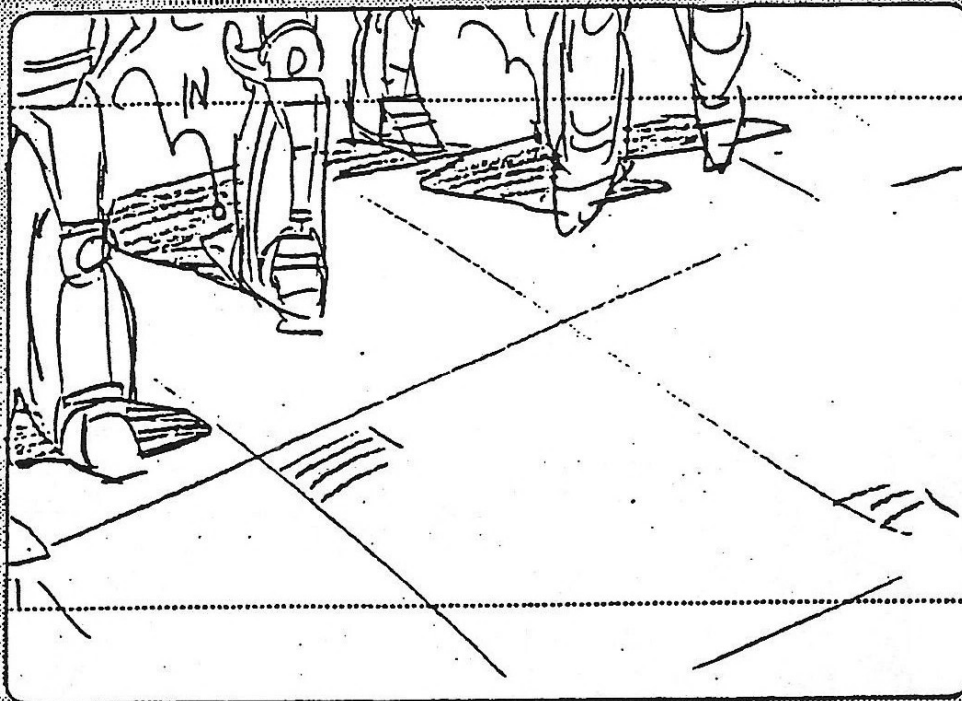


ACTION X.L.S. SOME JUNKIONS RUN FORWARD FROM THE GROUP OF JUNKIONS, CARRYING THE PARTS THAT WERE ULTRA MAGNUS.

DIAL WRECK-GAR (CONT) ...you're smashed up friend,

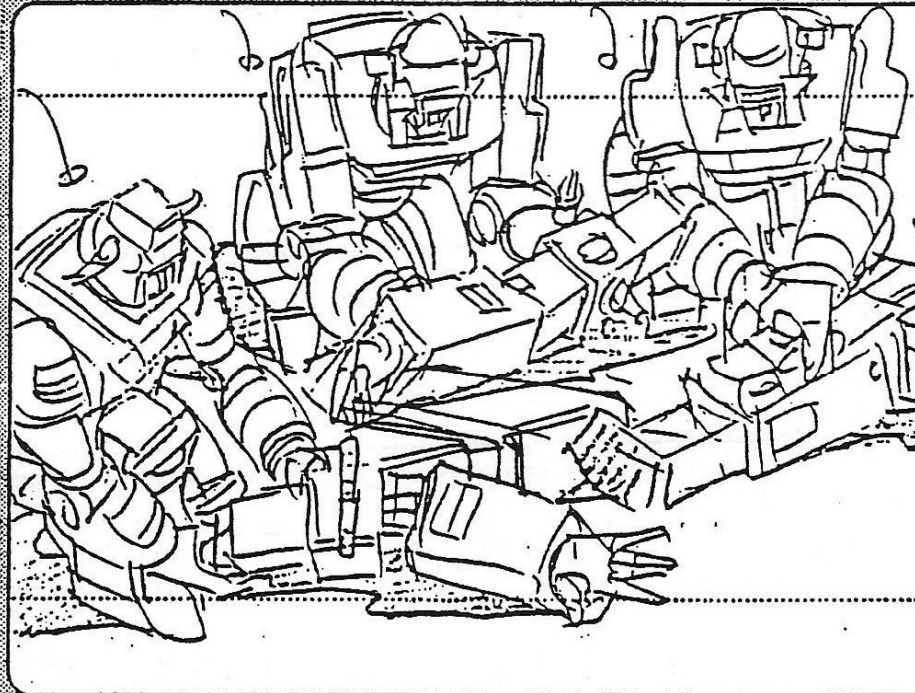
MUSIC/SFX

SC. 26 - 52



SC. CONT

SEQ. 26 Page 93



ACTION M.S.. THE GROUND IN FRONT OF THE JUNKIONS...

DIAL WRECK-GAR (CONT)..soon like

brand new with ninety day warranty.

MUSIC/SFX

CAMERA

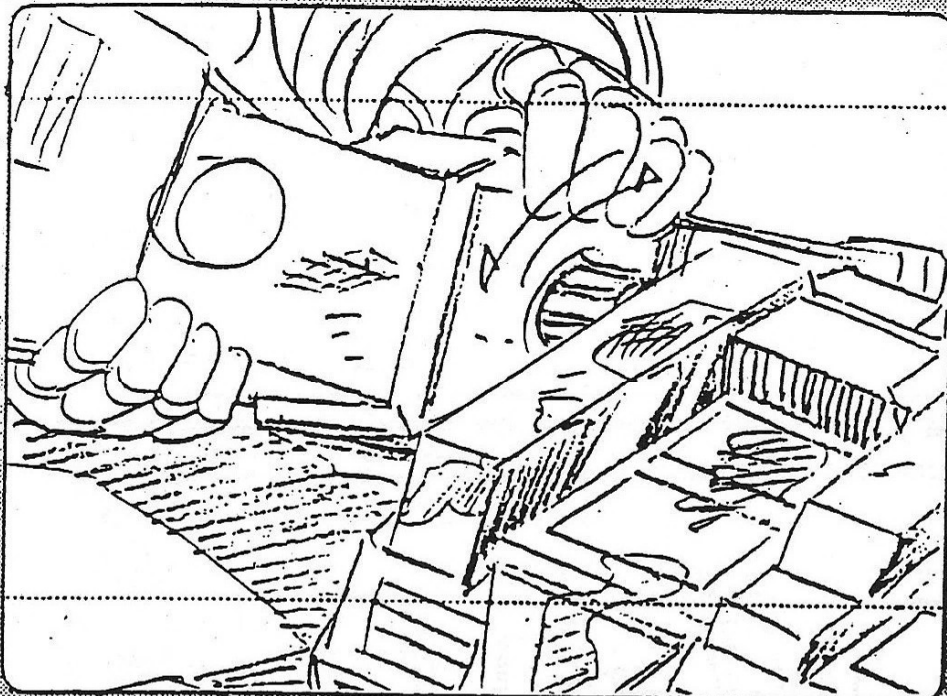
ACTION ...THEY BEND DOWN AND SET DOWN THE PIECES TO ULTRA MAGNUS.

DIAL

MUSIC/SFX

CAMERA

SC. 26-53



ACTION C.U. A JUNKION STARTS TO REASSEMBLE ULTRA MAGNUS.

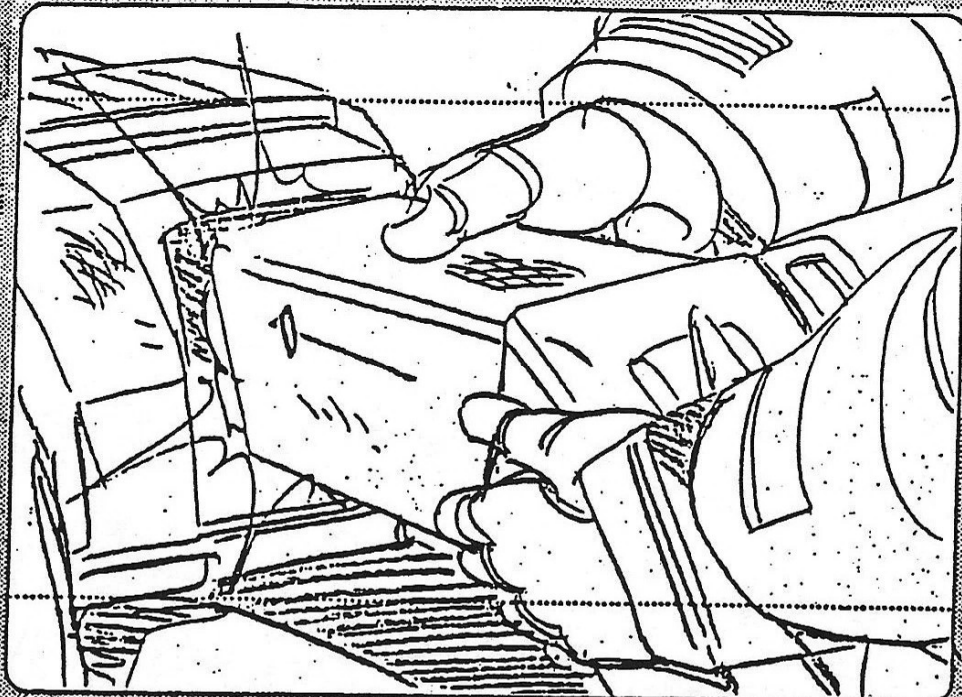
DIAL

MUSIC/SFX

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 26-54

SEQ. 26 Page 94



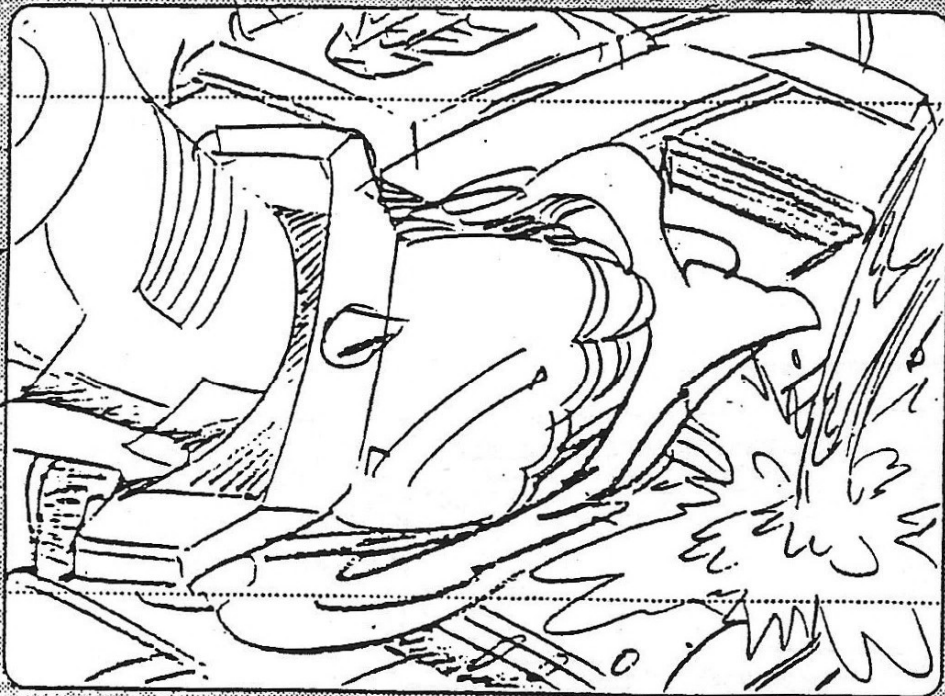
ACTION C.U. ANOTHER JUNKION PATCHES ANOTHER PIECE.

DIAL

MUSIC/SFX

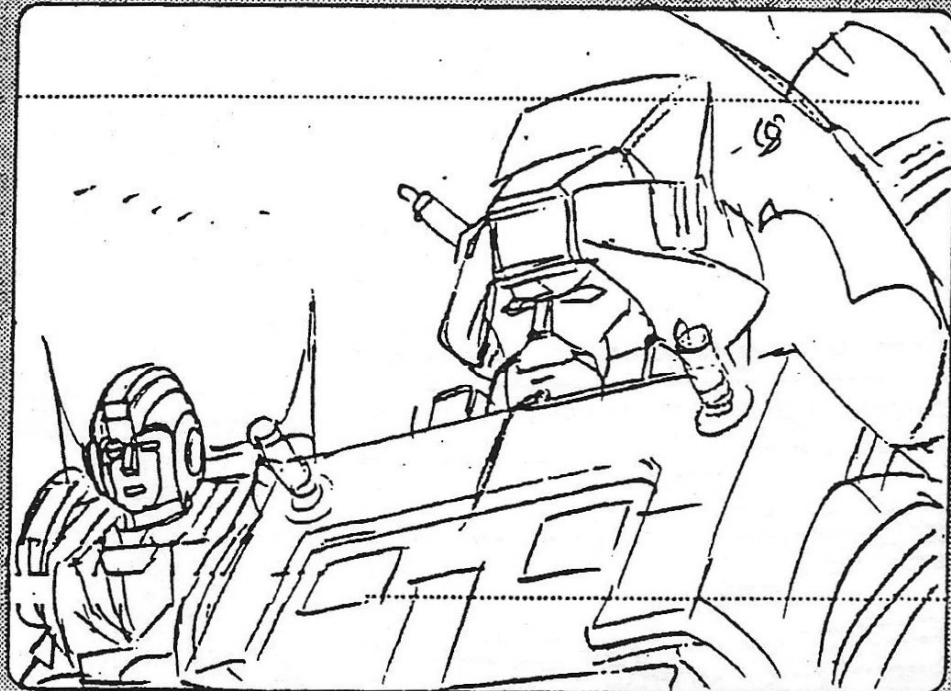


SC. 26-55



SC. 26-56

SEQ. 26 Page 95



ACTION C.U. A THIRD JUNKION POLISHES HIM WHILE ANOTHER ADDS LUBRICANT.

DIAL

MUSIC/SFX

CAMERA

ACTION M.S. WRECK GAR AND HOT ROD. THEY WATCH. WE TRUCK IN ON HOT ROD.

DIAL WRECK-GAR

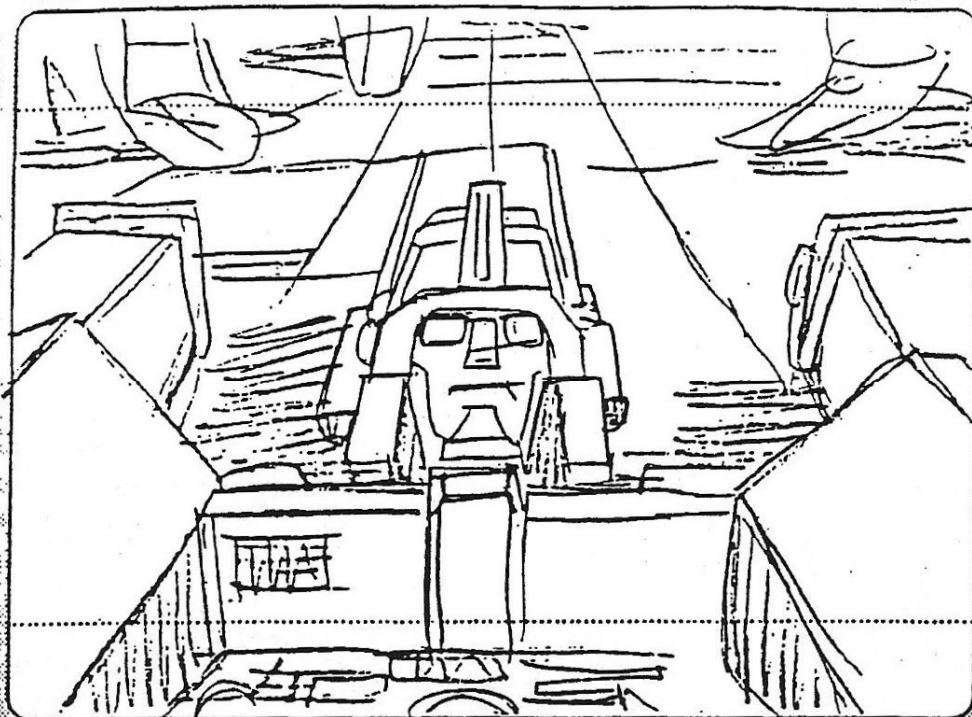
Happy motoring!

Cock-a-doodle-do!

MUSIC/SFX

CAMERA

SC. 20-21



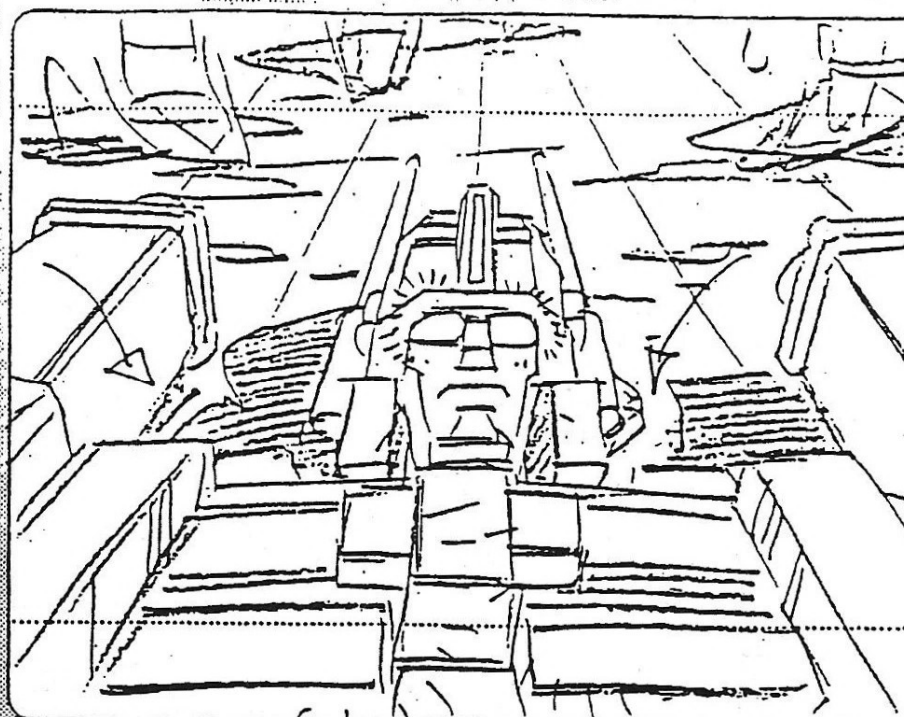
ACTION M.S. ULTRA MAGNUS REBUILT. HIS CHEST COMPARTMENT IS OPEN AND EMPTY.

DIAL

MUSIC/SFX

SC. 20-20

SEQ. 20



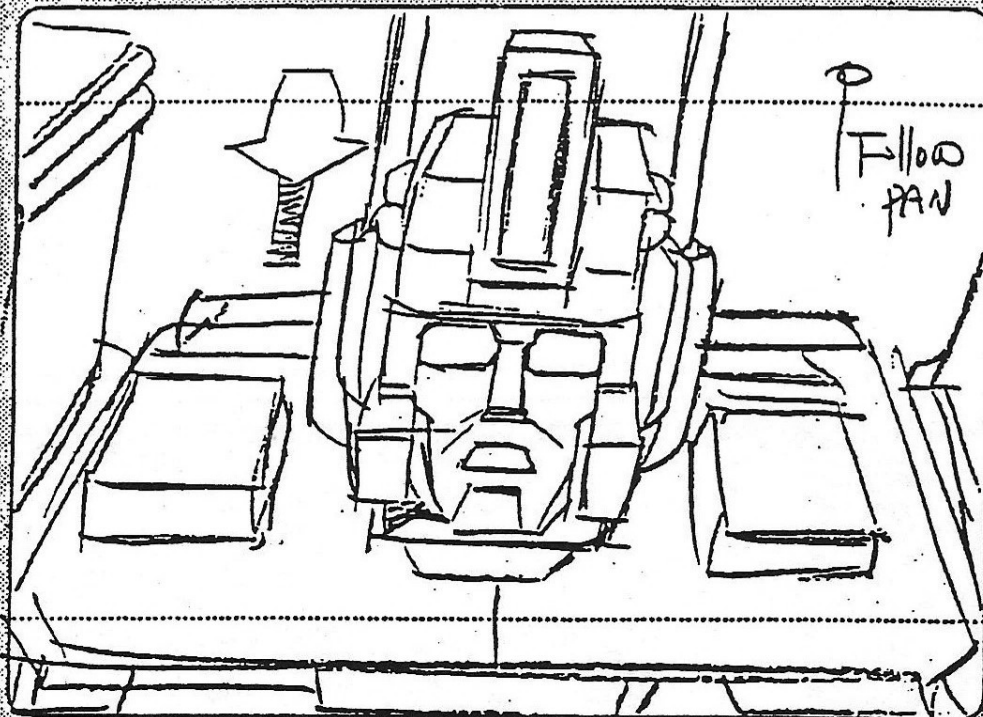
ACTION M.S. ULTRA MAGNUS. THE CHEST COMPARTMENT CLOSES. HIS EYES LIGHT UP.

DIAL

MUSIC/SFX

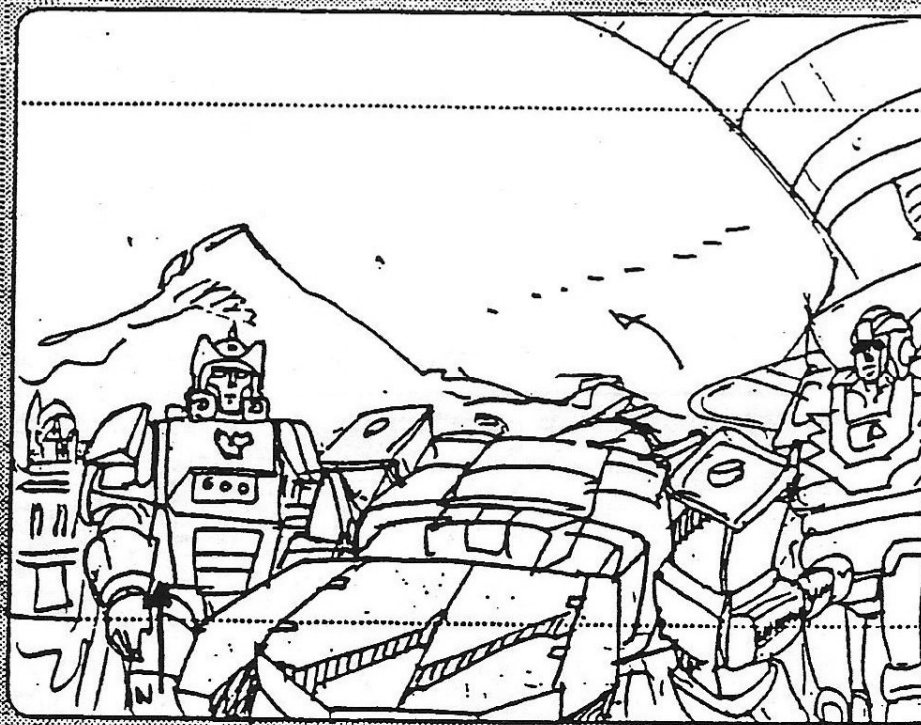
MUSIC/SFX

SC. CONT 26-58



SC. 26-59

SEQ. 26 Page 97



ACTION ...HE SITS UP.

DIAL

MUSIC/SFX

CAMERA

ACTION M.L.S. ARCEE, SPRINGER, HOT ROD AND ULTRA MAGNUS WHO GETS UP TO HIS FEET.

DIAL ARCEE/PERCEPTOR/  
HOT ROD/KUP/DANIEL/ (AD LIB JUBULATION) Ultra Ma  
BLURR

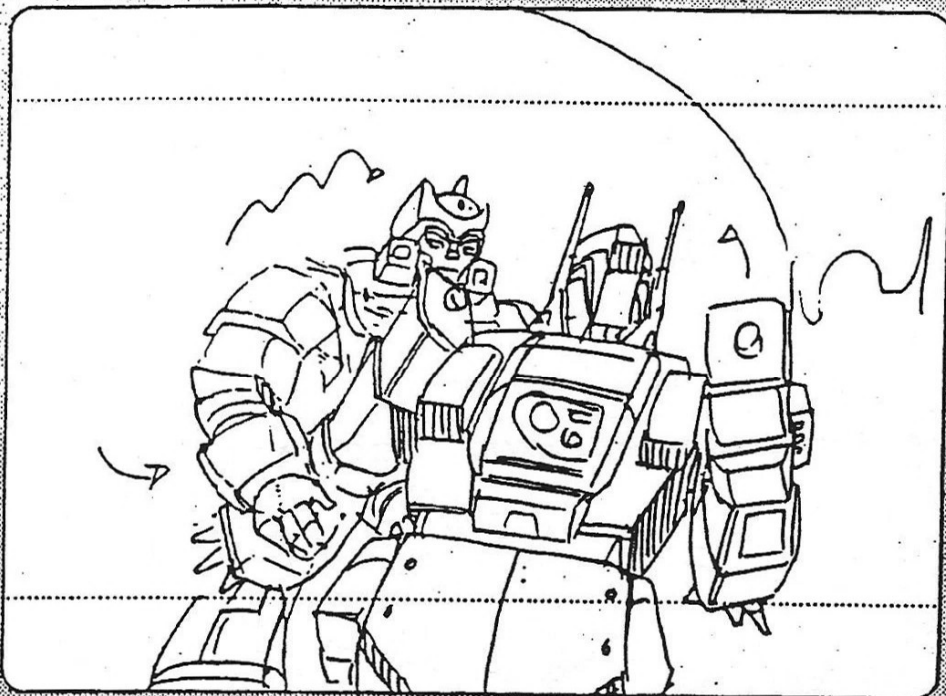
MUSIC/SFX

CAMERA

IFRAW

From Generation 1 to Reboot Hunters and Beyond!!!

SC. CONT 26-59



ACTION SPRINGER WALKS FORWARD AND TAKES ULTRA MAGNUS BY THE ARM.

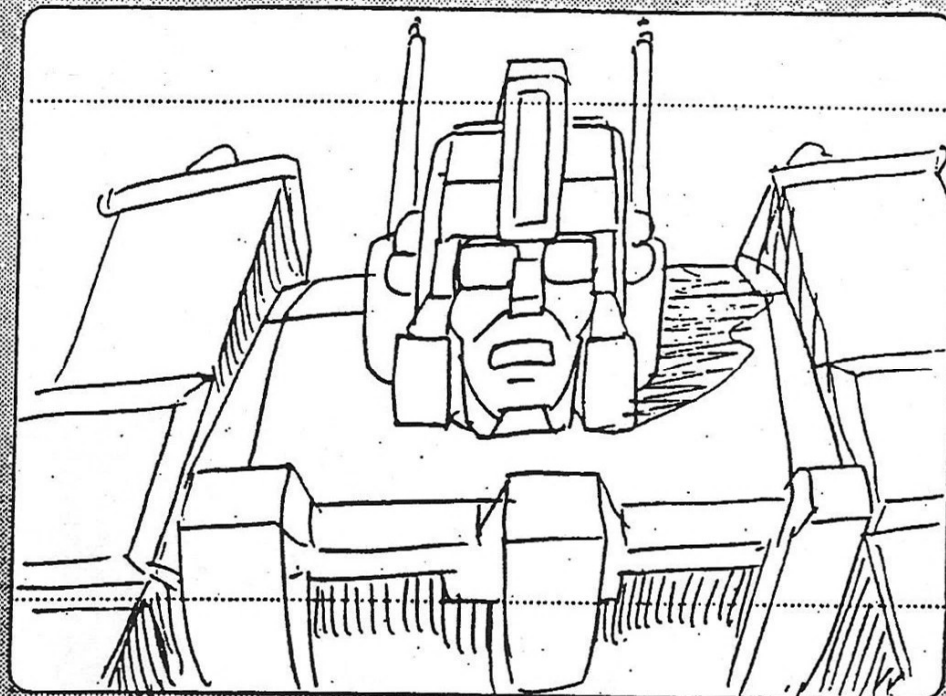
DIAL

MUSIC/SFX

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!  
CAMERA

SC. 26-59A

SEQ. 26 Page 98



ACTION

DIAL

ULTRA MAGNUS

You're all alive...

MUSIC/SFX

NEXT PAGE 57



SC. 26-60



ACTION M.S. ARCEE, SPRINGER AND HOT ROD. HOT ROD STEPS IN TOWARD SPRINGER.

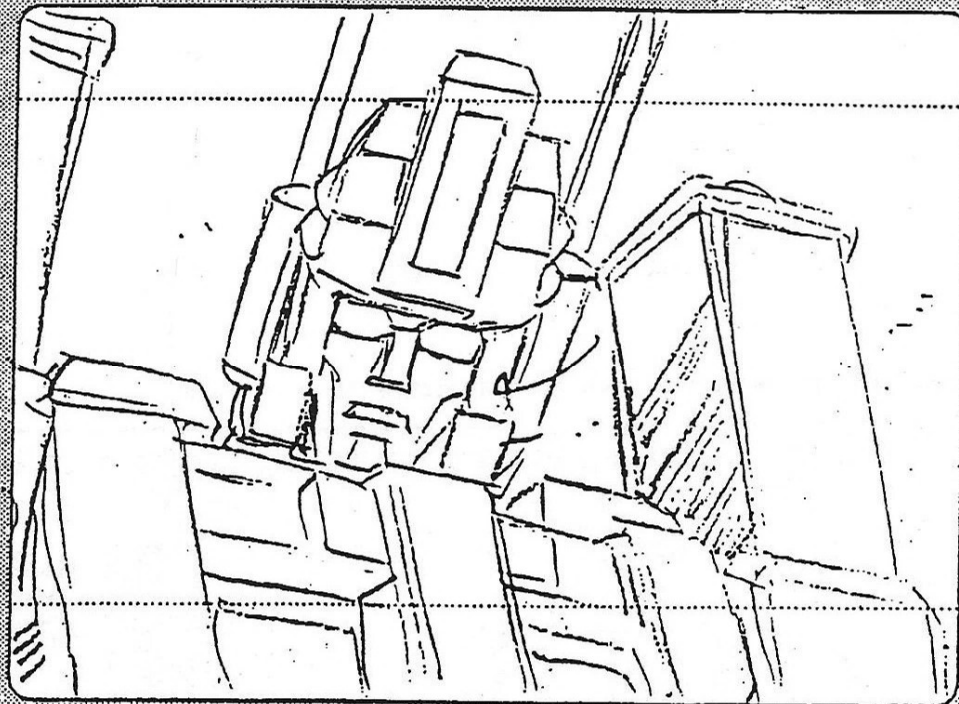
DIAL HOT ROD The matrix!

MUSIC/SFX



SC. 26-61

SEQ. 26 Page 99



ACTION M.C.U. ULTRA MAGNUS. HE LOOKS DOWN AT HIS CHEST.

DIAL ULTRA MAGNUS It's gone....

MUSIC/SFX

CAMERA

SC. 20-01



SC. 20-02

SEQ. 26



ACTION

DIAL KUP And with it, all hope.

MUSIC/SFX

**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!  
CAMERA

ACTION M.S. ARCEE AND HOT ROD. BLURR MOVES INTO THE SCENE.

DIAL HOT ROD No!

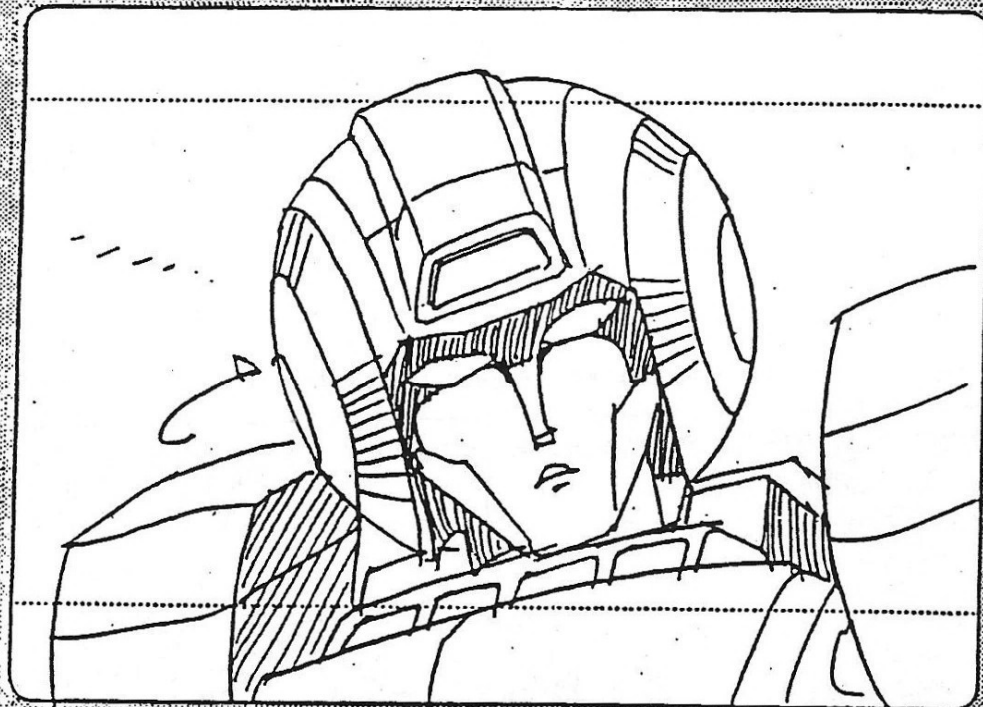
MUSIC/SFX

CAMERA

SC. 26-63

SC. 26-63A

SEQ. 26 Page 101



ACTION C.U. ARCEE. SHE TURNS TO HOT ROD...

DIAL ARCEE

Galvatron has it.

MUSIC/SFX

CAMERA

ACTION

DIAL

HOT ROD

Where's Galvatron? Where is he?!

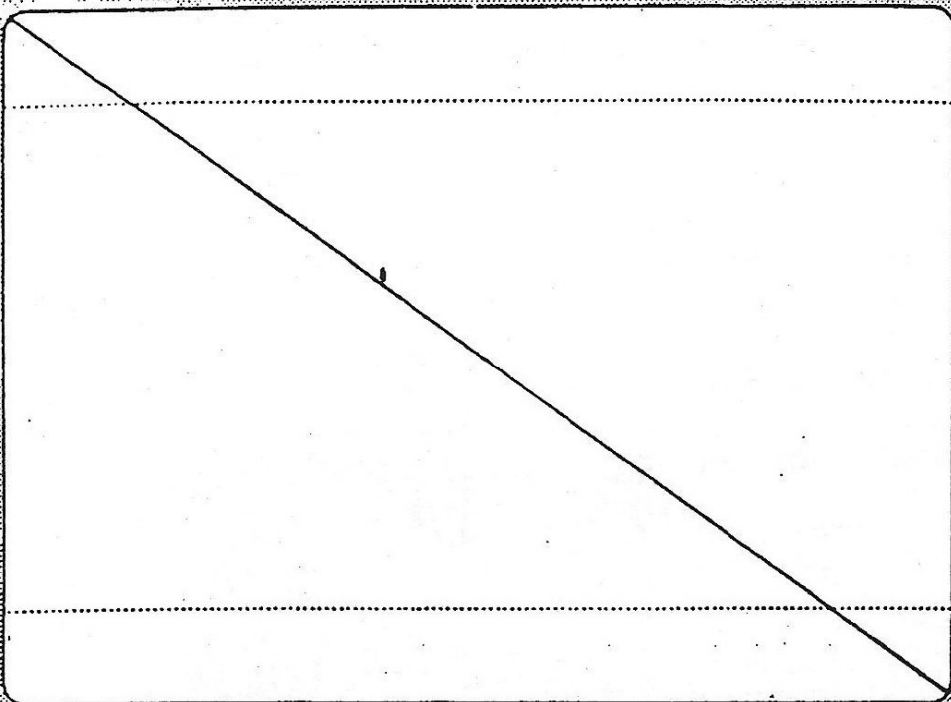
MUSIC/SFX

CAMERA

SC.

SC. 26-63B

SEQ. 26 Page 102



CTION

ACTION WRECK GAR STEPS FORWARD INTO A M.C.U. STOPS AND SPEAKS.

IAL

DIAL WRECKGAR And the answer is... Unicron!

USIC/SFX

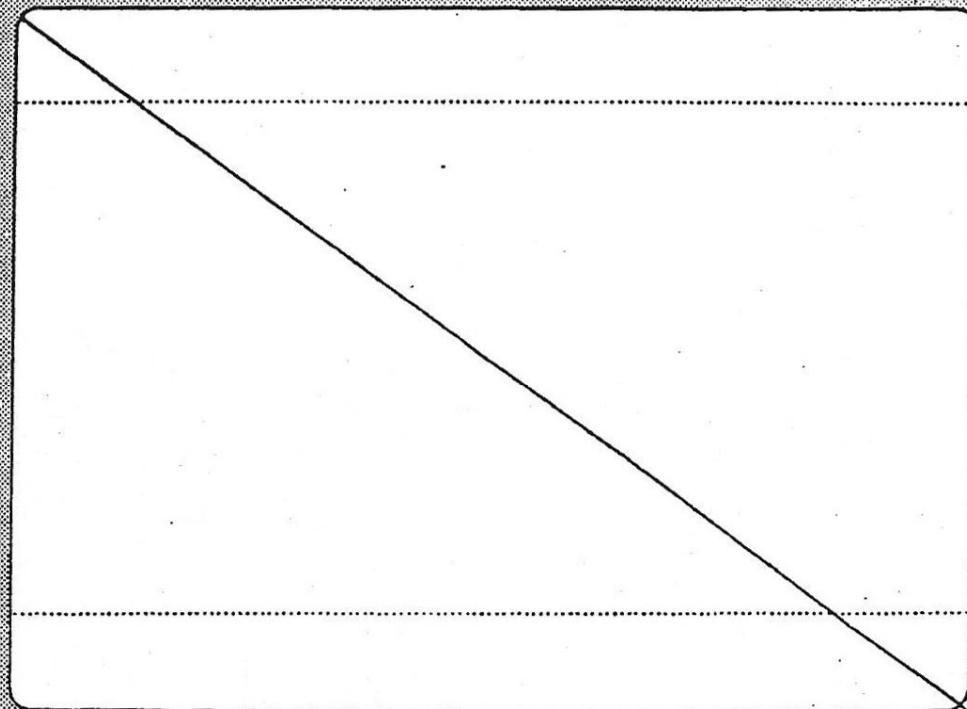
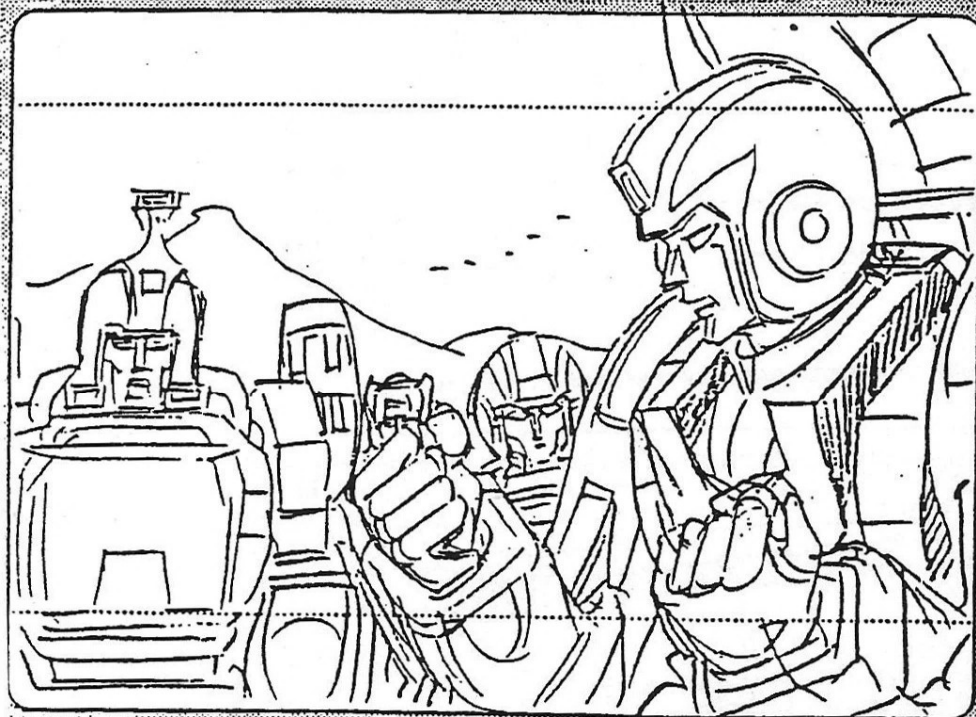
MUSIC/SFX



SC. 26-64

SC.

SEQ. 26 Page 103



TID: M.S. BLURR, ARCEE AND HOT ROD. HOT ROD SHOWS DETERMINATION.

AL HOT ROD      Then, we've got to trust in  
ourselves, and no matter what the  
odds, destroy Unicron.

SIC.SFX

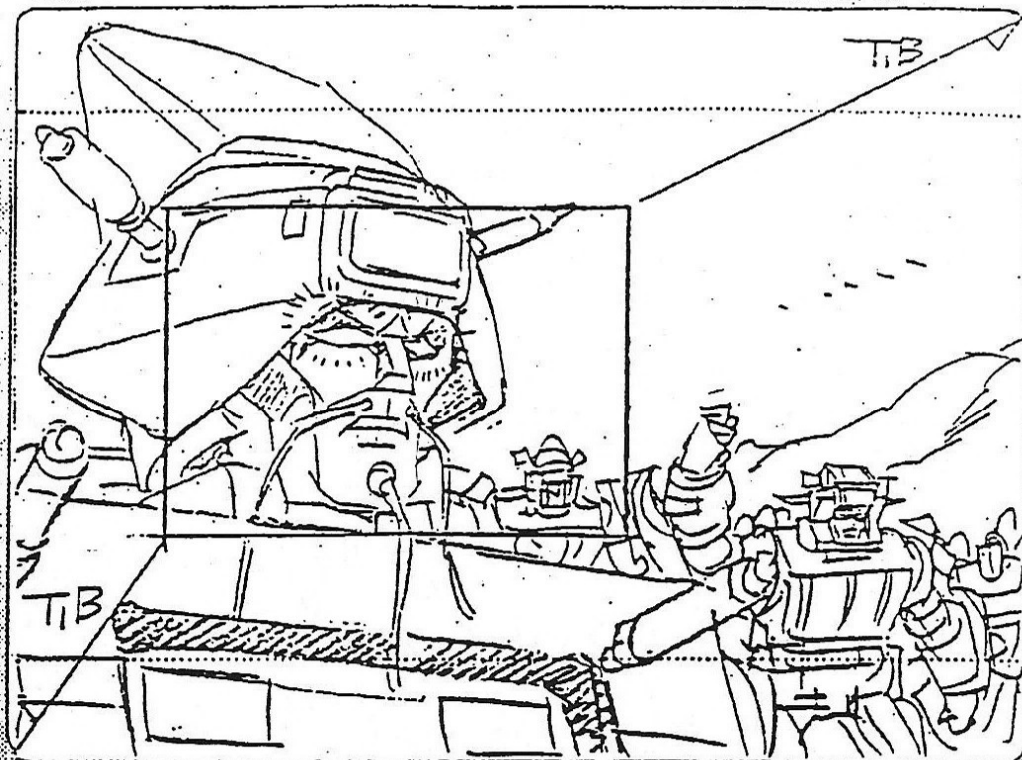
ACTION

DIAL

MUSIC/SFX

CAMERA

SC. 26-65



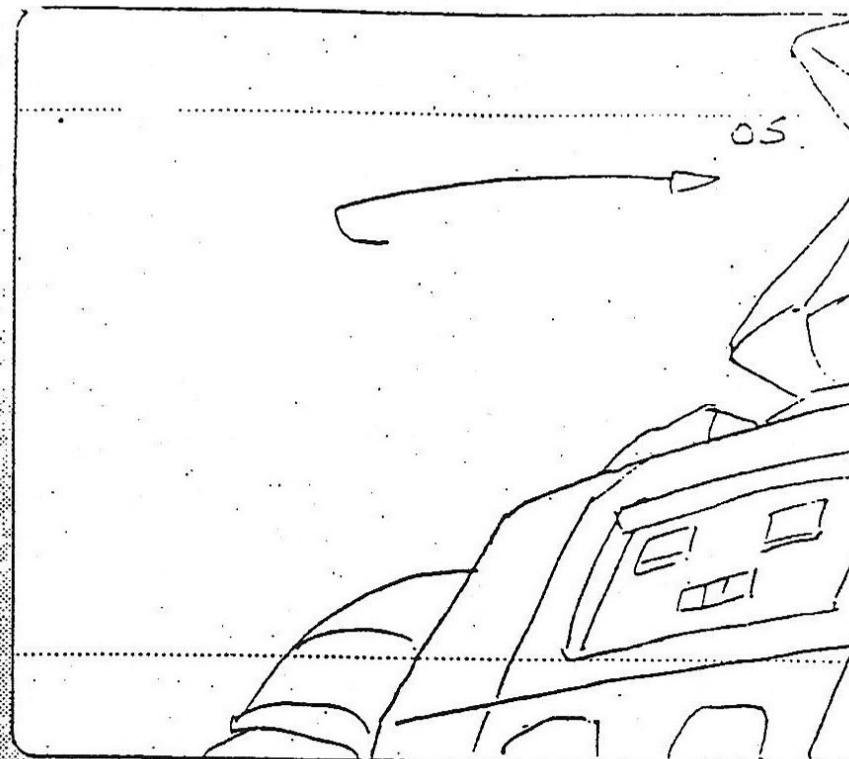
ACTION M.C.U. WRECK GAR AND THE JUNKIONS WHO CHEER IN THE BACKGROUND.

DIAL WRECK-GAR Yeah! Destroy Unicron.... Kill the grand poobah... Eliminate even...

MUSIC/SFX

SC. CONT

SEC. 26



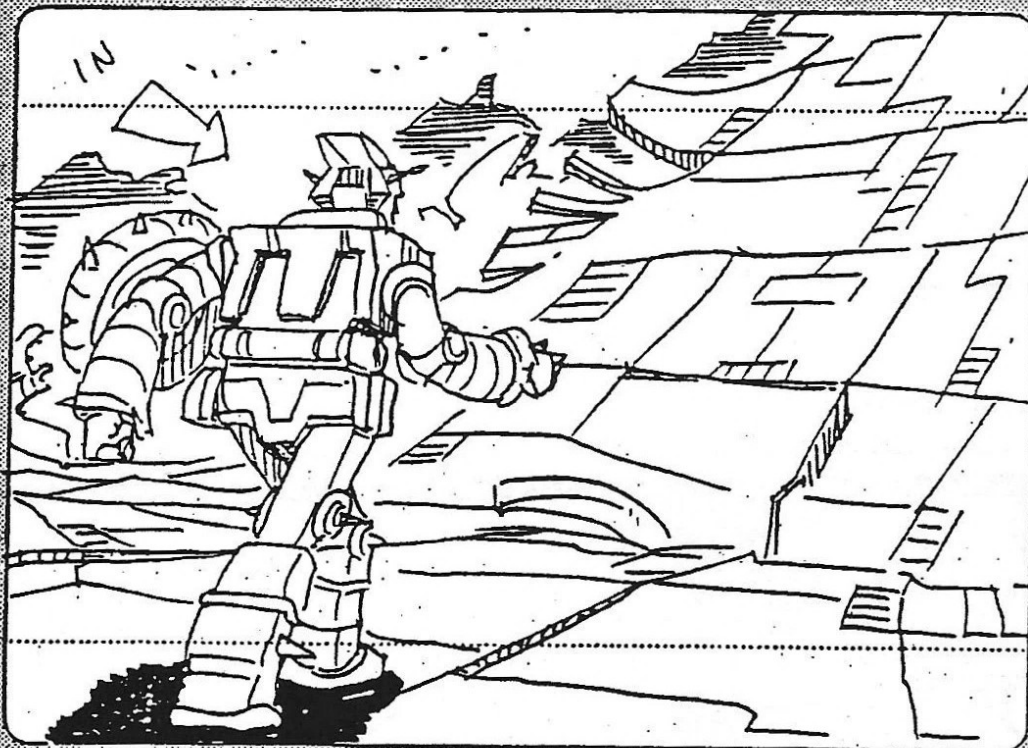
ACTION WRECK GAR MOVES O.S.

DIAL WRECK-GAR (CONT) ...the toughest stains.

MUSIC/SFX

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 26-65A



ACTION L.S. WRECK GAR. HE WALKS OVER TO WHAT APPEARS TO BE A PILE OF JUNK.

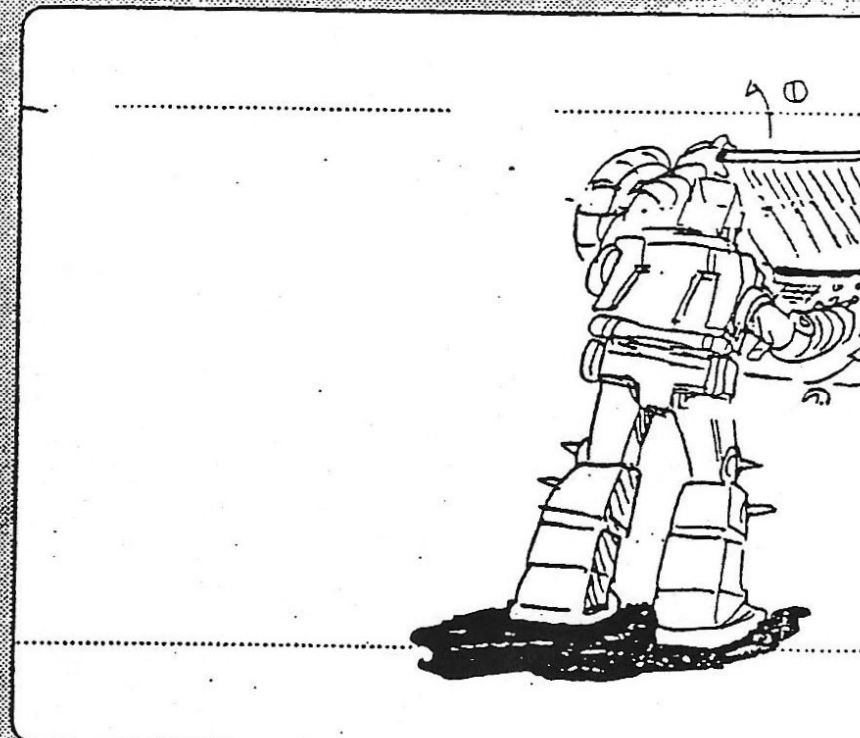
DIAL WRECK GAR  
No fuss, no muss.  
Hurry, hurry, sale must end!

MUSIC/SFX

CAMERA

SC. CONT

SEQ. 26 Page 1



ACTION ...THEN LIFTS A DOOR REVEALING A CONTROL PANEL.

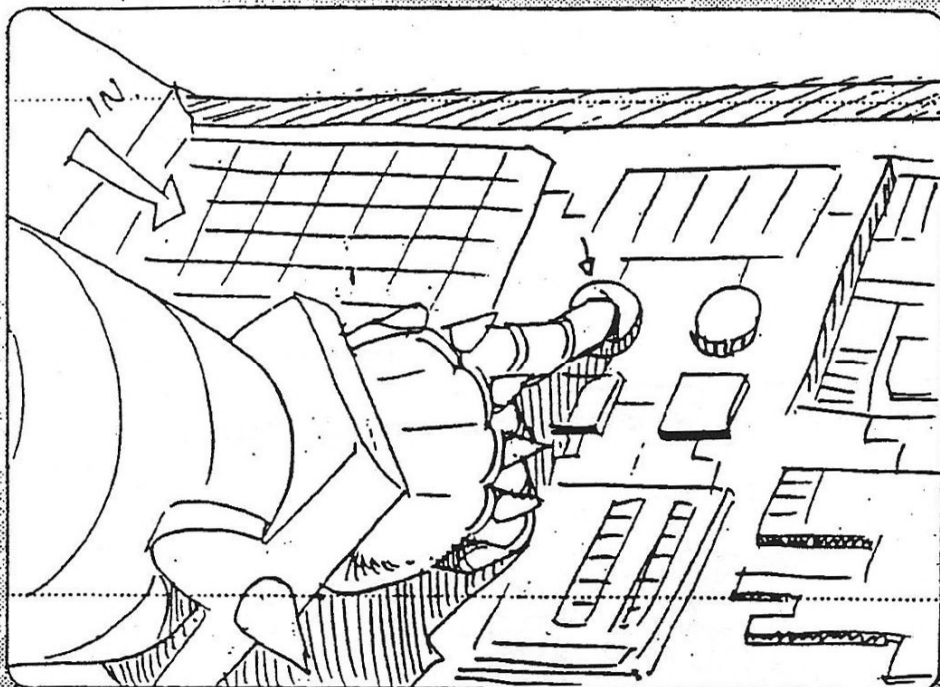
DIAL WRECK GAR (CONT) Rush right on down and test drive latest model.

MUSIC/SFX

CAMERA

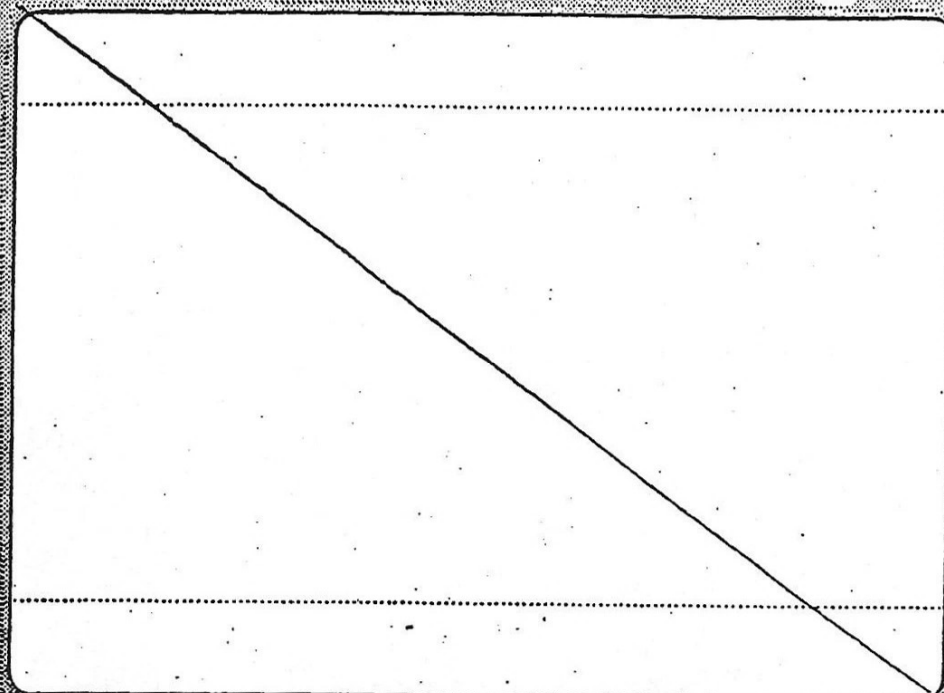
CAMERA

SC. 26-65B



SC.

SEQ. 26 Page 106



ACTION C.U. WRECK GAR'S HAND. HE REACHES IN AND PRESSES SOME BUTTONS.

DIAL WRECK GAR (CONT) ...with no obligation!

MUSIC/SFX

IFRAW

From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

DIAL

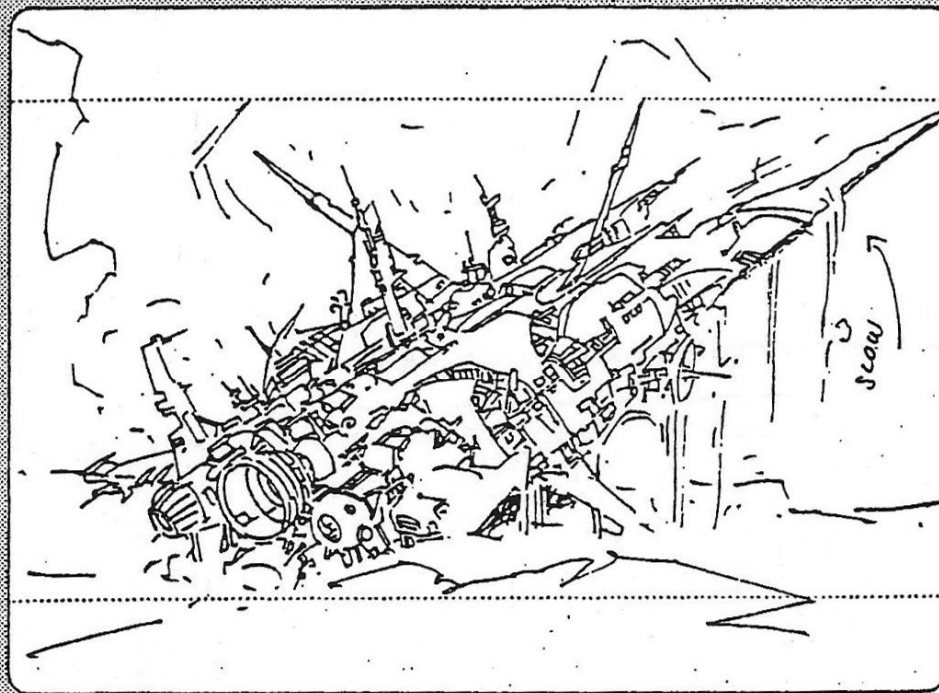
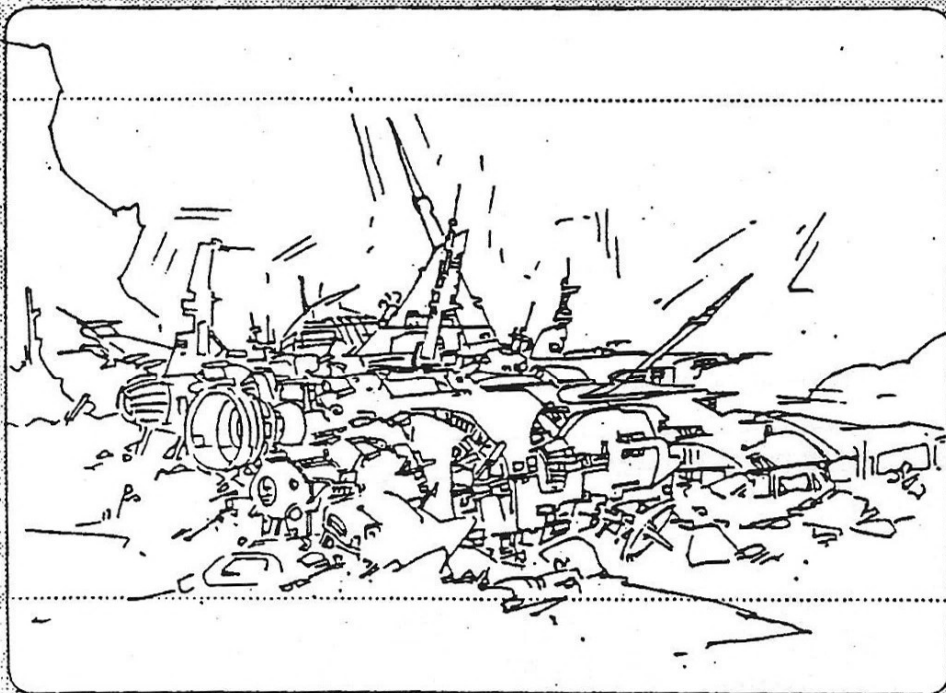
MUSIC/SFX



SC. 26-66

SC. CONT

SEQ. 26 Page 107



NEXT PAGE 107A

TION: L.S. THE JUNKION SPACE SHIP.

ACTION IT RISES FROM OUT OF THE SURFACE OF THE PLANET.

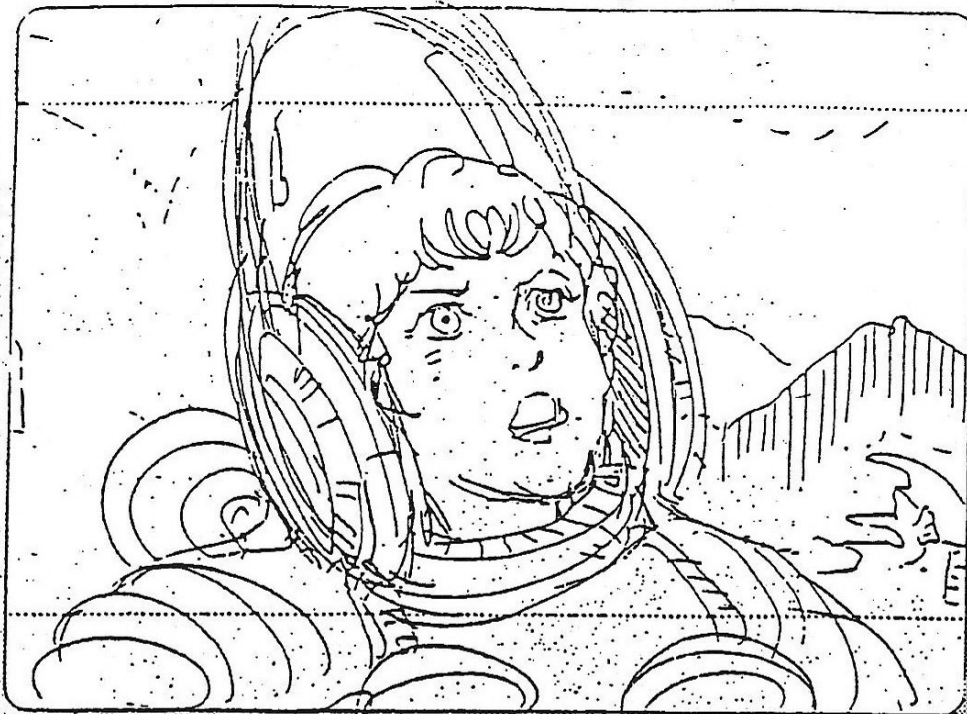
WRECK GAR New improved Junkion planet.

DIAL WRECK GAR (CONT) Is sleek sexy, import with turbo handling.

SIC/SFX

MUSIC/SFX

CAMERA



ACTION C.U. DANIEL. HE LOOKS AMAZED AT THE SIGHT OF THE JUNKION SHIP.

DIAL

MUSIC/SFX

CAMERA



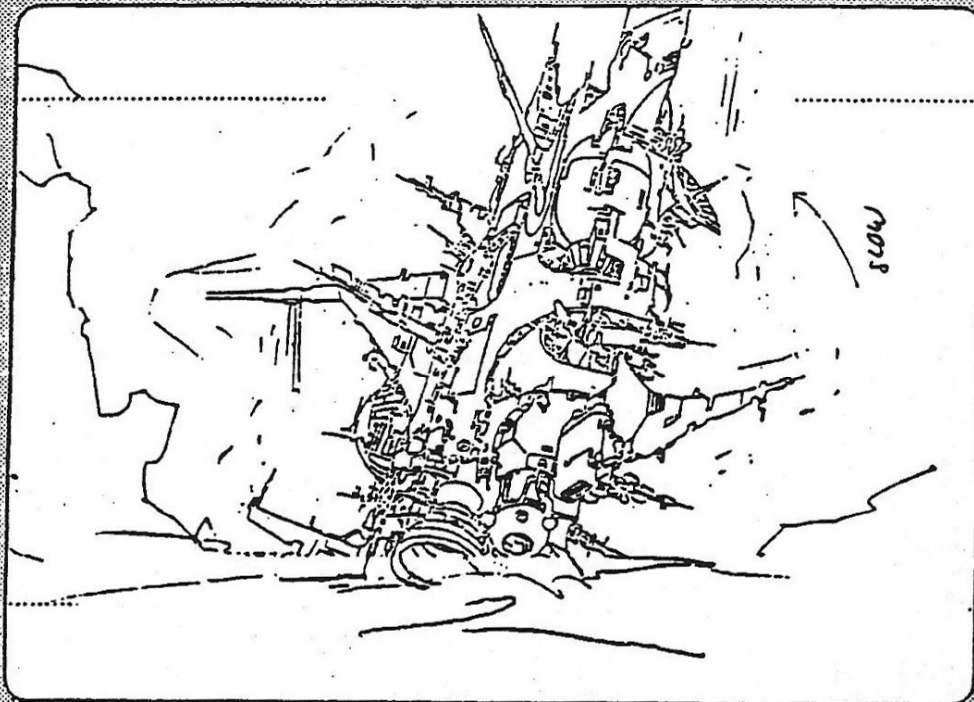
ACTION M.S. HOT ROD AND KUP ARE SURPRISED AND HAPPY SEEING THE JUNKION SHIP.

DIAL

MUSIC/SFX

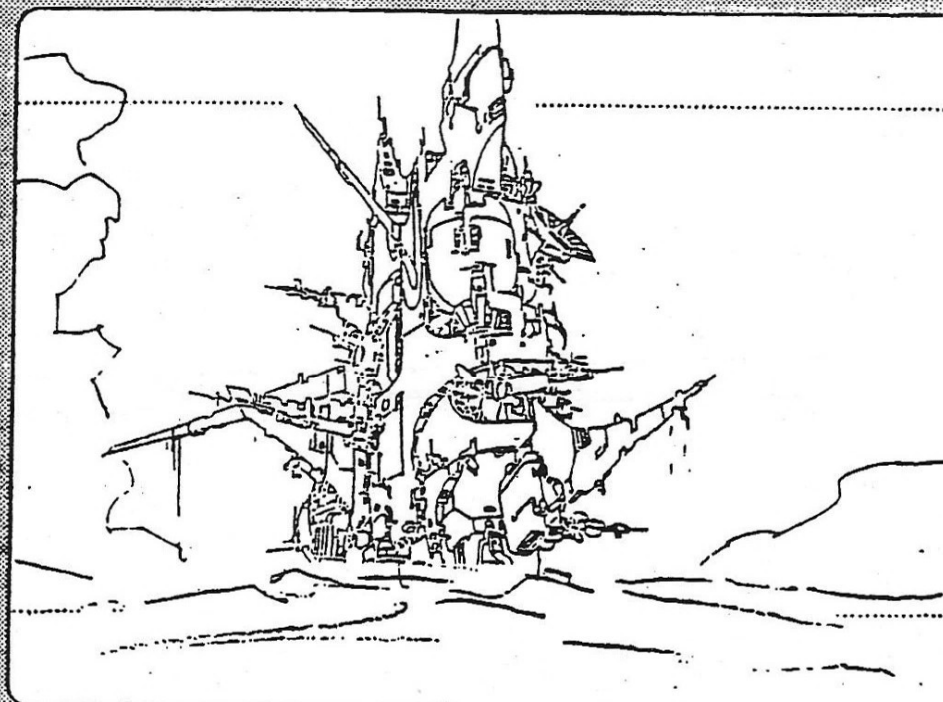
CAMERA

SC. 26-66 CONT



SC. CONT

SEQ 26 Page 108



ACTION ...STRAIGHTENS UP...

DIAL

MUSIC/SFX

CAMERA

ACTION ...AND STANDS ON ITS END.

DIAL

MUSIC/SFX

CAMERA

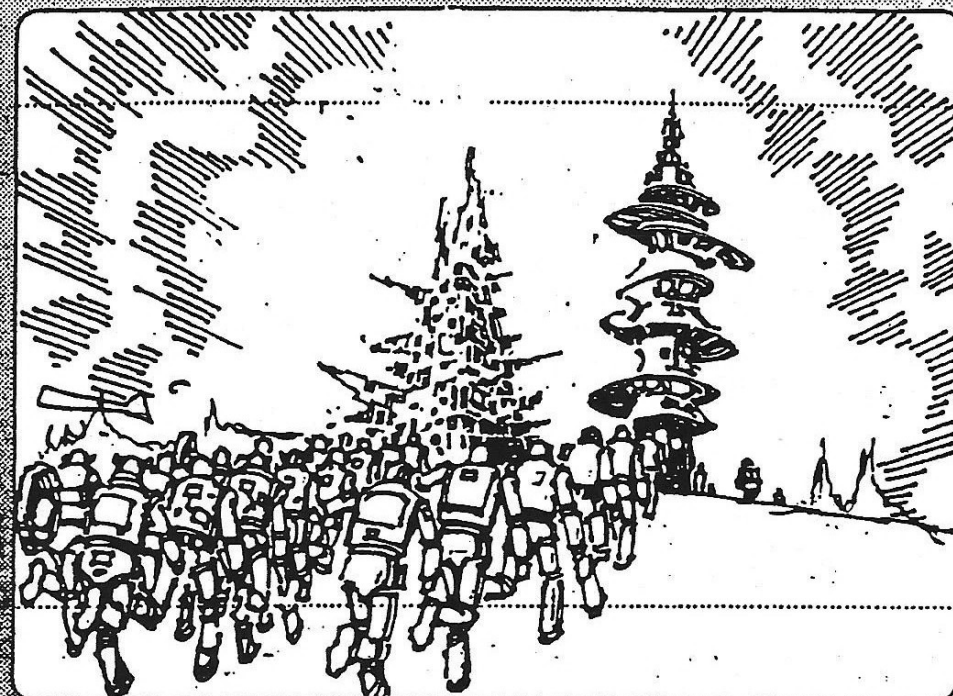
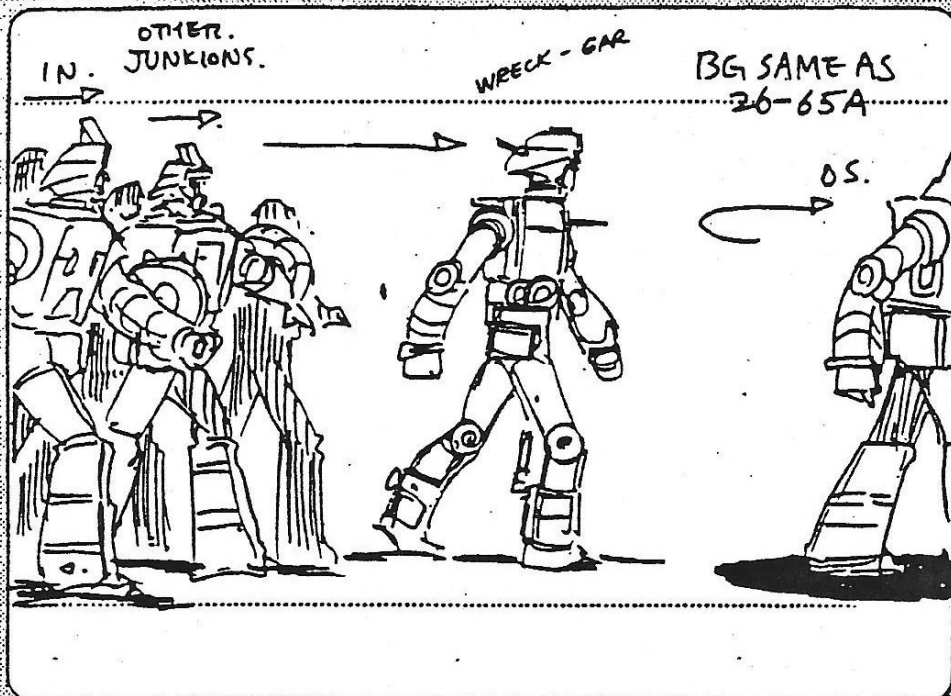
SC. 26-67

SC. 26-68

SEQ. 26

Page

109



ACTION WRECK GAR WALKS O.S. OTHER JUNKIONS, RUNNING, FOLLOW HIM.

DIAL JUNKIONS

(ALMOST CHANTING) Yeah!  
Destroy Unicron...  
kill the grand poobah...

MUSIC/SFX



ACTION X.I.S. THE JUNKION AND THE QUINTESSON SPACE SHIPS. AS THE JUNKIONS AND AUTOBOTS RUN TOWARD THEM AND GO INSIDE...

DIAL

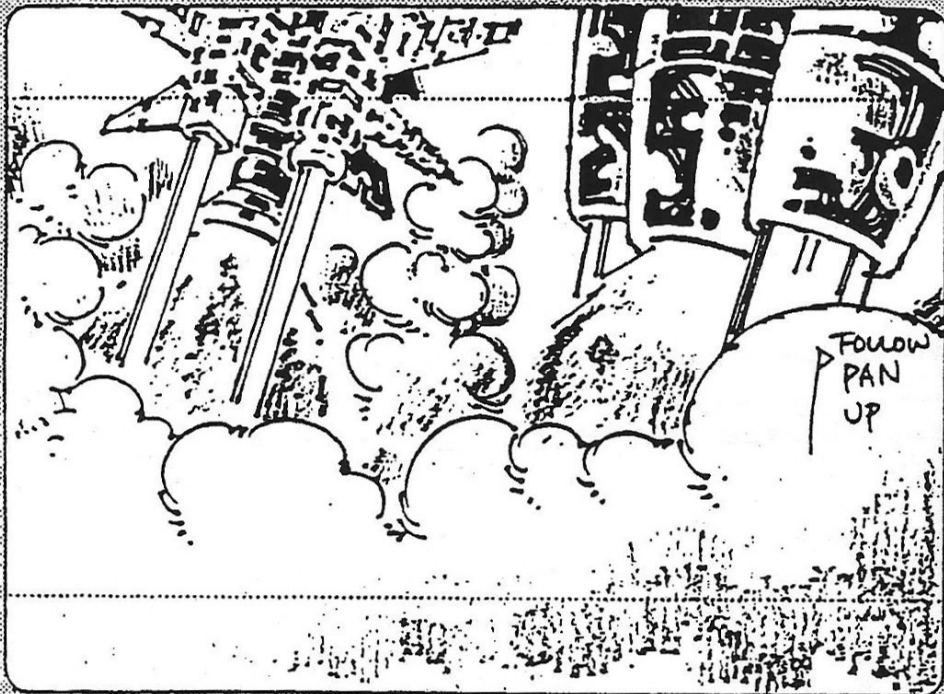
JUNKIONS (CONT)

..eliminate even the toughest stains.

MUSIC/SFX



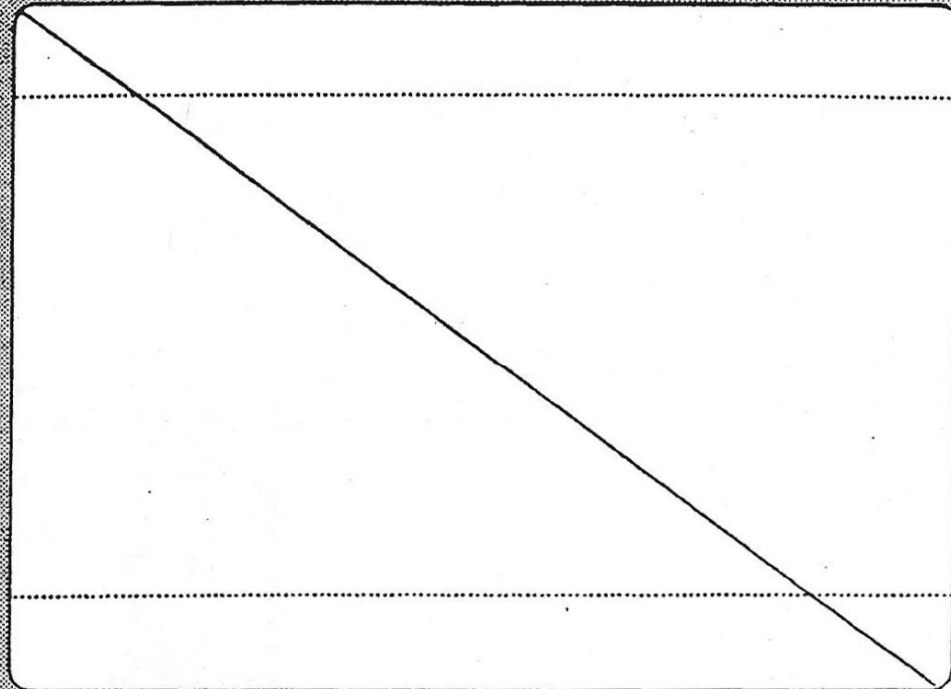
SC. 26-69 FOLLOW PAN



SC.

SEQ 26

Page 110



ACTION ... THEN THE TWO SHIPS BLAST OFF AND CLIMB...

DIAL

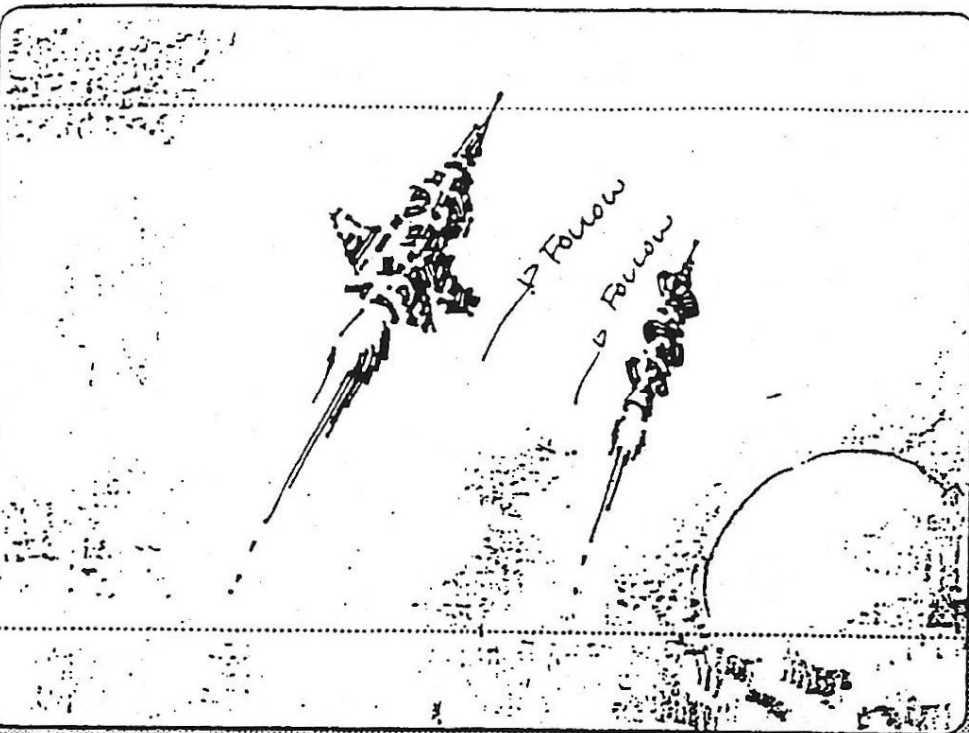
MUSIC/SFX

ACTION

DIAL

MUSIC/SFX

CAMERA

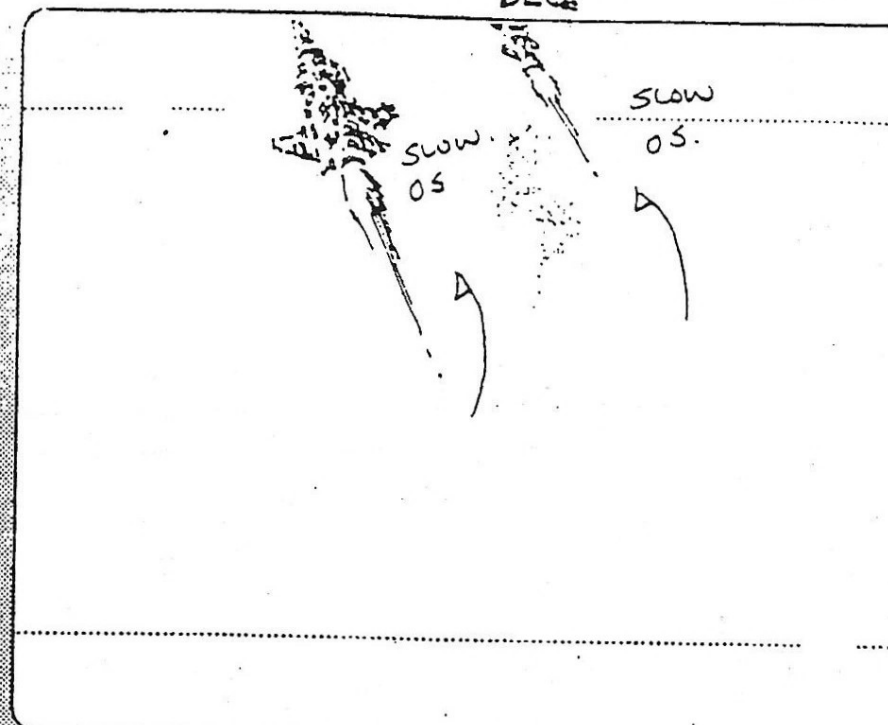


ACTION ...WE PAN WITH THEM AS THEY FLY OUT INTO SPACE.

DIAL

MUSIC/SFX

CAMERA



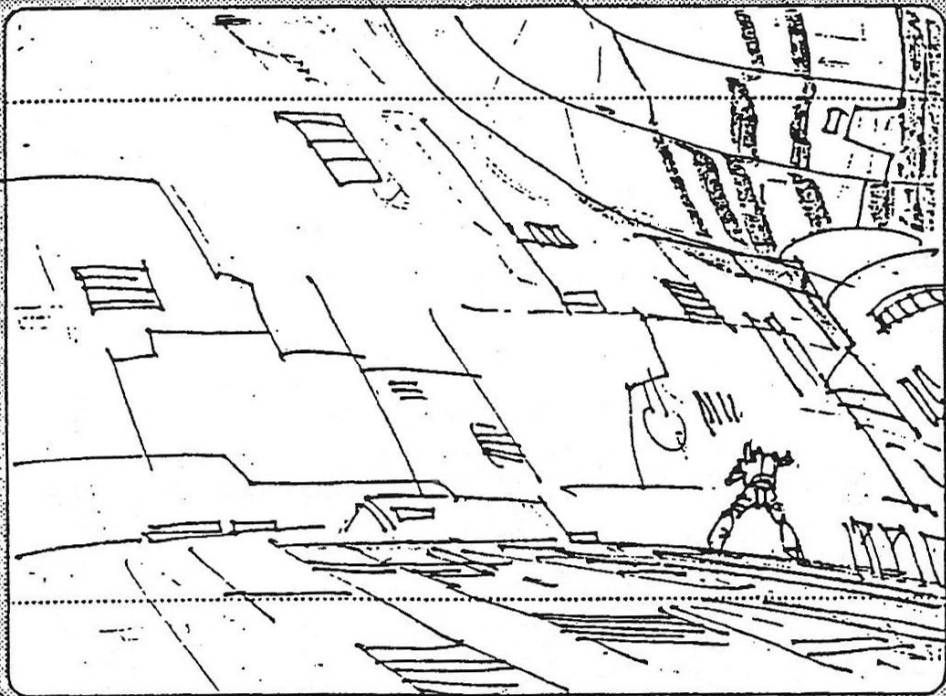
ACTION THEY BANK OFF TO THE LEFT AND GO O.S.

DIAL

MUSIC/SFX

CAMERA

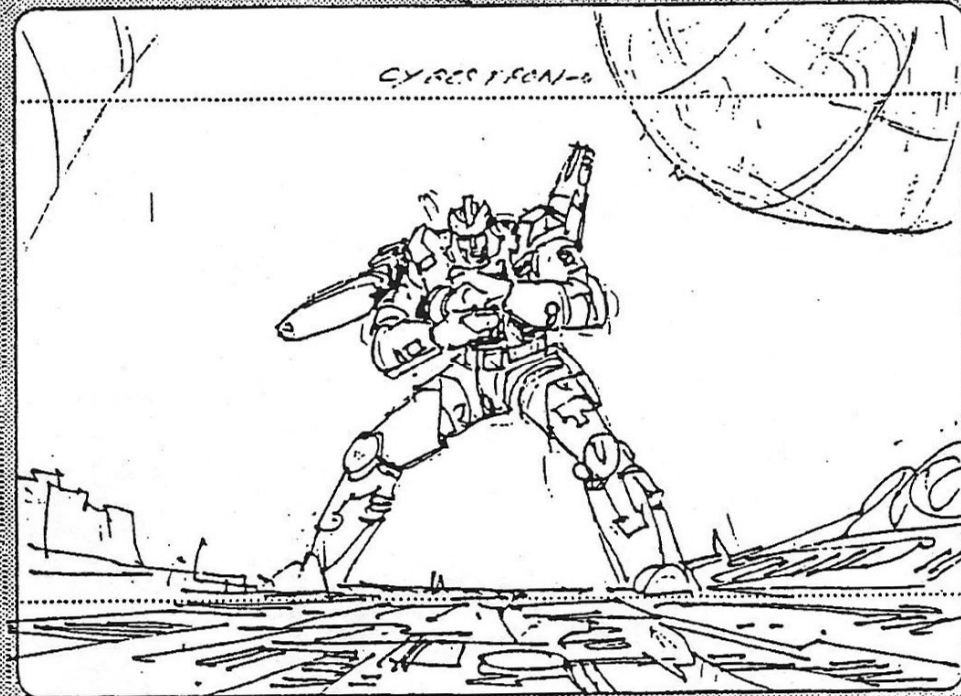
SC. 27-1



SC. 27-2

SEQ. 27

Page 1



ACTION L.S. GALVATRON. HE STANDS ON THE SURFACE OF UNICRON, HOLDING THE MATRIX.

DIAL GALVATRON Unicron! Unicron!...

MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

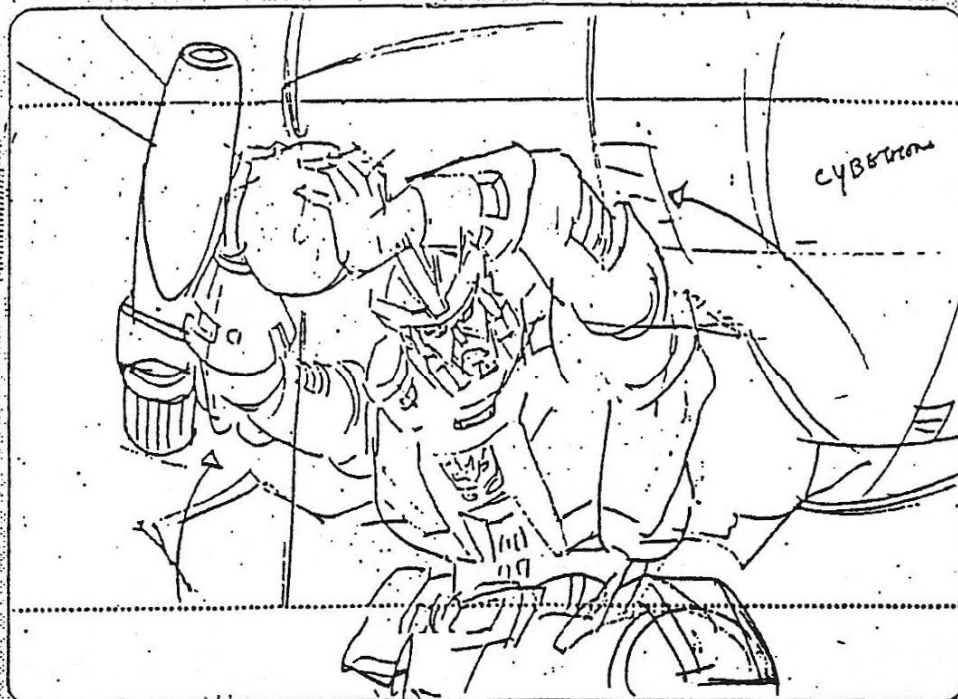
ACTION X.L.S. GALVATRON FACING UNICRON.

DIAL GALVATRON (CONT) ...Unicron!!  
Answer me...

MUSIC/SFX

CAMERA

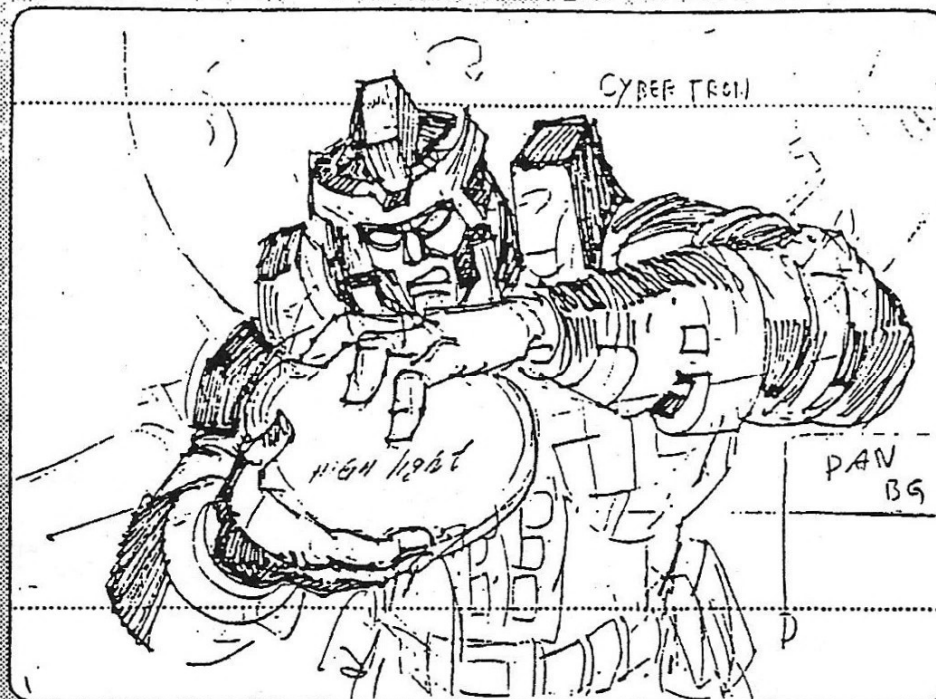
SC. 27-3



SC. 27-4

TRUCK IN

SEQ. 27 Page



ACTION M.S. GALVATRON. HE LIFTS THE MATRIX HIGH OVER HIS HEAD.  
WE TRUCK IN.

DIAL GALVATRON (CONT) ... See this. The Matrix.

MUSIC/SFX

ACTION HE LOWERS THE MATRIX AND HOLDS IT OUT IN FRONT OF HIM.

DIAL GALVATRON

I now possess that which  
you most fear.

MUSIC/SFX

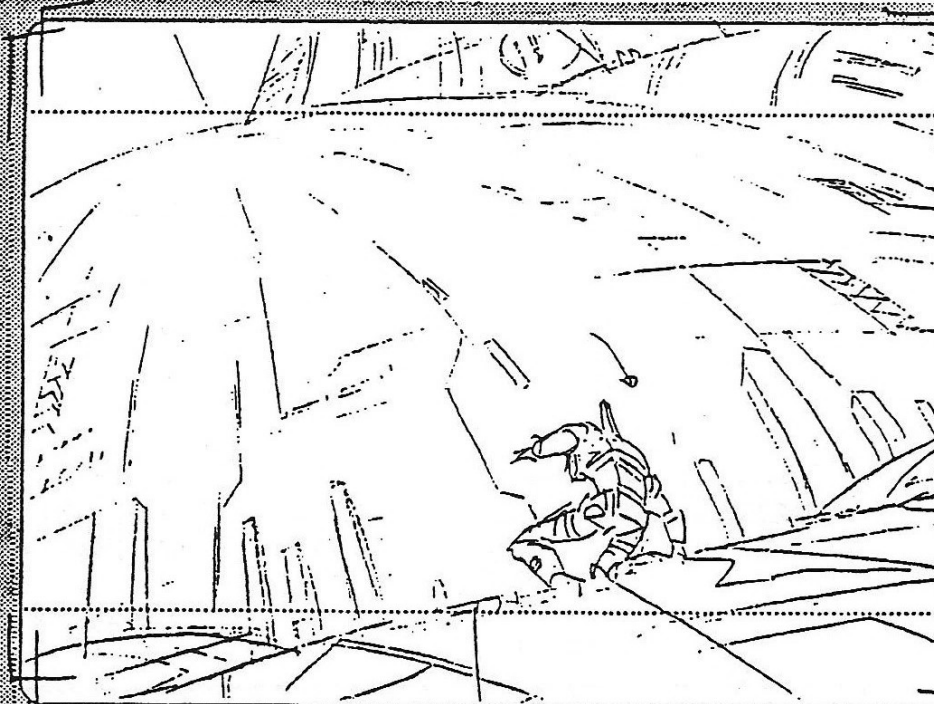
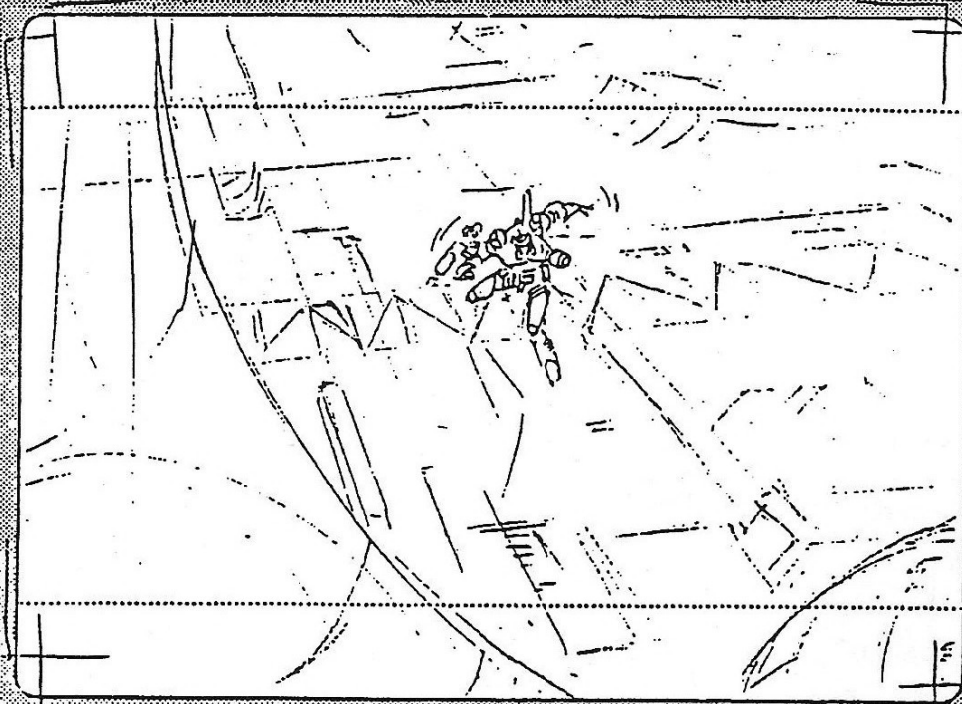


SC. 27-5

CAM. SHAKE.

SC. 27-6: CAM SHAKE

27 Page 3



ACTION X.L. DOWN SHOT GALVATRON. UNICRON STARTS SHAKING. GALVATRON IS BEWILDERED. HE LOOKS AROUND, TRIES TO STAND.

DIAL

UNICRON (Roars with laughter)

MUSIC/SFX

CAMERA

ACTION GALVATRON FALLS BACK DOWN, BRACES HIMSELF.

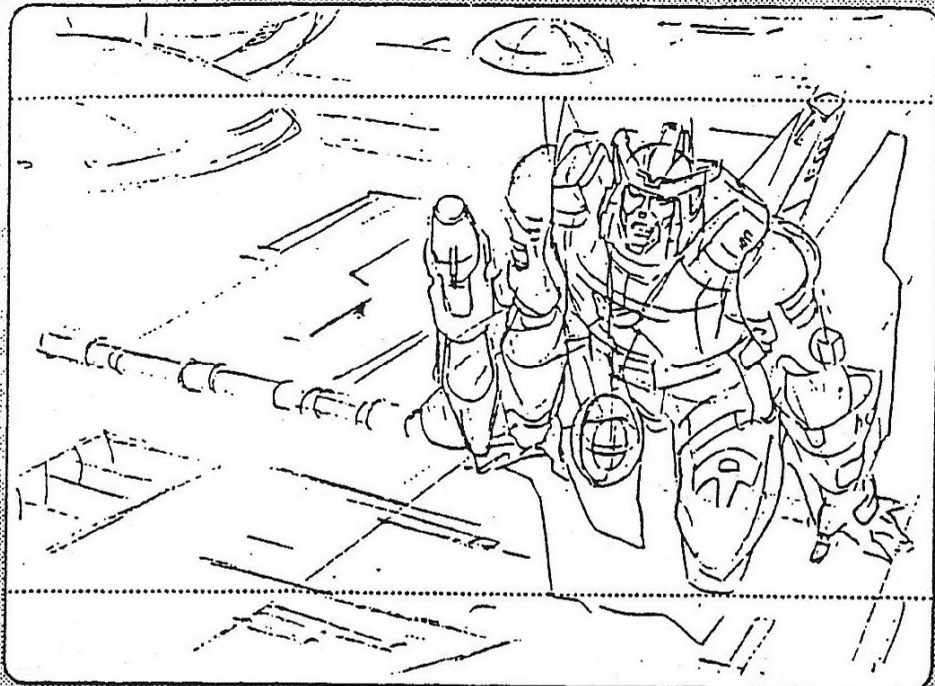
DIAL

UNICRON (CONT) (Laughs)

MUSIC/SFX

CAMERA

SC. 27-7



SC. 27-8

SEQ. 27. Page 4



ACTION M.L.S. GALVATRON ON HIS KNEES.

DIAL GALVATRON

You will do my bidding...

MUSIC/SFX

CAMERA

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION X.C.U. GALVATRON. THE SECTION OF UNICRON SHOWING BEHIND HIM STARTS TO MOVE.

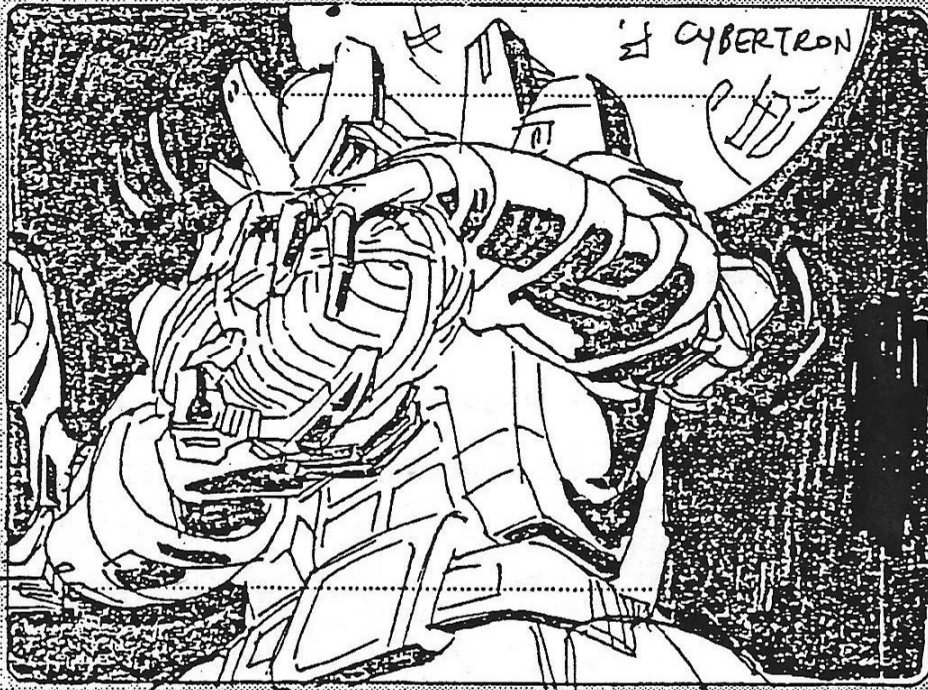
DIAL GALVATRON

...or taste my wrath.

MUSIC/SFX

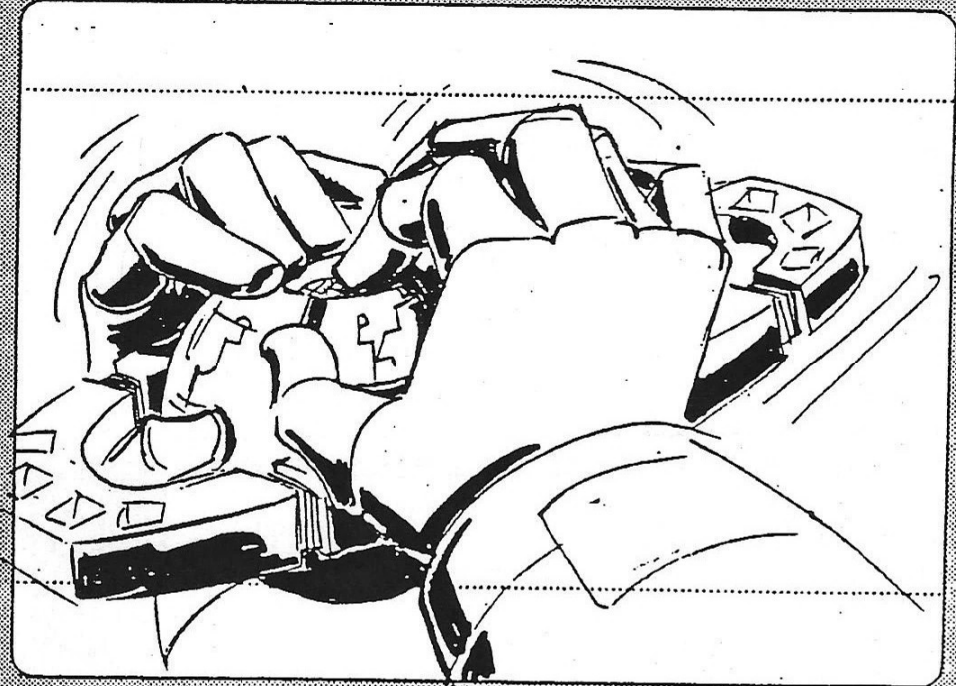
CAMERA

SC. 27-9



SC. 27-9A

SEQ. 27 Page 5



ACTION M.S. GALVATRON. HE STRUGGLES TO OPEN THE MATRIX.

DIAL

MUSIC/SFX

CAMERA

ACTION C.U. GALVATRON'S HANDS HOLDING THE MATRIX. HE TURNS IT OVER, TWISTS IT FROM SIDE TO SIDE, TRYING UNSUCCESSFULLY TO MAKE IT WORK.

DIAL

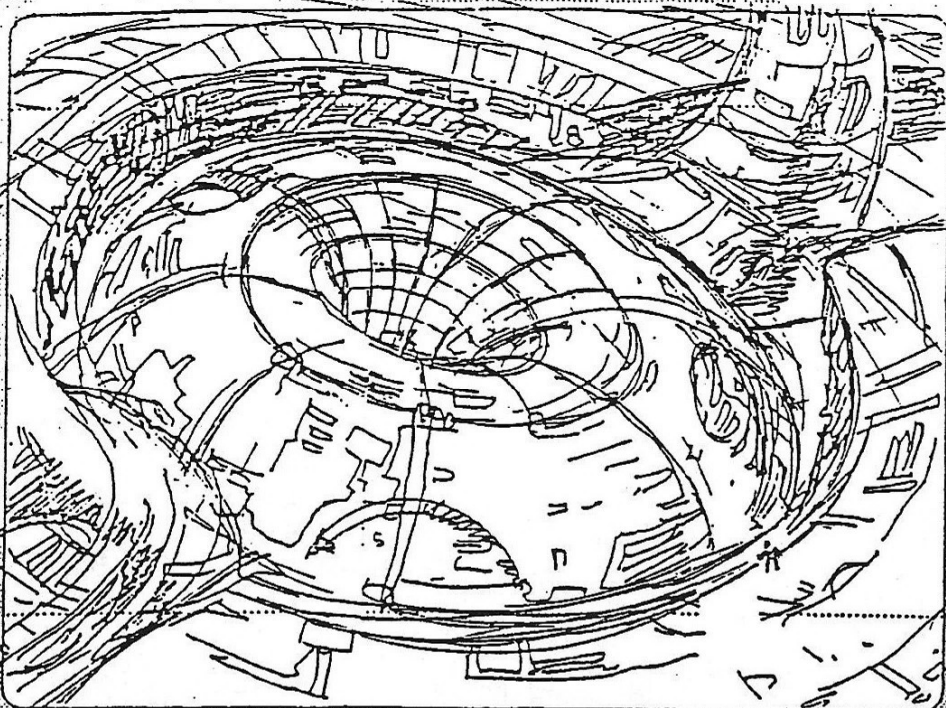
UNICRON

You underestimate me, Galvatron.

MUSIC/SFX

CAMERA

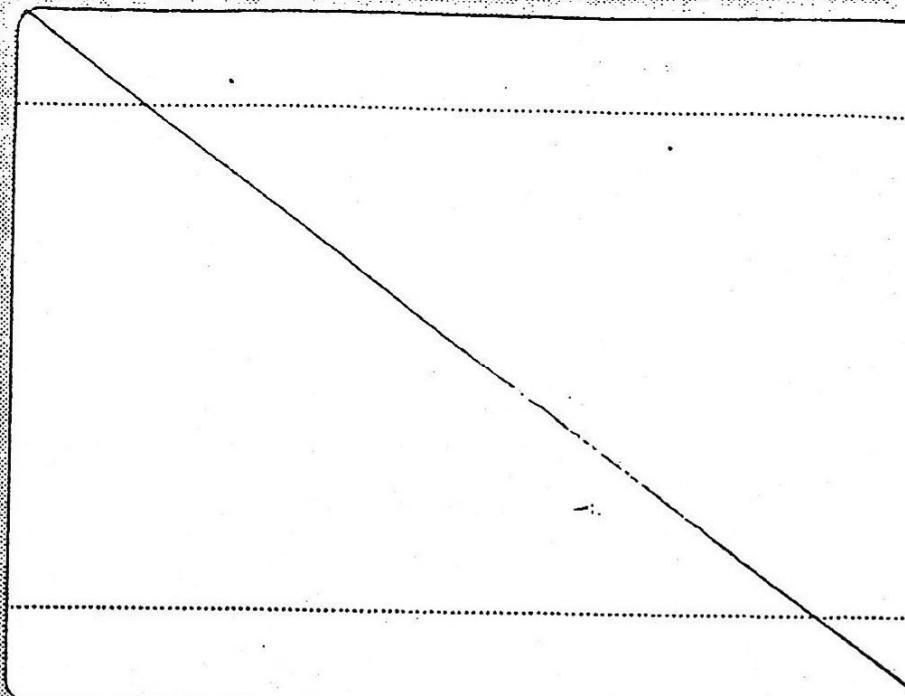
SC. - 1-7-77



SC.

SEQ. - 1

Page 0



ACTION UP SHOT UNICRON'S MOUTH AREA.

DIAL  
UNICRON

You underestimate me, Galvatron.

MUSIC/SFX

**T-FRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

DIAL

MUSIC/SFX

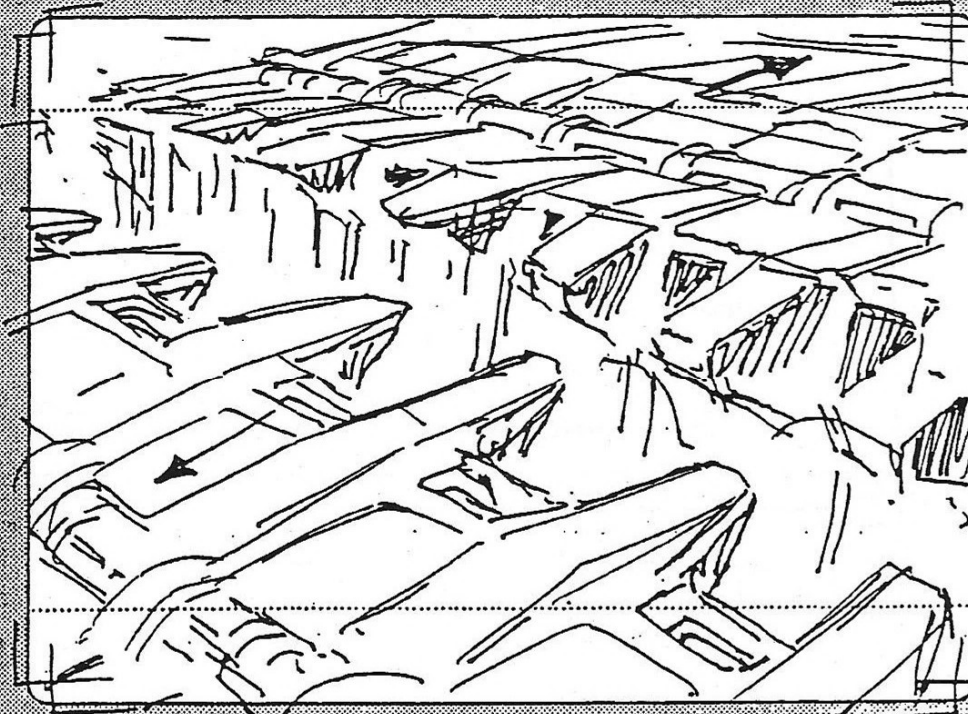
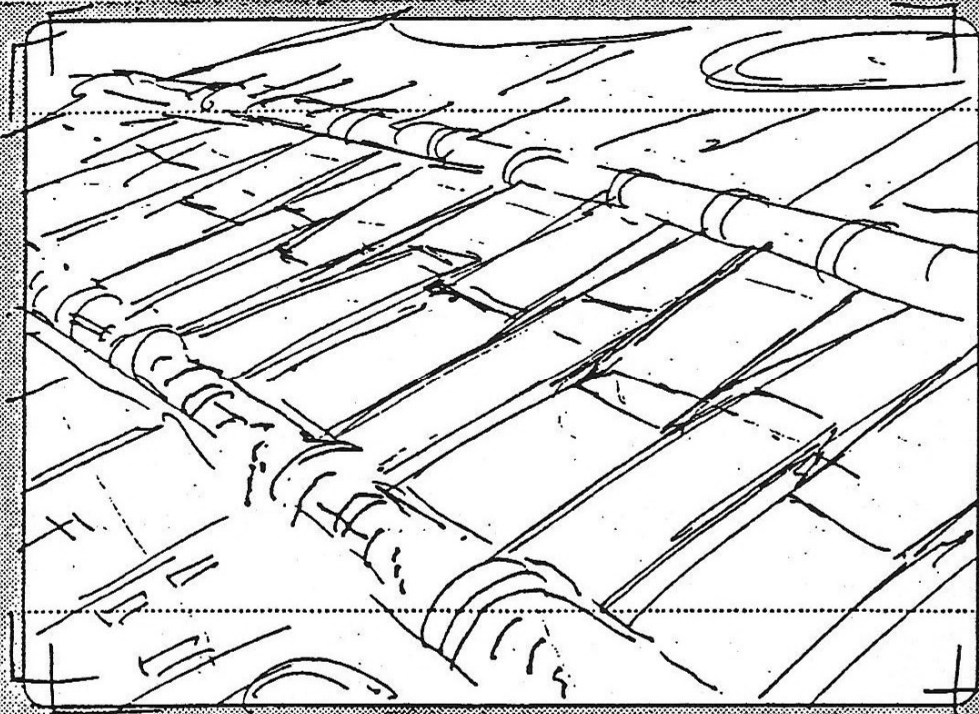


SC. 27-10

CAM. SHAKE

CONT. SC. CONT

SEQ. 27 Page 7  
CAM. SHAKE



ACTION M. DOWN SHOT ON AN AREA OF UNICRON'S SURFACE.

DIAL

MUSIC/SFX

CAMERA

CAM. SHAKE

ACTION THE SURFACE SHAKES AS A CHASM FORMS WHERE GIANT METAL PLATES START SPLITTING APART.

DIAL

MUSIC/SFX

CAMERA

CAM. SHAKE.

SC. 27-11

CAM. SHAKE

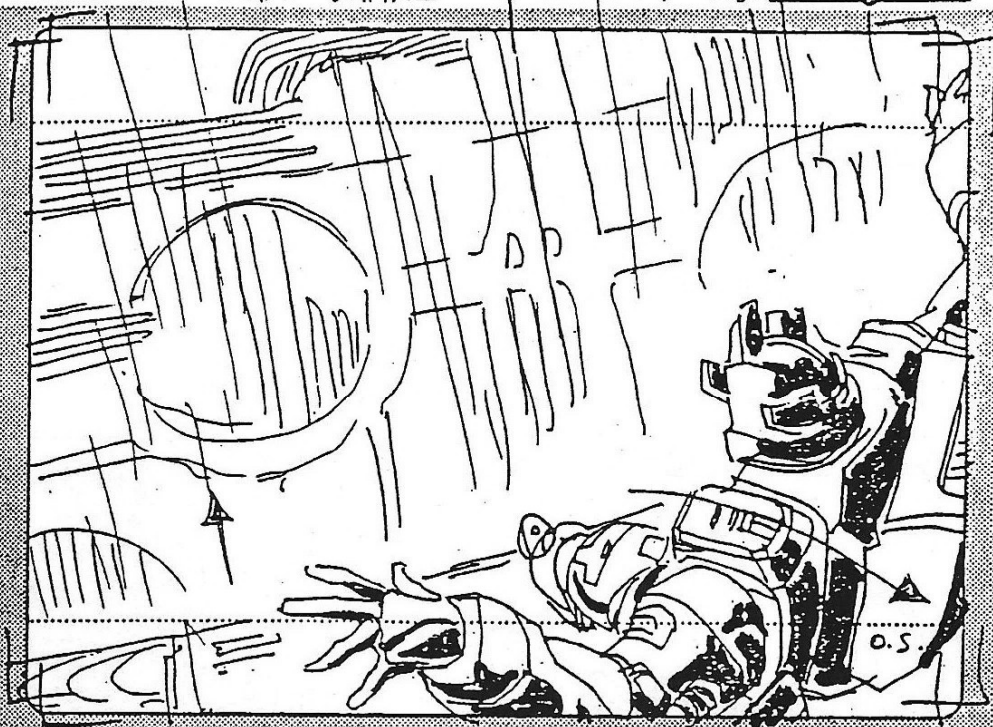
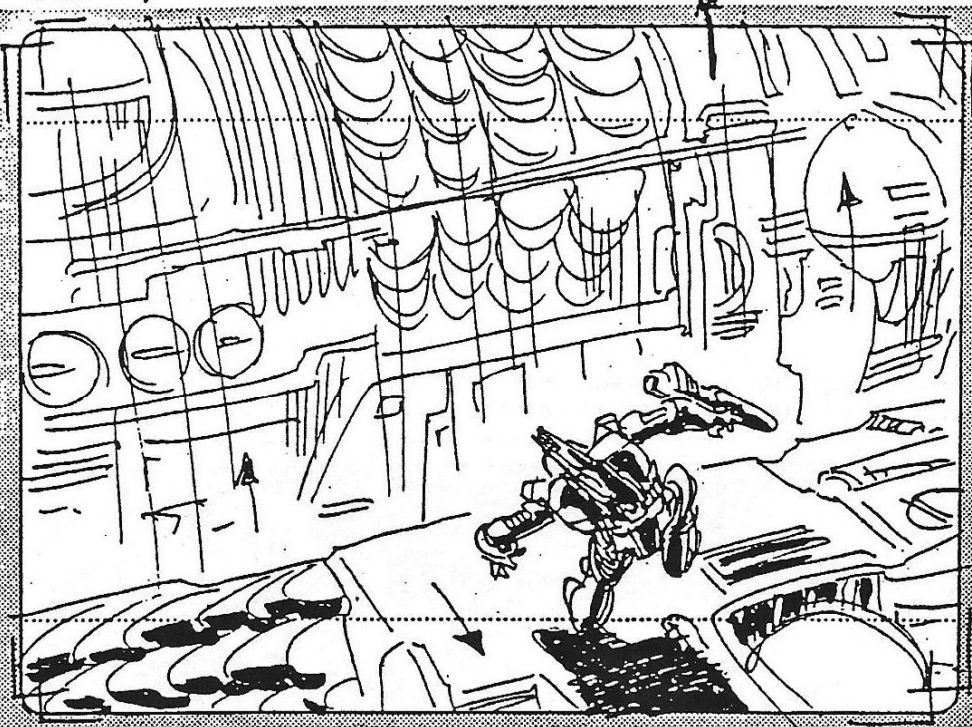
CONT. SC.

CAM. SHAKE

SEQ. 27

Page

8



ACTION L. DOWN SHOT OF GALVATRON AT RIM'S EDGE. THE MOUND RISES UP THROUGH SCENE, ON THIS SMALL SCALE, IT APPEARS TO SHOOT UP VERY RAPIDLY. THE RIM...

DIAL

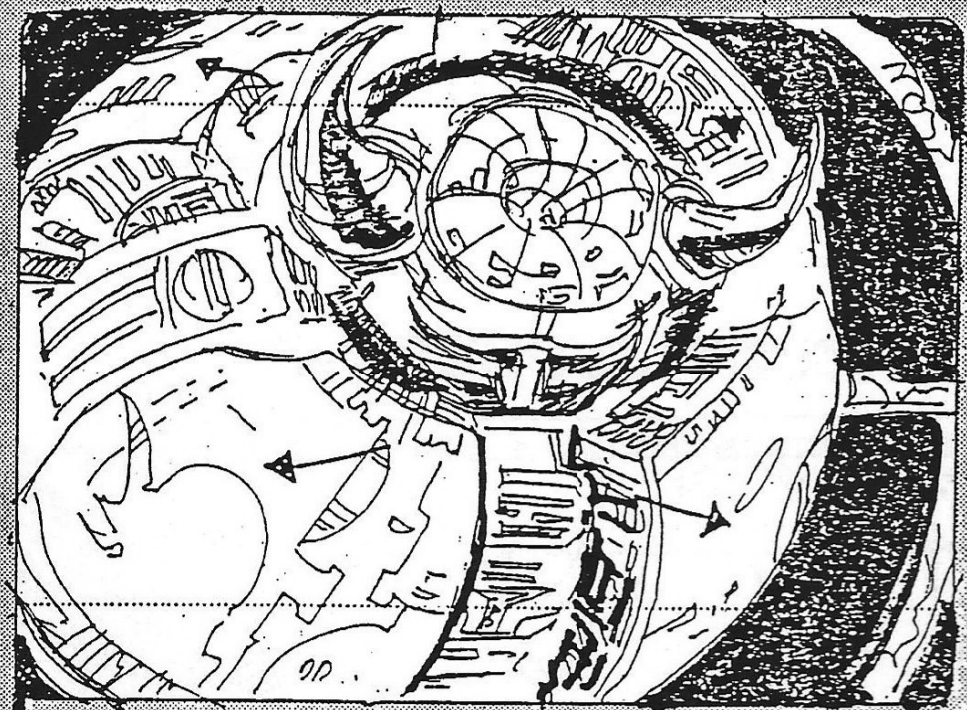
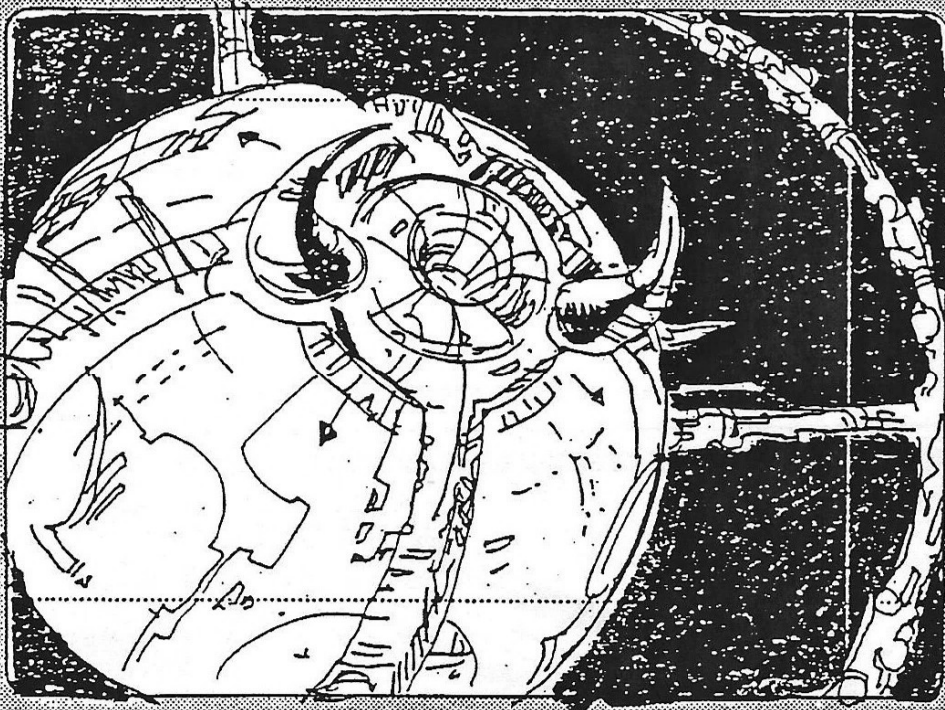
MUSIC/SFX

**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...RECEDES TO ALLOW THE MOUND TO RISE. GALVATRON IS CARRIED BACKWARDS ALONG WITH IT, AND O.S.

DIAL

MUSIC/SFX



ACTION L.S. UNICRON FROM SPACE. UNICRON'S SURFACE HAS SPLIT  
 INTO FOUR QUARTERS WHICH CONTINUE...

DIAL

MUSIC/SFX

CAMERA

ACTION ...SPLITTING APART SLOWLY AS THE CENTRAL MOUND (THE HEAD)  
 PUSHES ITSELF OUTWARD.

DIAL

MUSIC/SFX

CAMERA

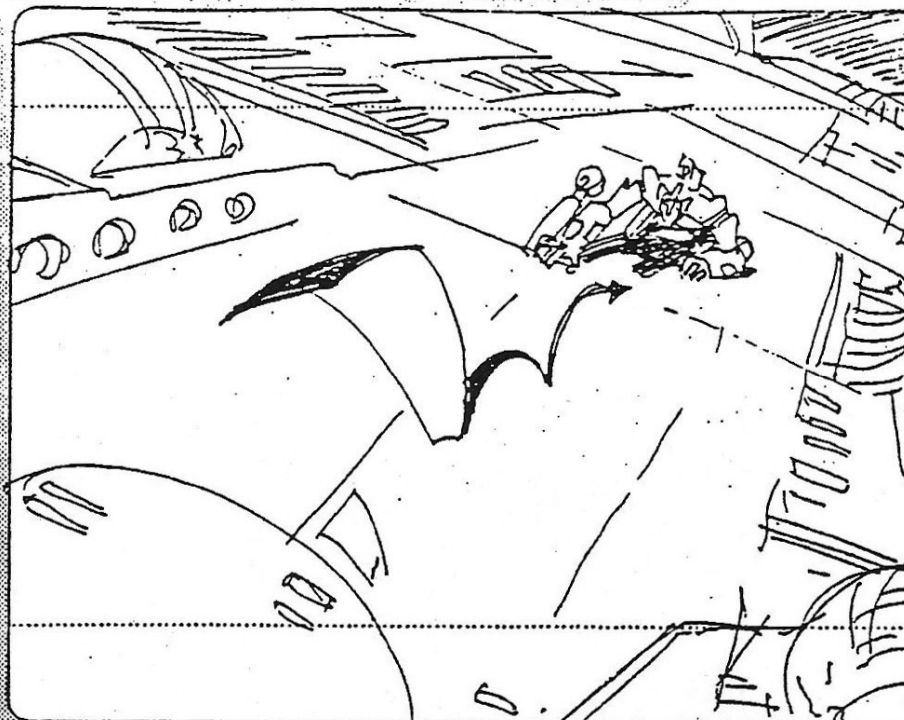


SC. 2/10

CAP. SHAKE

CONT. SC.

SEQ. 27 Page 10



ACTION M.C.U. GALVATRON TUMBLES AWAY FROM CAMERA...

DIAL

MUSIC/SFX

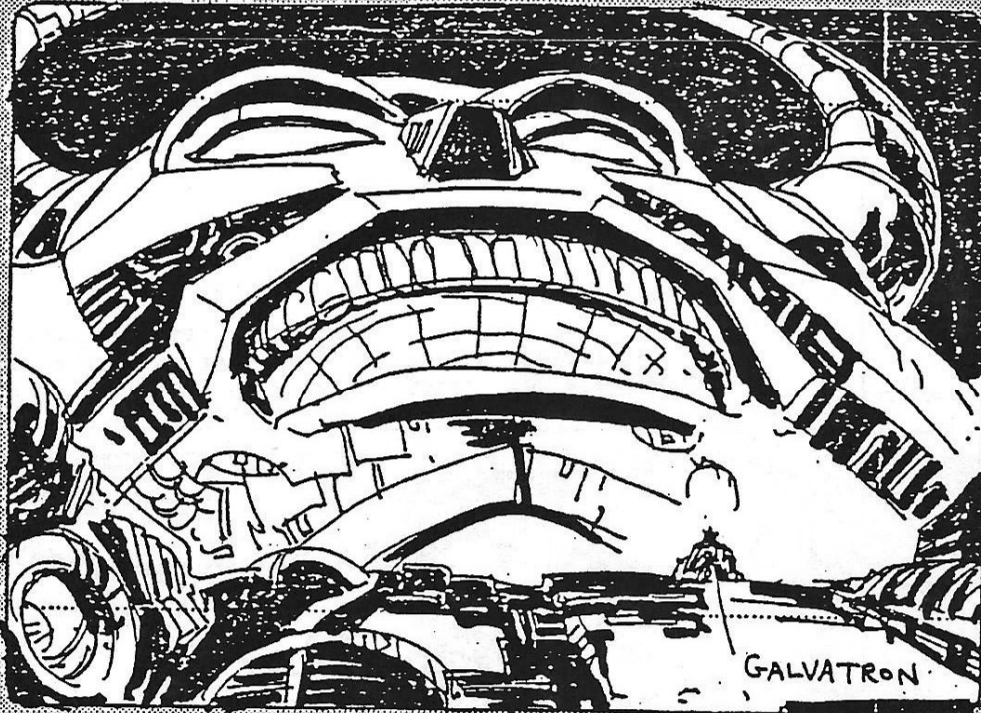
ACTION ...AND FALLS TO HIS KNEES AS UNICRON SHAKES ALL AROUND HIM. THE SHAKING STOPS AND GALVATRON LOOKS UP O.S.

DIAL

MUSIC/SFX



SC. 27-14



ACTION X.L. UP SHOT GALVATRON KNEELS ON THE RIM WHICH SURROUNDS UNICRON'S ENORMOUS HEAD, WHICH HAS COMPLETED ITS EMERGENCE.

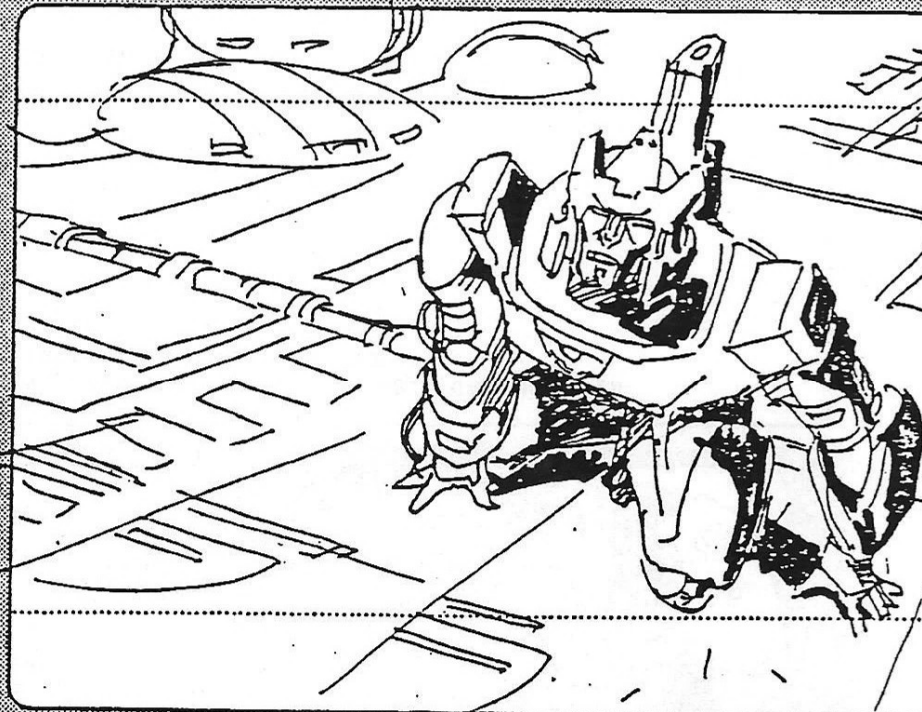
DIAL

MUSIC/SFX

CAMERA

SC. 27-15

SEQ. 27 -Page 11



CTION M.L.S. GALVATRON LOOKS UP IN FEAR AND AMAZEMENT.

DIAL

MUSIC/SFX

CAMERA

FROM GENERATION 1 TO BEAST HUNTERS AND BEYOND!!!

SC. CONT 27-15



ACTION SUDDENLY, THE METAL SURFACE HE KNEELS ON DROPS AWAY, AND HE FALLS THROUGH.

DIAL

MUSIC/SFX

CAMERA

SC.27-16

GALVATRON SEQ. 27 IN Page 12



ACTION CLOSE ON NEWLY FORMED CLIFF ON UNICRON'S FRONT. GALVATRON FALLS INTO SCENE...

DIAL

MUSIC/SFX

CAMERA

SC.CON7 27-16

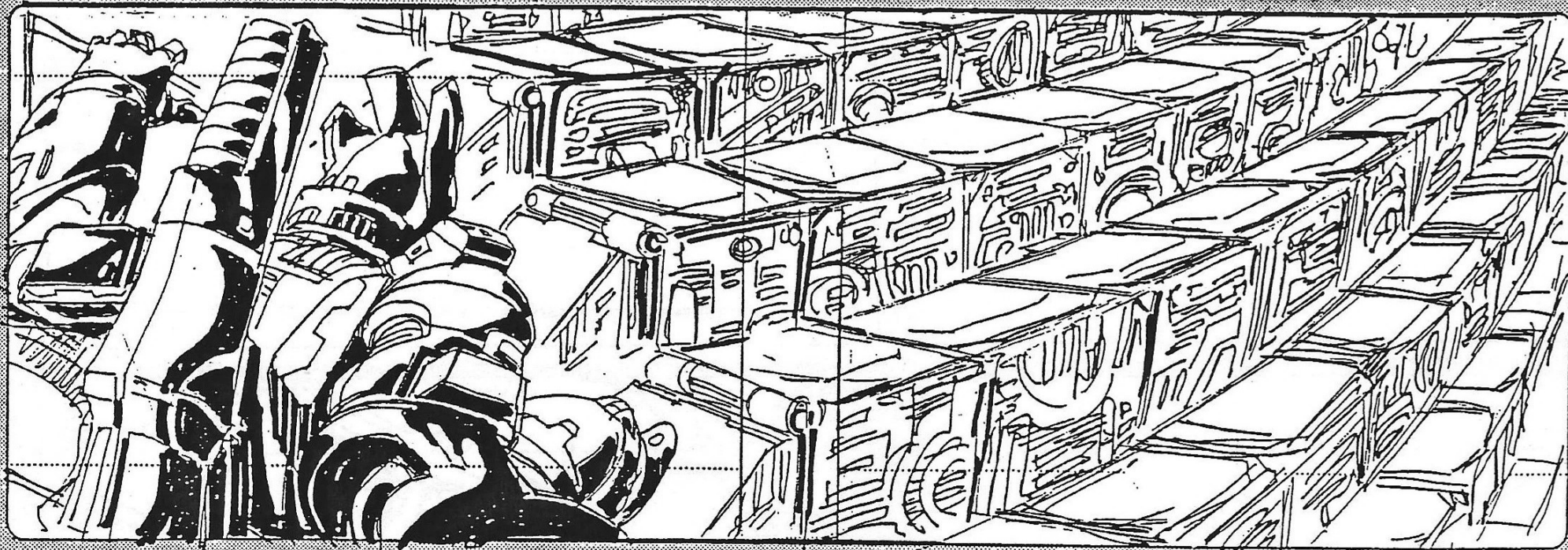
START

PAN

STOP SEQ. 27

Page

13



ACTION ...AND STOPS HIMSELF BY STEPPING AND GRABBING ONTO SMALL LEDGES IN THE CLIFF.

DIAL

MUSIC/SFX

CAMERA PAN RIGHT.

ACTION PAN RIGHT TO A SERIES OF MECHANISTIC LEDGES IN FRONT OF GALVATRON.

DIAL

MUSIC/SFX

CAMERA

CONT.

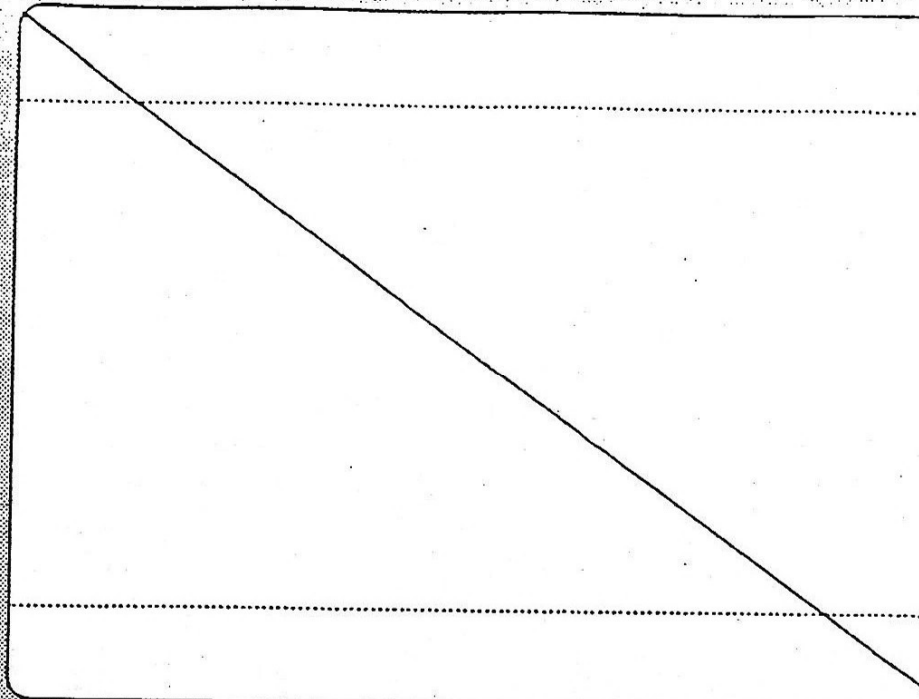


SC. CONT 27-16



SC.

SEQ. 27 Page 17



ACTION

THE LEDGES COLLAPSE AND FORM A SMOOTH METAL SURFACE.

DIAL

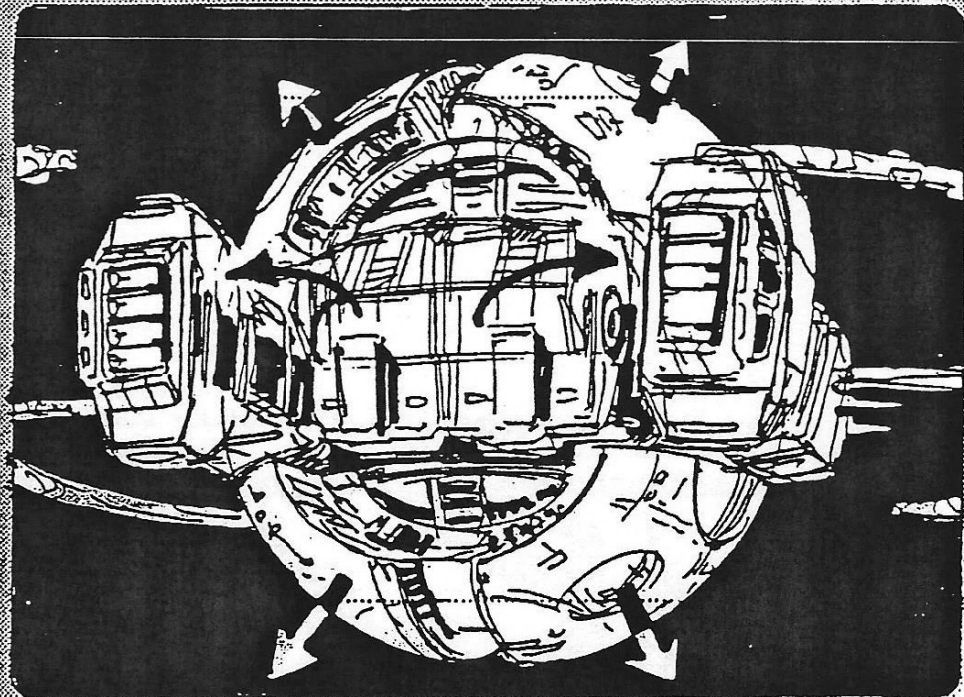
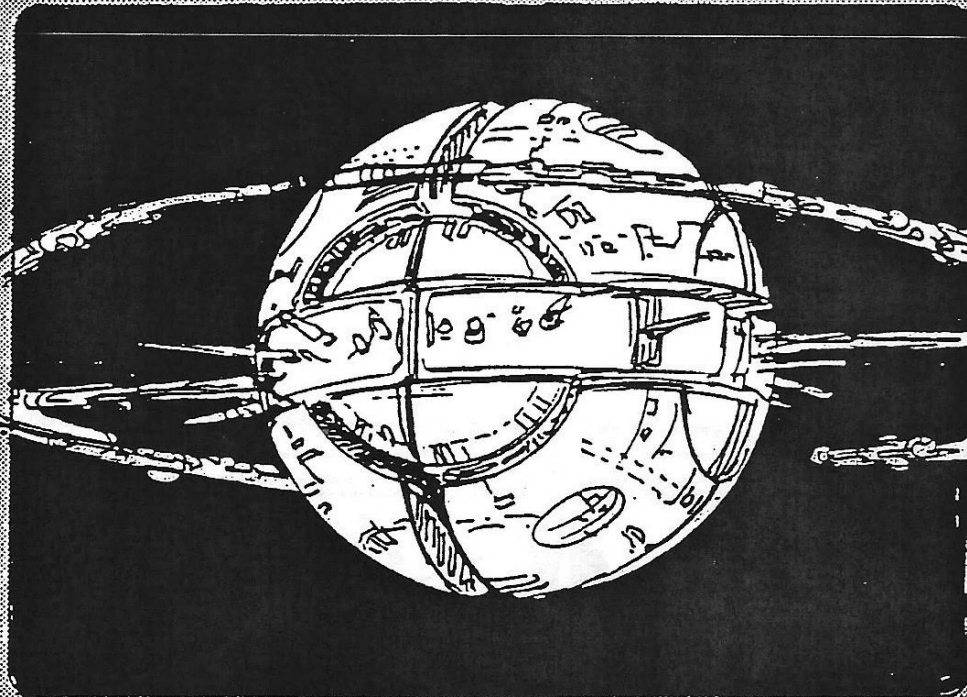
MUSIC/SFX

ACTION

DIAL

MUSIC/SFX





ACTION L.S. REAR VIEW OF UNICRON IN SPACE.

DIAL

MUSIC/SFX

CAMERA

ACTION

AS THE FOUR QUARTERS CONTINUE SPLITTING AWAY FROM EACH OTHER, THE CIRCULAR PANEL WHICH HAD BEEN THE PLANET UNICRON'S REAR HINGES OPEN AND OUTWARD, ALONG THE THICK BAND OF UNICRON'S EQUATOR.

DIAL

MUSIC/SFX

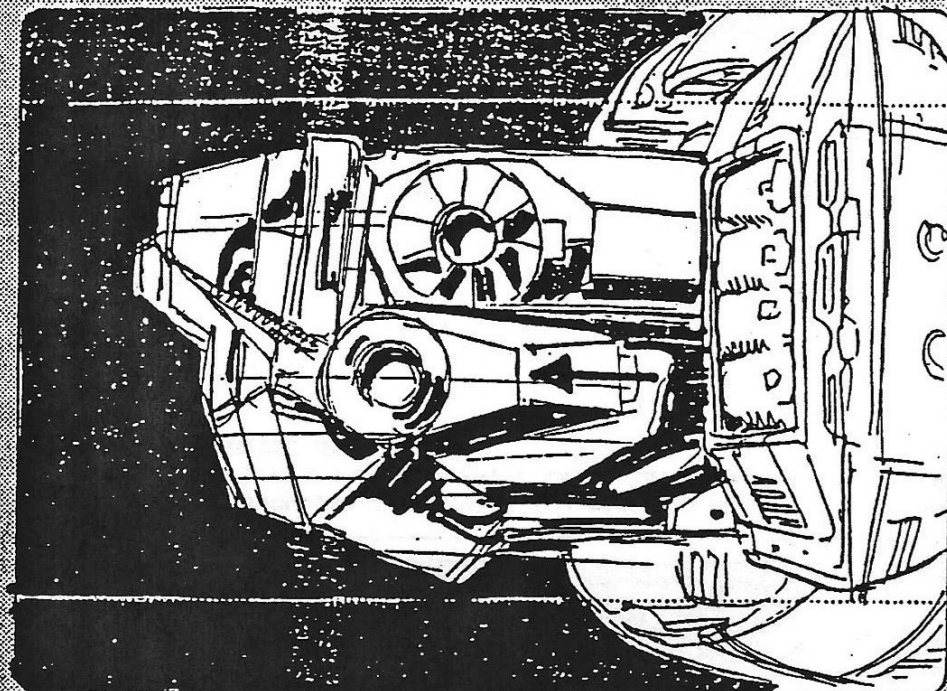
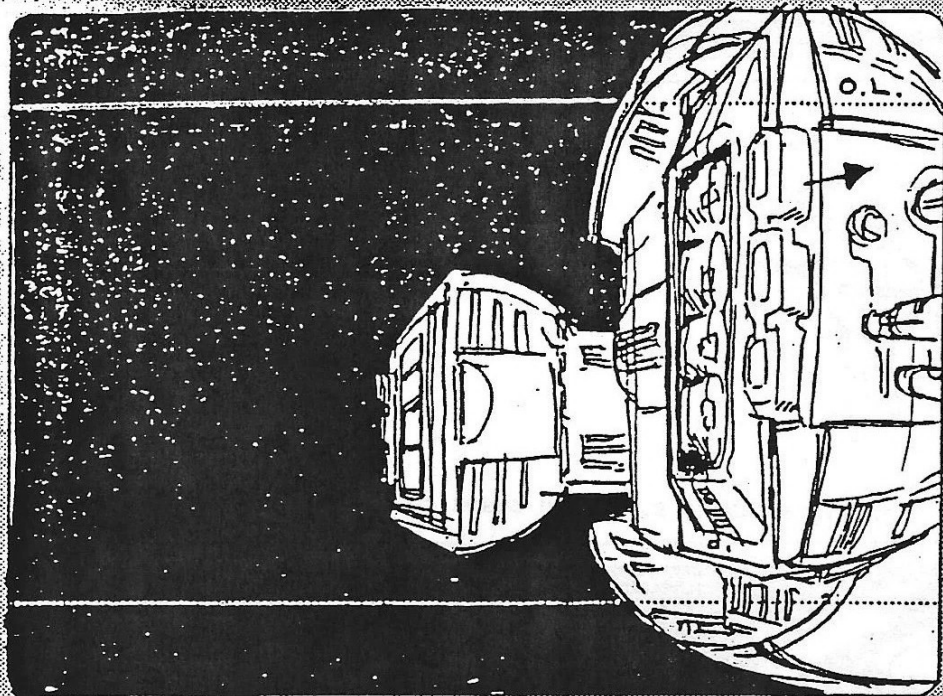
CAMERA

SC. 27-18

CONT. SC.

FOLLOW PANSEQ. 27 Page

16



ACTION M.S. SIDE VIEW OF NEWLY FORMED REAR OPENING. AS THE  
- REAR PANELS (WHICH WILL FORM ROBOT UNICRON'S FOREARMS)  
CONTINUE TO SLOWLY MOVE APART...

DIAL

MUSIC/SFX

CAMERA

ACTION ...UNICRON'S LEGS, COMPACTLY FOLDED UP, SLIDE OUTWARD.

DIAL

MUSIC/SFX

CAMERA

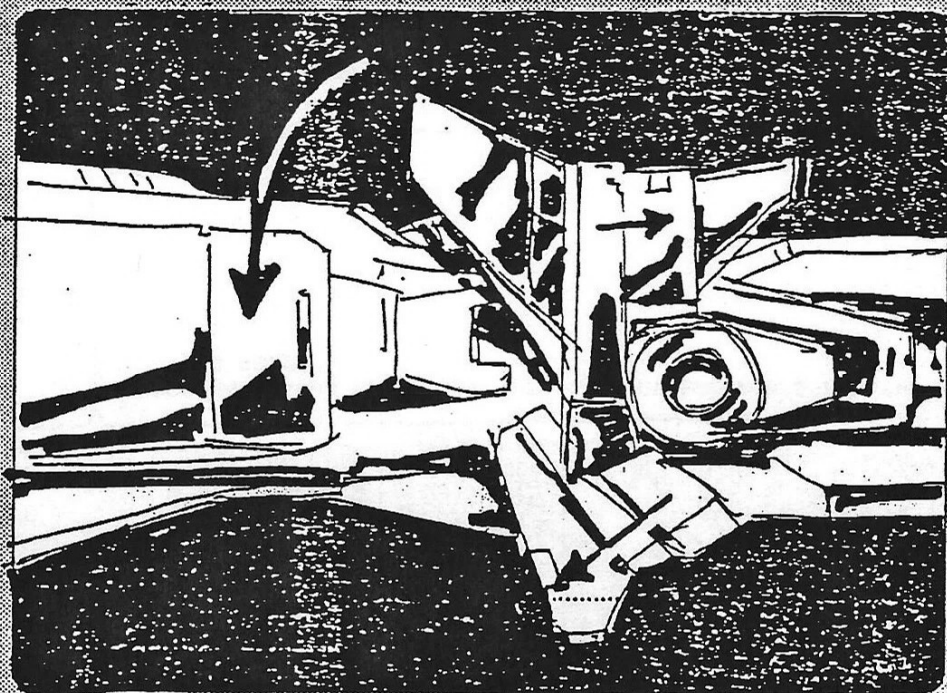
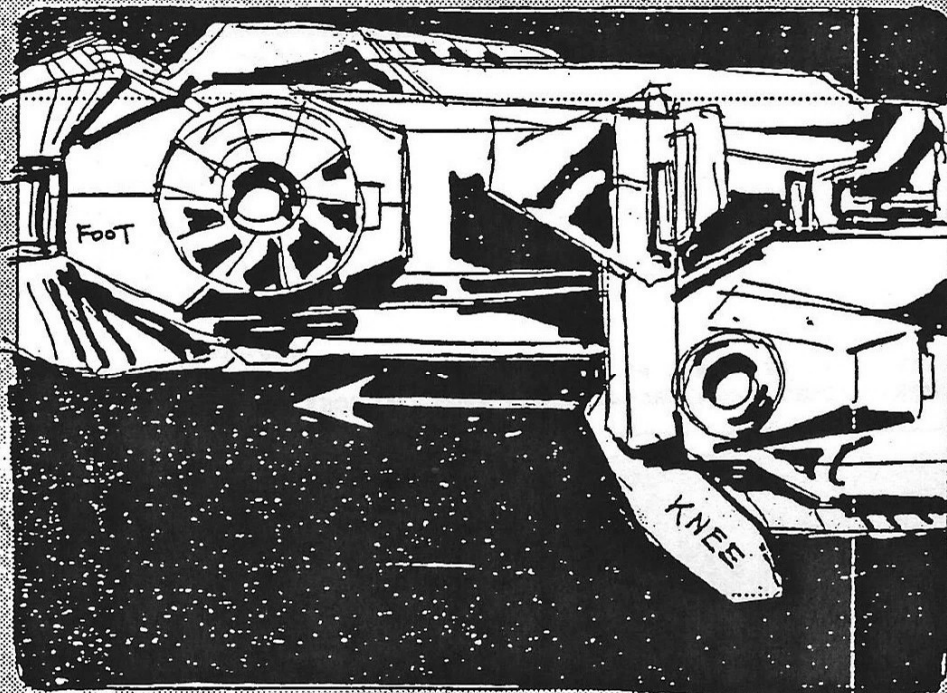
FOLLOW PAN ON UNICRON'S LEGS.

SC.CONT 27-18

— FOLLOW PAN

SC.CONT

SEQ. 27 Page 17



ACTION CAMERA PANS TO FOLLOW ACTION AS THE THIGH SECTIONS LOCK INTO THEIR EXTENDED POSITION, WHILE THE LOWER LEGS CONTINUE SLIDING OUT...

DIAL

MUSIC/SFX

CAMERA

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...THEN, WHEN THE LOWER LEG SECTIONS HAVE SLID OUT COMPLETELY THEY DROP DOWN TO LINE UP WITH THE THIGHS. OTHER SECONDARY ACTIONS LOCK INTO PLACE TO COMPLETE THE TRANSFORMATION.  
DIAL - (KNEE UNFOLDS: WINGS BEHIND THE KNEE SLIDE OUT).

MUSIC/SFX

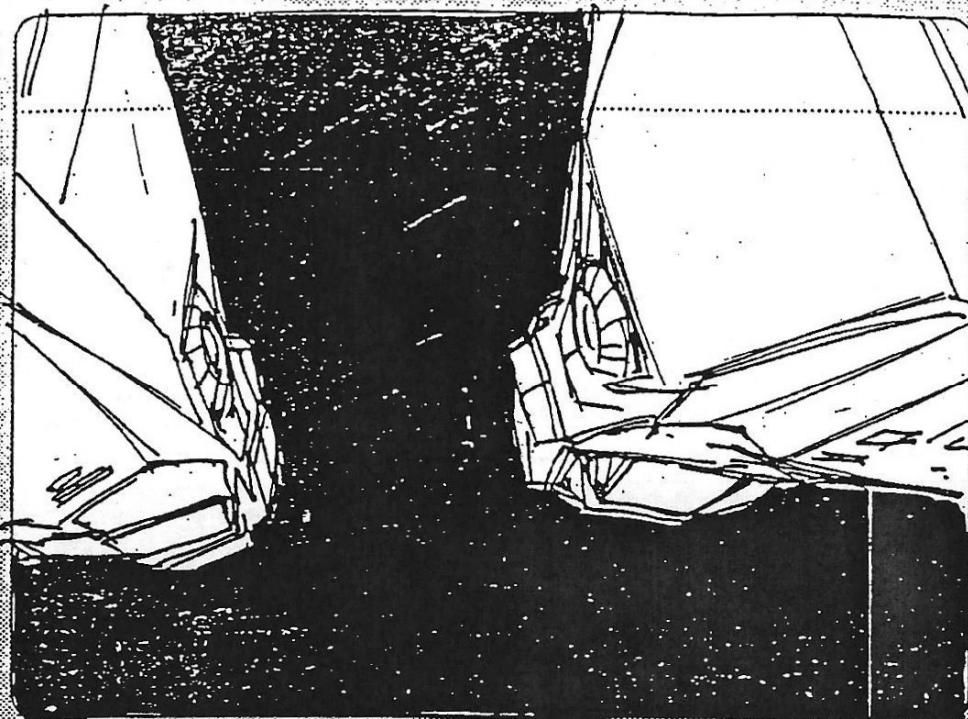
CAMERA



SC. 21-17

CONT. SC.

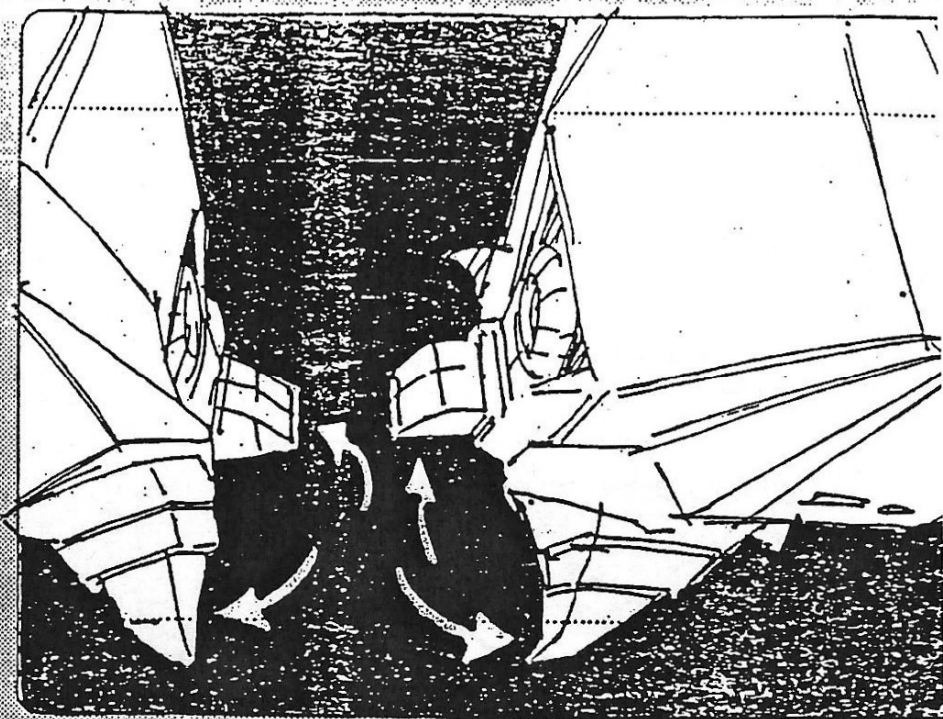
SEQ. 27 Page 10



ACTION C.U. UP SHOT ON FRONT SIDES OF UNICRON'S LEGS. (UNICRON LIES IN A HORIZONTAL POSITION IN SPACE, AS IF ON HIS STOMACH).

DIAL

MUSIC/SFX



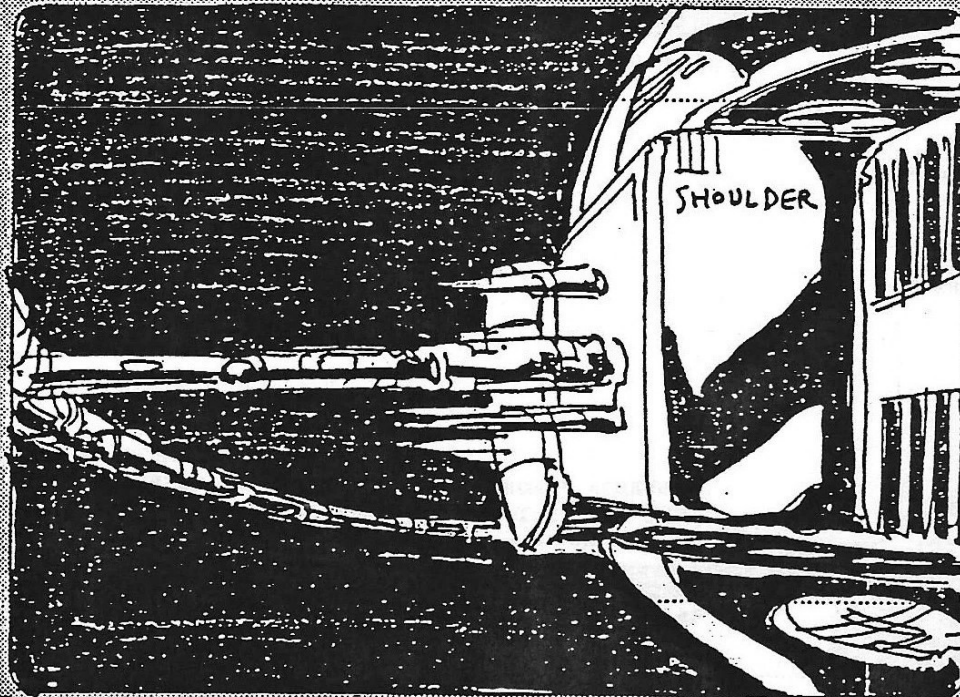
ACTION GIANT CLAWS UNFOLD AT THE BASES OF UNICRON'S FORMING THE FEET.

DIAL

MUSIC/SFX



SC. 27-20

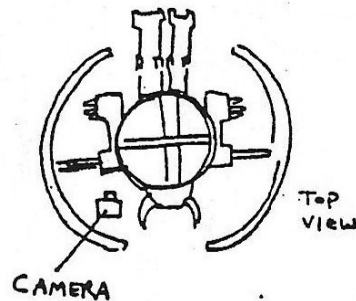


ACTION C.U. FRONT VIEW OF ROBOT UNICRON'S RIGHT SHOULDER.

DIAL

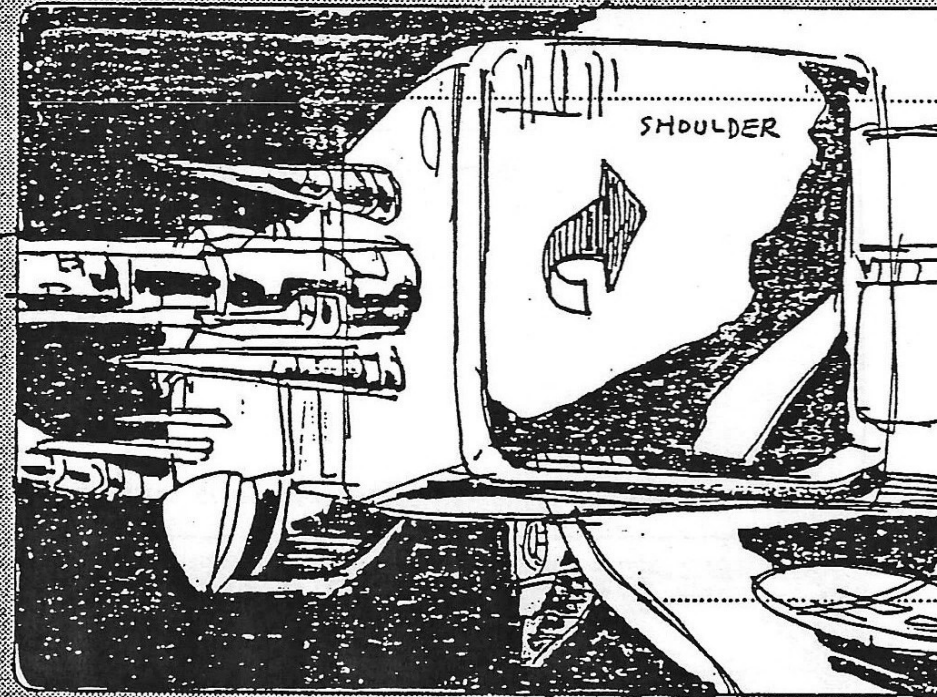
MUSIC/SFX

CAMERA



SC. CONT

SEQ. 27 Page 19



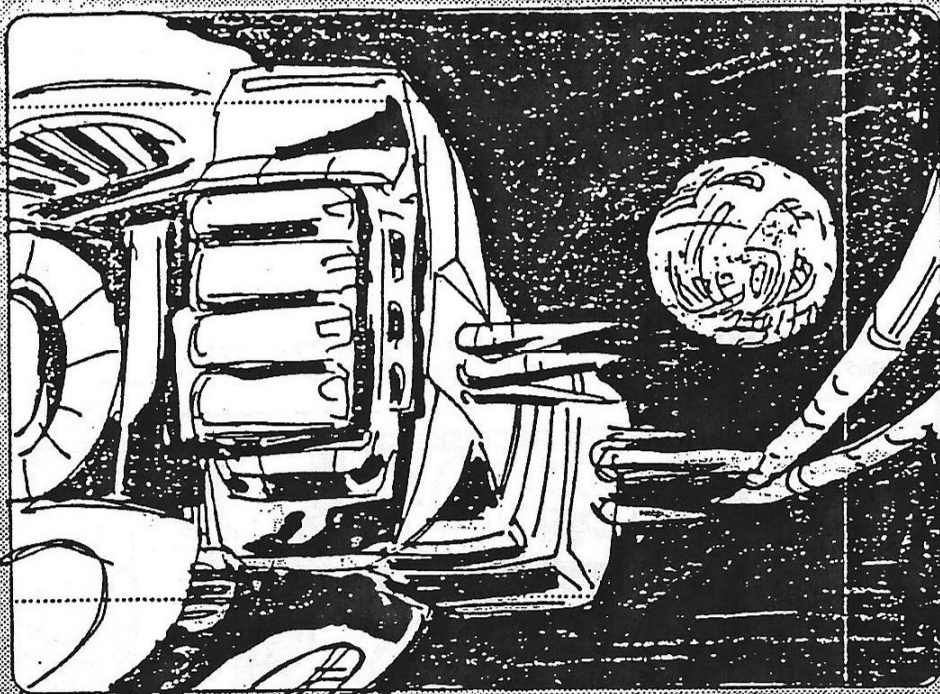
ACTION THE SHOULDER AND ENTIRE ARM ASSEMBLY SLIDES AWAY FROM THE BODY, AND FORWARD, LOCKING INTO PLACE WITH THE SHOULDER NEAR THE HEAD, O.S.

DIAL

MUSIC/SFX

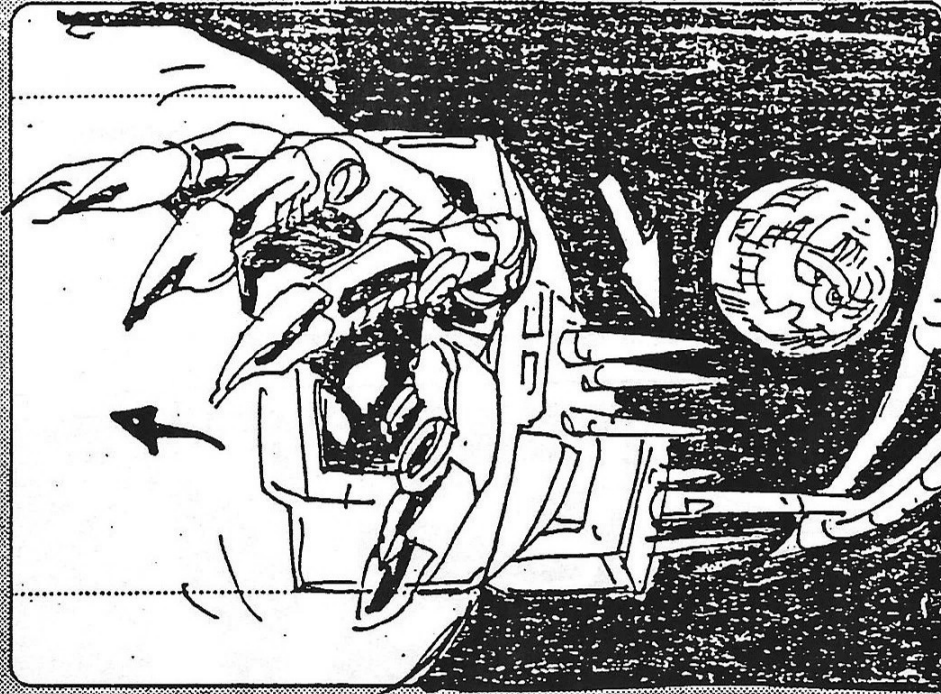
CAMERA

SC. 27-21



SC. CONT

SEQ. 27 Page 20



ACTION M. UP SHOT REVERSE ANGLE, WITH CYBERTRON VISIBLE IN SPACE B.G. WE ARE CLOSE ON THE RIGHT HALF OF THE SPLIT CIRCULAR REAR PANEL (SCENE IN SC. 16). IT SLIDES FORWARD...

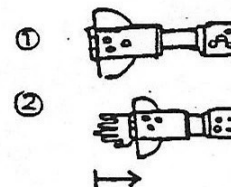
DIAL

MUSIC/SFX

ACTION ...ALONG THE LENGTH OF THE ARM, WHILE UNICRON'S RIGHT HAND EMERGES AND UNFOLDS.

DIAL

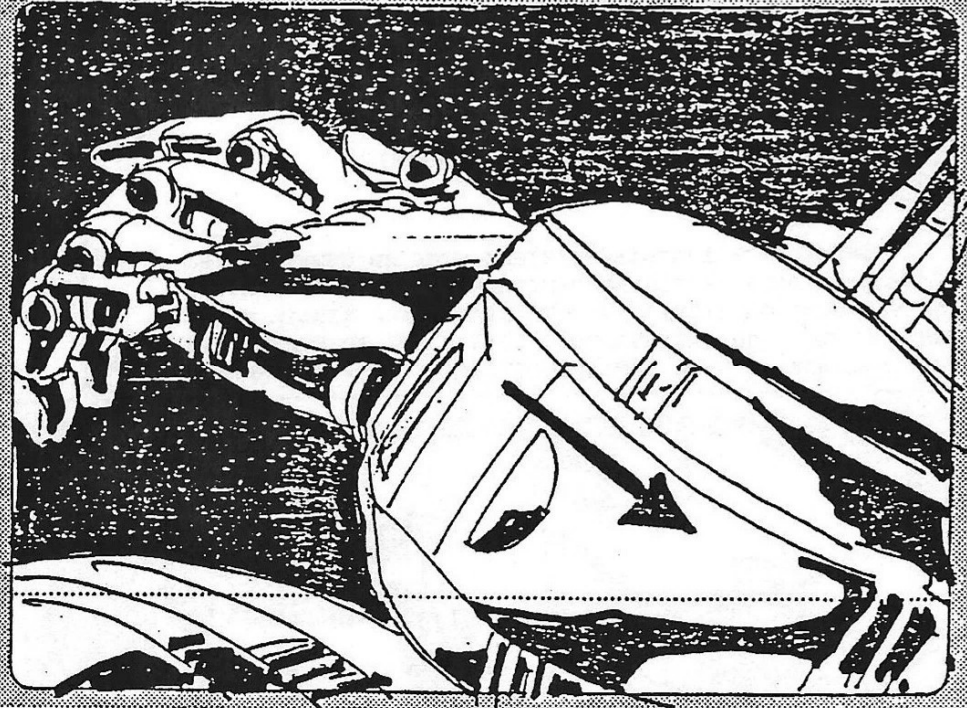
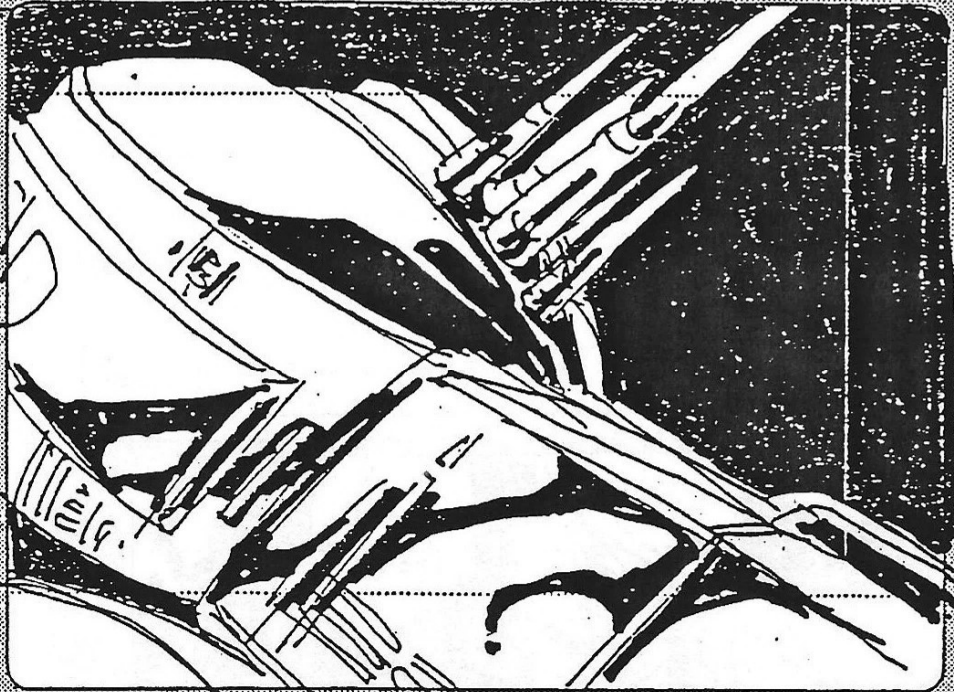
MUSIC/SFX



SC. 27-22

SC. CONT

SEQ. 27 Page 21



ACTION C.U. SIDE VIEW ON UNICRON'S LEFT ARM.

DIAL

MUSIC/SFX

CAMERA

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION IT LIKewise SLIDES FORWARD, RELEASING THE LEFT HAND.

DIAL

MUSIC/SFX

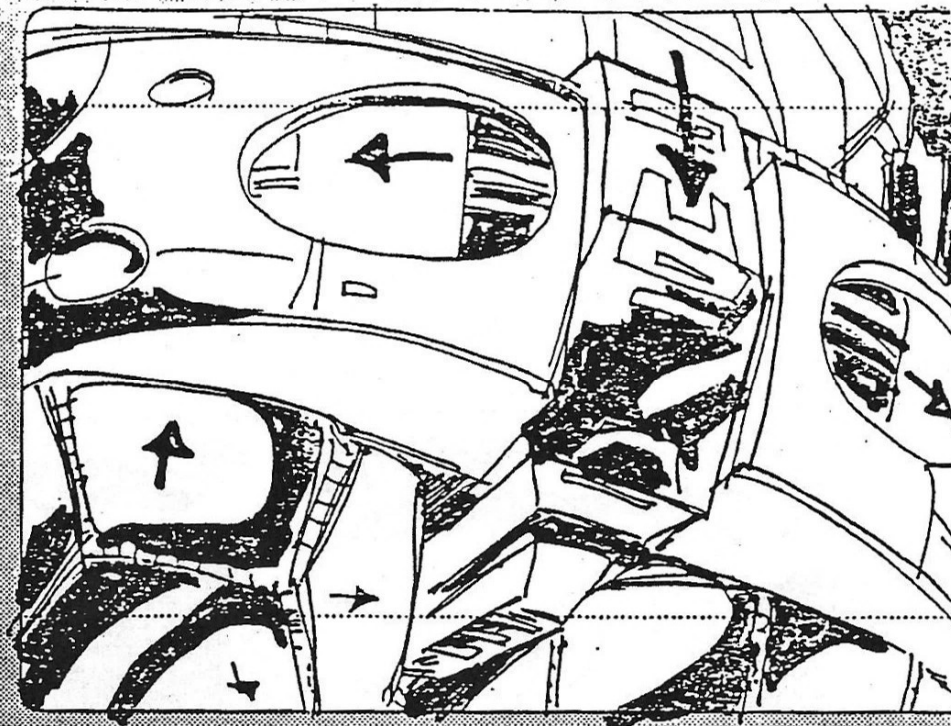
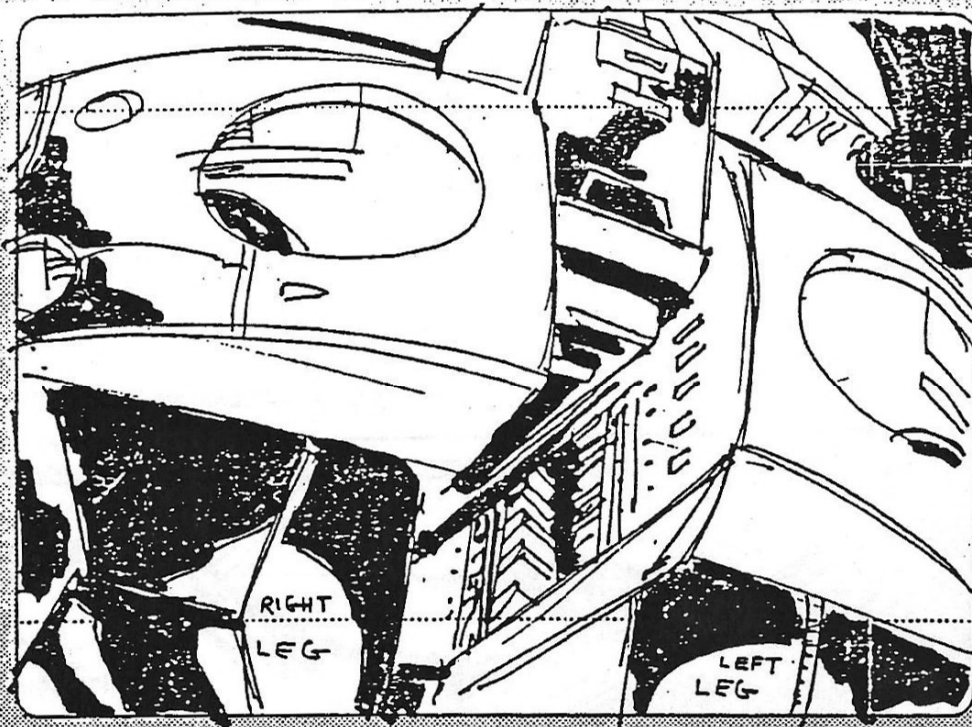
CAMERA



SC. 27-23

SC. CONT

SEQ. 27 Page 22



ACTION . C. UP SHOT UNICRON'S PELVIC AREA.

DIAL

MUSIC/SFX

CAMERA

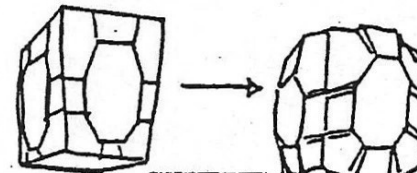
ACTION A VERTICAL "GROIN" SECTION SLIDES DOWN IN BETWEEN THE TWO HALVES OF THE PELVIS. SIMULTANEOUSLY, OTHER PANELS SLIDE WITHIN THE PELVIC BLOCKS. (THEIR MOVEMENT IS SEEN THROUGH THE LARGE CIRCULAR OPENINGS.) ALSO, UNICRON'S THIGHS SWELL UP FROM THEIR PREVIOUSLY FLAT FORMS.

DIAL

MUSIC/SFX

CAMERA

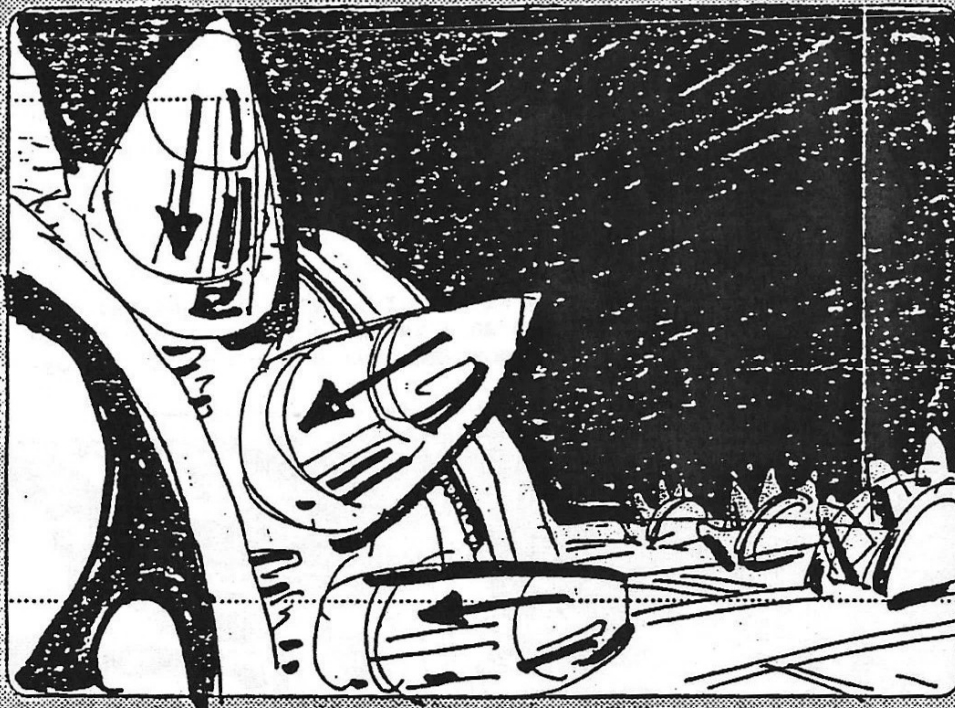
THIGHS:





SC. 27-24

CAM. - SHAKE



ACTION CLOSE UP ON AN UNSPECIFIED REGION OF UNICRON'S BODY.  
PIKE-LIKE PROTUBERANCES RECEDE INTO CIRCULAR HOUSINGS.

DIAL

MUSIC/SFX

CAMERA CAM. SHAKE

SC. CONT

CAM.

SHAKE

SEQ. 27

Page

23



ACTION A FLEXIBLE METAL SHIELD SLIDES OVER THE HOUSINGS.

DIAL

MUSIC/SFX

CAMERA CAM. SHAKE

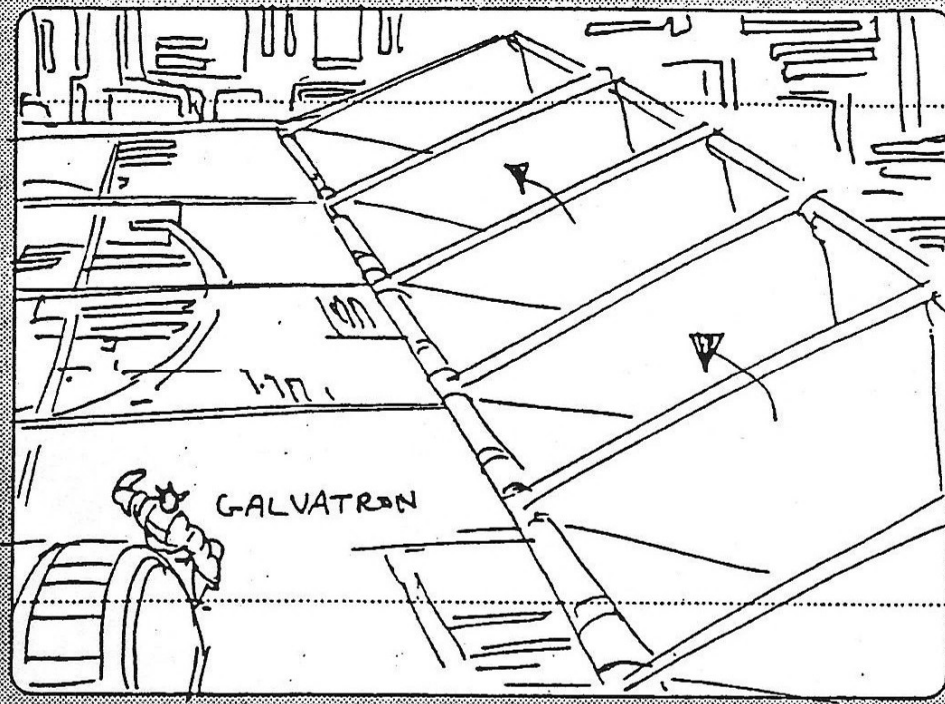
SC. CONT 27-24

CAM. SHAKE



SC. 27-25

CAM. ~~SHAKE~~ <sup>SEQ 27</sup> Page 24



ACTION M.S. GALVATRON (WITH MATRIX STILL AROUND NECK) STEPS BACK INTO SCENE..HE STOPS AND LEANS AGAINST THE SHIELDED CIRCULAR STRUCTURE. HE LOOKS O.S. IN FEAR.

DIAL

MUSIC/SFX

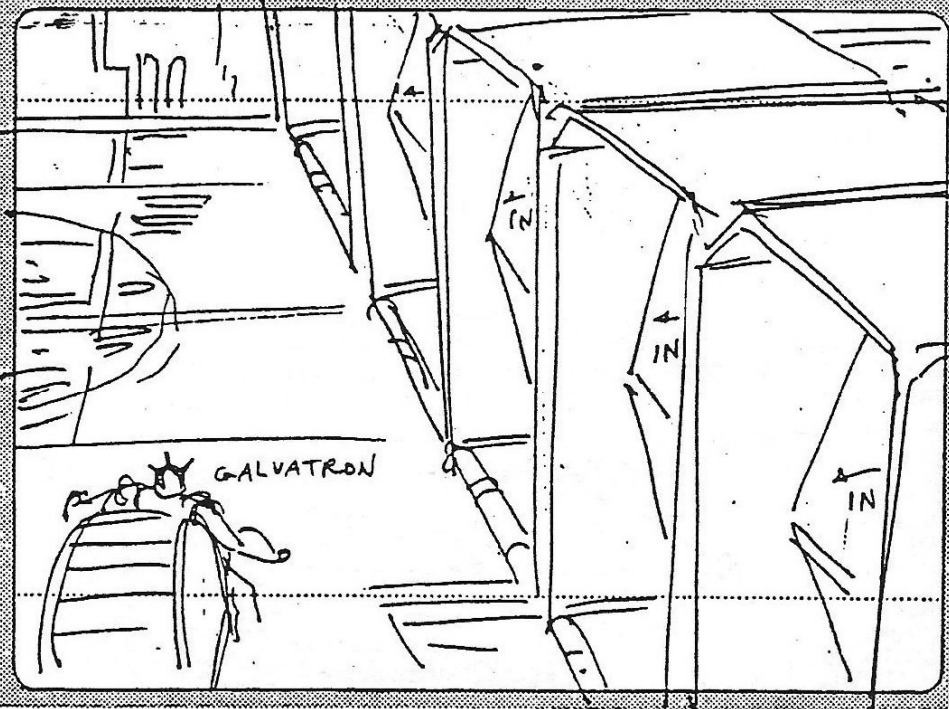


ACTION WIDE DOWN SHOT \_ REVERSE ANGLE. GALVATRON LOOKS ON AS LARGE RECTANGULAR BOXES RISE FROM THE GROUND..

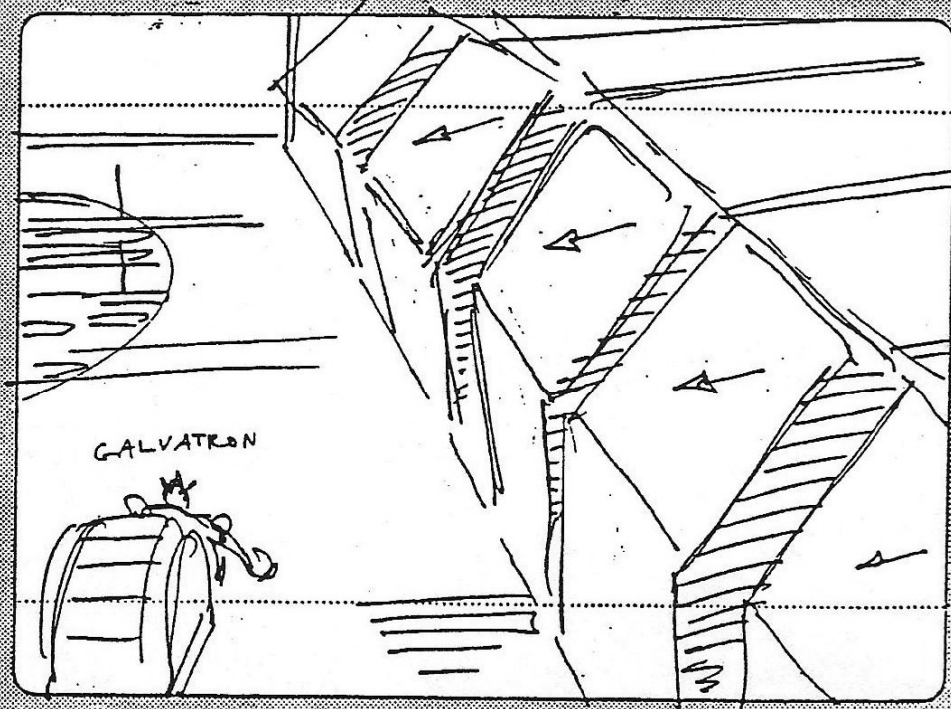
DIAL

MUSIC/SFX

SC. CONT 27-25 CAM. SHAKE



SC. CONT CAM. SHAKE SEQ. 27 Page 25



ACTION ...THEY STAND UP AND STOP.

DIAL

MUSIC/SFX

CAMERA CAM. SHAKE

From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ANGULAR EDGES FILL THE BOXES, LOCKING THEM IN PLACE.

DIAL

MUSIC/SFX

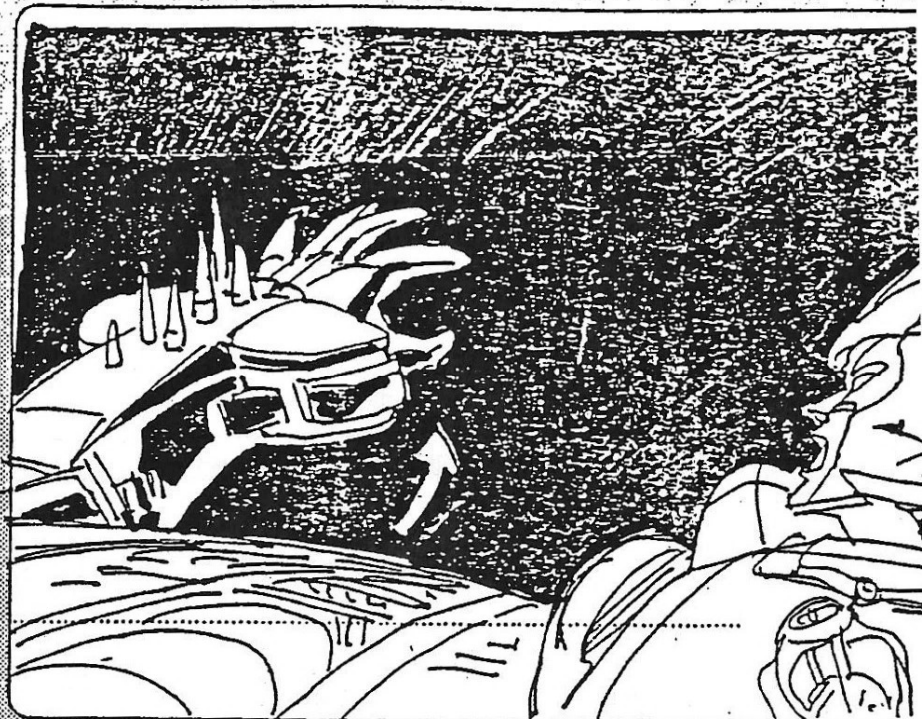
CAMERA CAM. SHAKE



SC. 11.11.11 L.A.M. SHAKE



SC. CONT. CAM. SHAKE Page 20



ACTION UP SHOT - C.U. GALVATRON REACTS TO THE GIANT TRANSFORMING STRUCTURES. (FROM HIS SCALE, HE CAN'T GET THE FULL PICTURE OF UNICRON'S FORM - HE IS MERELY BEING BUFFETED AROUND BY UNICRON'S MINUTE "FINISHING TOUCHES".)

DIAL

MUSIC/SFX

CAMERA CAM. SHAKE

ACTION THEN, FROM THE HORIZON BEHIND HIM, UNICRON'S HAND RISES UP. GALVATRON TURNS HIS HEAD AND REACTS IN SURPRISE.

DIAL

MUSIC/SFX

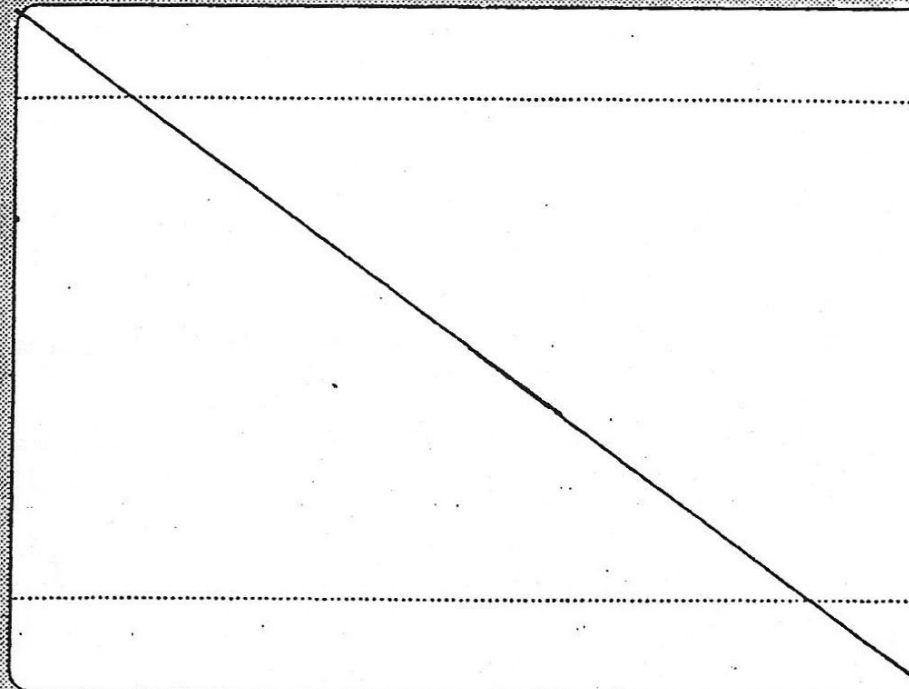
CAMERA



SC. CONT 27-26

SC.

27 -Page 27



ACTION X.C.U. GALVATRON SCREAMS IN TERROR.

DIAL

MUSIC/SFX

CAMERA CAM. SHAKE

ACTION

DIAL

MUSIC/SFX

CAMERA

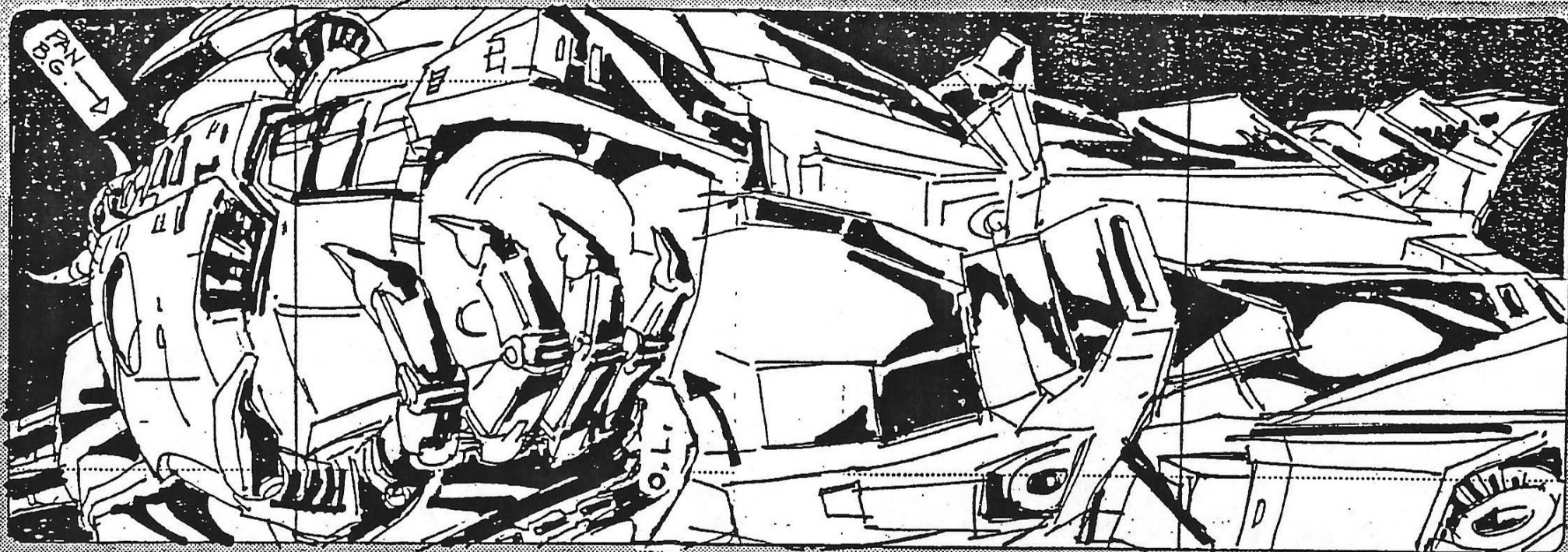
SC.27-27 STOP

PAN UP

SEQ. 27  
START

Page

28



ACTION VIEW FROM SPACE, THE FULLY TRANSFORMED ROBOT - MODE UNICRON.  
CAMERA PANS UP FROM HIS FEET, STOPPING ON HIS BARELY  
VISIBLE HEAD.

DIAL UNICRON

For a time, I considered sparing  
your measly...

MUSIC/SFX

ACTION

DIAL

MUSIC/SFX

CAMERA PAN UP, WITH HORIZONTAL PAN ON STARFIELD B.G. CAMERA

SC. 27-28

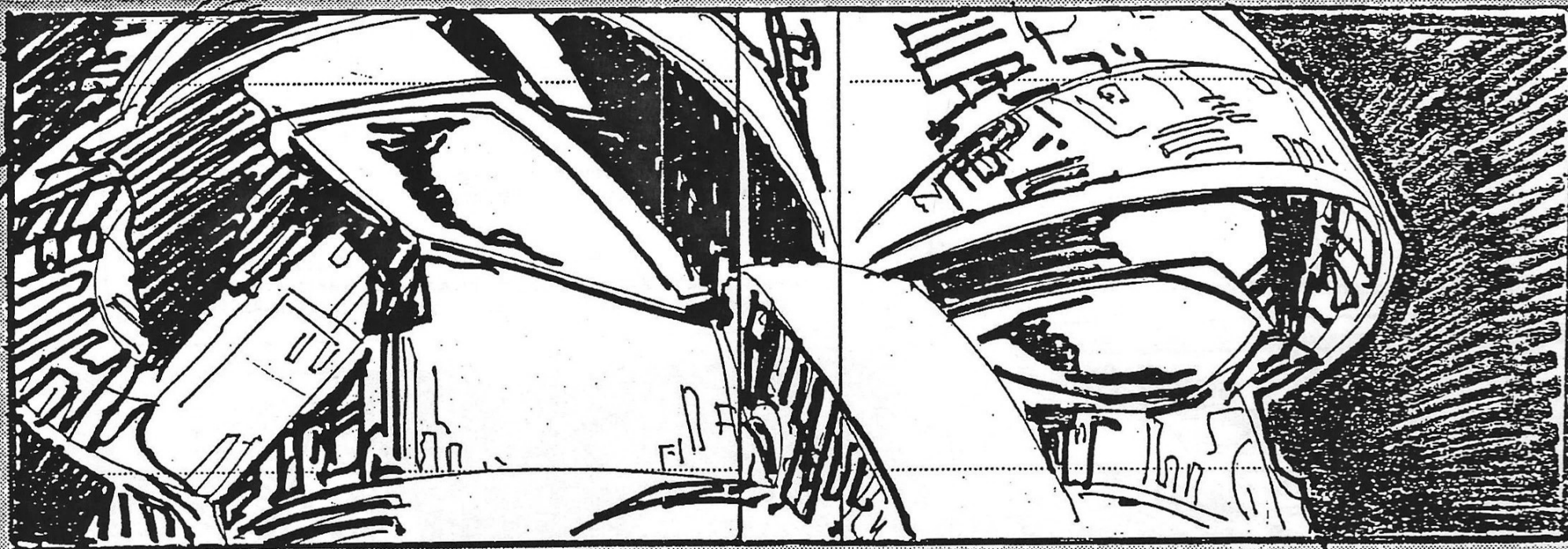
STOP

PAN

START SEQ. 27

Page

29



ACTION : X. CLOSE (THOUGH ACTUALLY QUITE FAR) UP ON UNICRON'S EYES. PAN ACROSS THE ENORMOUS FACE - THE SURFACE OF WHICH IS INTRICATELY DETAILED WITH MECHANISTIC PANELING. THE EYES GLOW WITH HOT ANGER.

DIAL

UNICRON (CONT). ...little planet, Cybertron.

MUSIC/SFX

CAMERA PAN LEFT. WITH B.G. PAN. BACKLIT EYE GLOW.

From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

DIAL

MUSIC/SFX

CAMERA

PAN  
STARFIELD B.G.

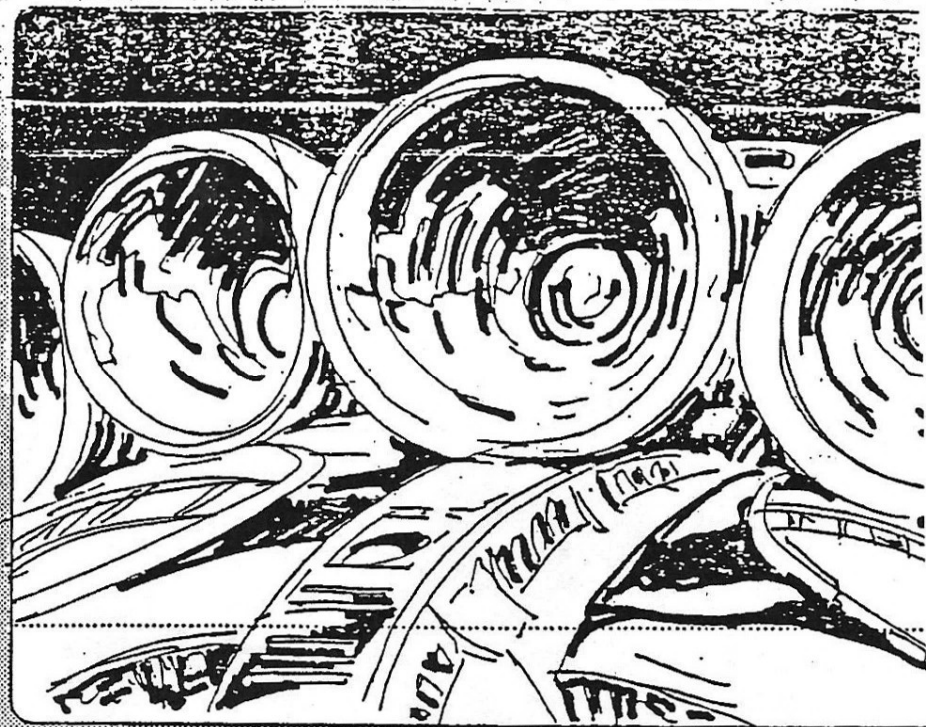


SC. 27-29



SC. 27-30

SEQ. 27 Page 30



ACTION CYBERTRON IN DEEP SPACE, LOOKING LONELY AND VULNERABLE. UNICRON'S GIANT HEAD MOVING INTO THE SCENE GLIDES TOWARD IT MENACINGLY.

DIAL  
UNICRON (CONT) ...But now you shall witness his dismemberment.

MUSIC/SFX

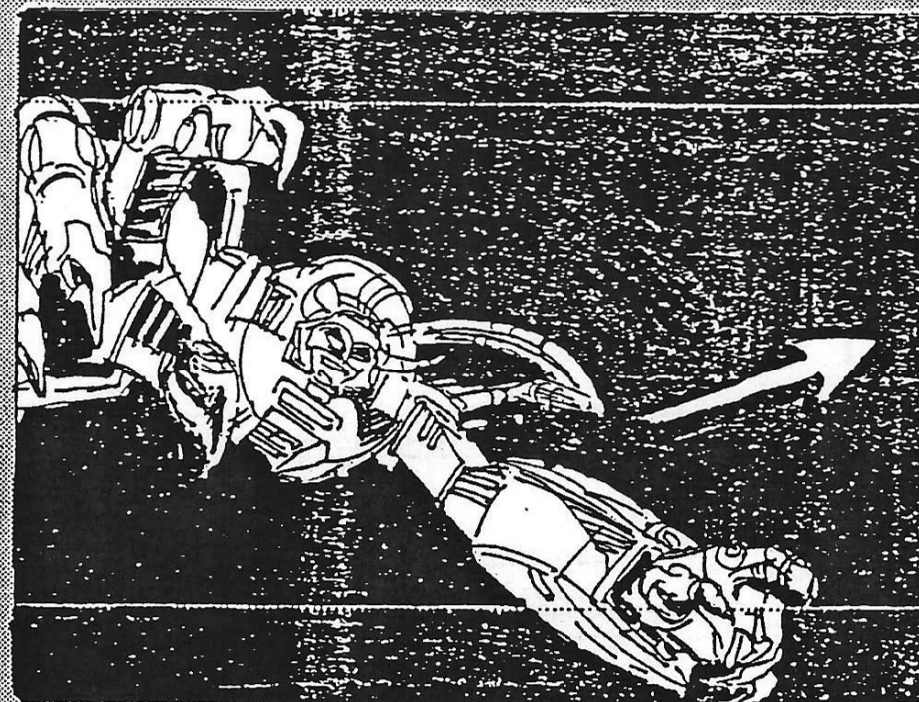
FROM GENERATION 1 TO BEAST HUNTERS AND BEYOND!!!!

ACTION X. CLOSE ON UNICRON'S REAR ROCKET THRUSTERS.

DIAL

MUSIC/SFX





ACTION THEY LIGHT UP AND BLAST OFF.

DIAL

MUSIC/SFX

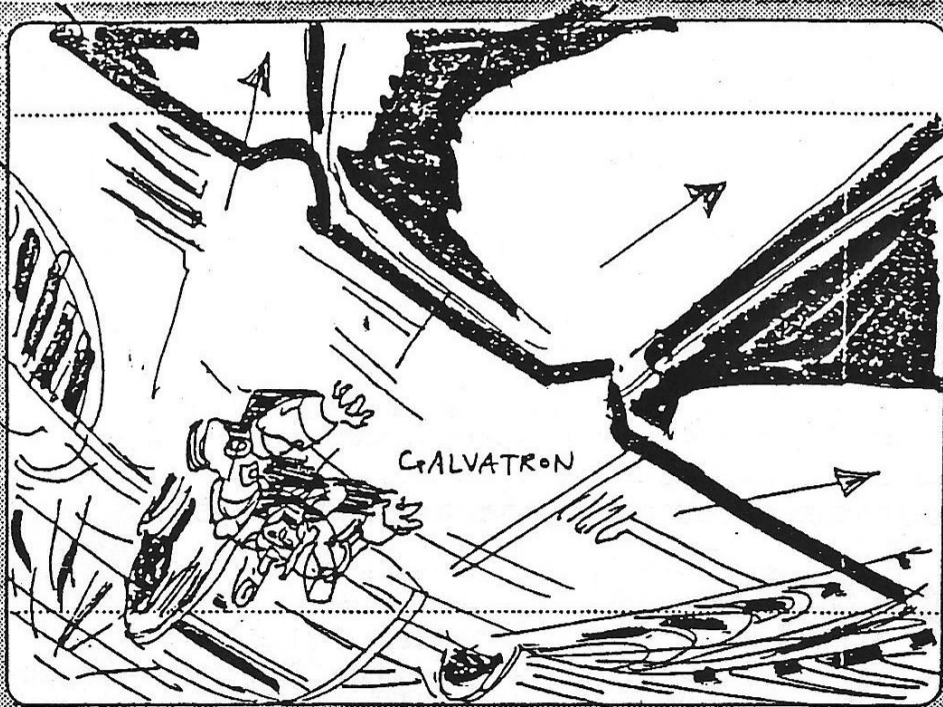
CAMERA

ACTION L.S. UNICRON FLIES TOWARD CYBERTRON, O.S.

DIAL

MUSIC/SFX

CAMERA



ACTION AS UNICRON FLIES CLOSE PAST CAMERA, WE SPOT GALVATRON  
HELPLESSLY RIDING ALONG.

DIAL

MUSIC/SFX

CAMERA



ACTION GALVATRON'S FACE FILLS THE SCREEN AS HE SCREAMS, PROTESTING.

DIAL GALVATRON No!!!

MUSIC/SFX

CAMERA

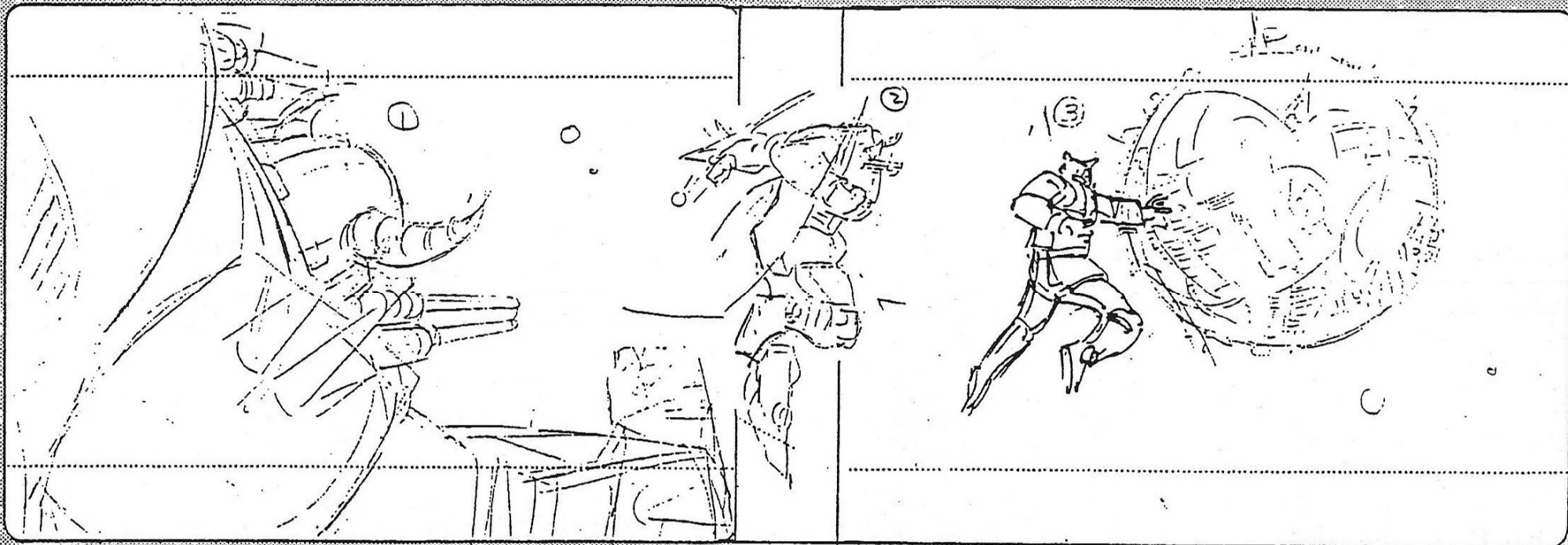
SC. 27-32

START

PAN

STOP

SEQ. 27 Page 33



ACTION M.C.U. UNICRON. HE FLIES FORWARD AND GAINS AS WE PAN OVER TO...

DIAL

MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...CYBERTRON. UNICRON CLOSES IN ON THE METALLIC PLANET.

DIAL

MUSIC/SFX

CAMERA

SC. 11-100



ACTION M.L.S. UNICRON WITH CYBERTRON IN THE FOREGROUND. UNICRON REACHES FORWARD.

DIAL

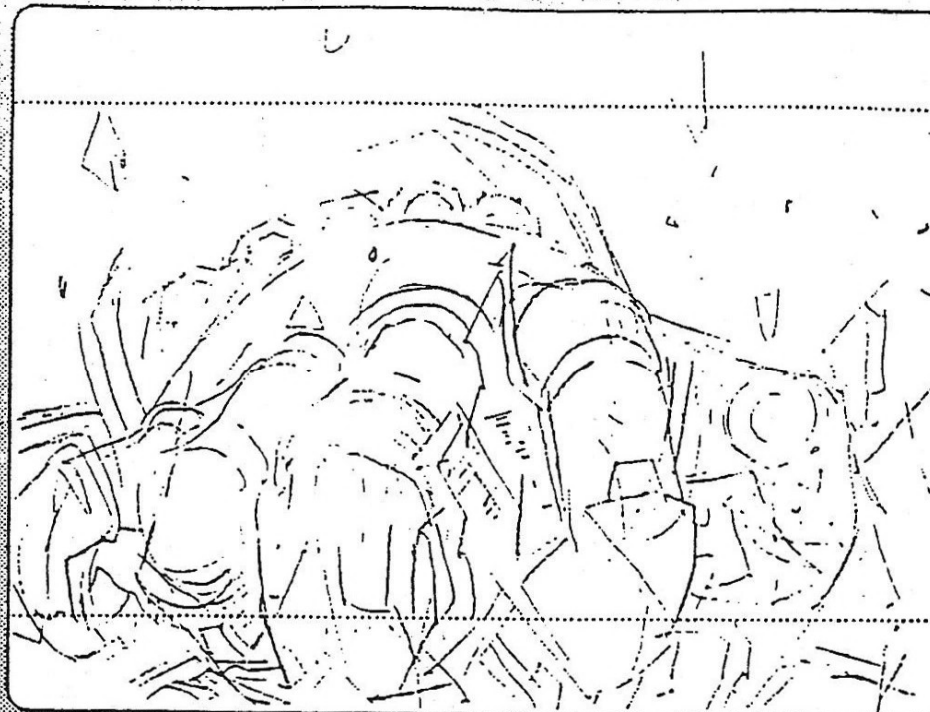
MUSIC/SFX

**TFRAW**

From CAMERA 1 to Beast Hunters and Beyond!!!!

SC. CONT

page 37



ACTION ...AND DIGS HIS CLAWS INTO THE SURFACE OF CYBERTRON.

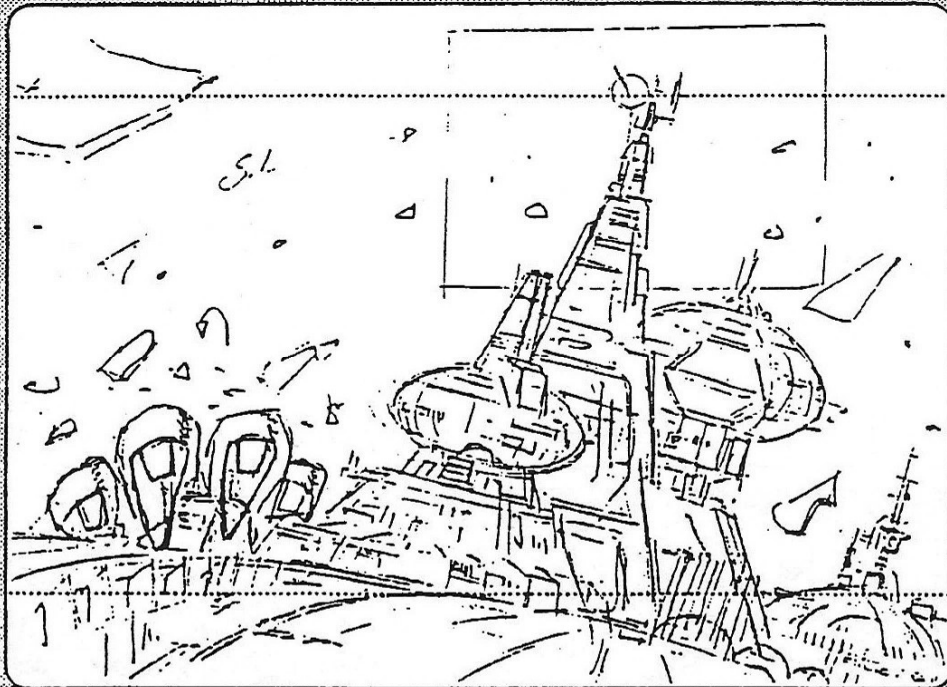
DIAL

MUSIC/SFX



SC. 27-34

CAM SHAKE.



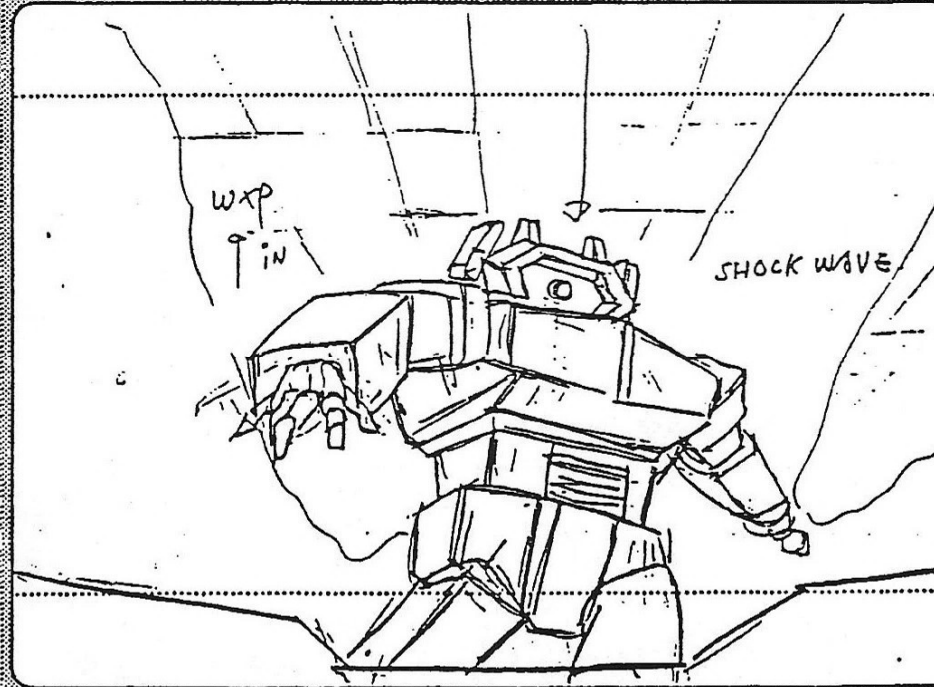
ACTION M.S. CYBERTRON AS UNICRON'S CLAWS MOVE IN AND TAKE AHOLD OF A SECTION OF THE PLANET.

DIAL

MUSIC/SFX

CAMERA

SC. 27-35 CAM SHAKE. SEQ. 27 Page 35



ACTION M.S. SHOCKWAVE. HE STANDS IN THE CONTROL CENTER AND SHOUTS COMMANDS TO THE DECEPTICONS.

DIAL SHOCKWAVE

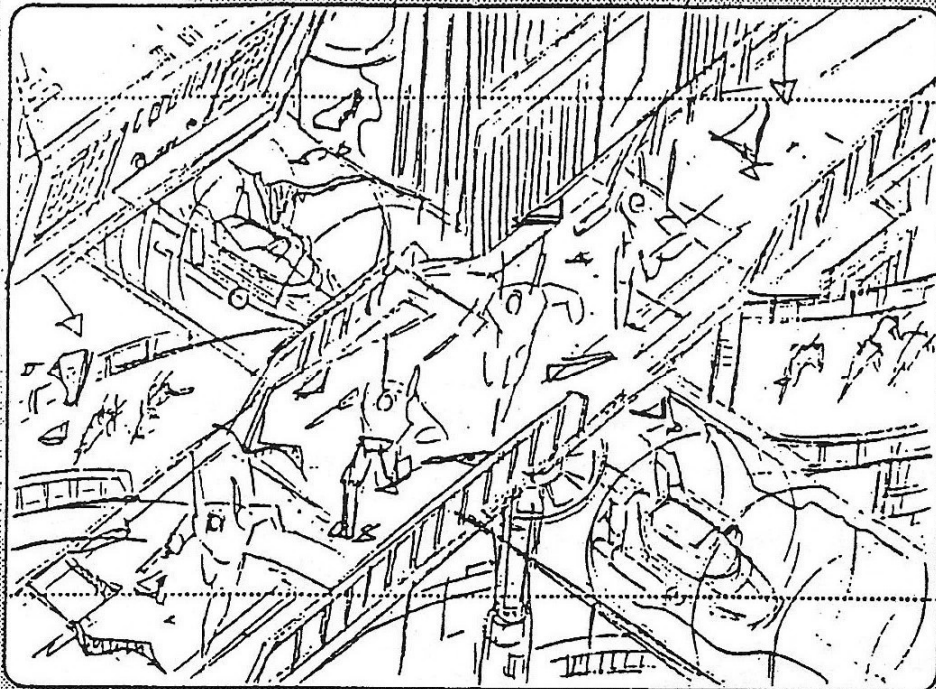
Decepticons... We're under attack... Scramble...

MUSIC/SFX

CAMERA

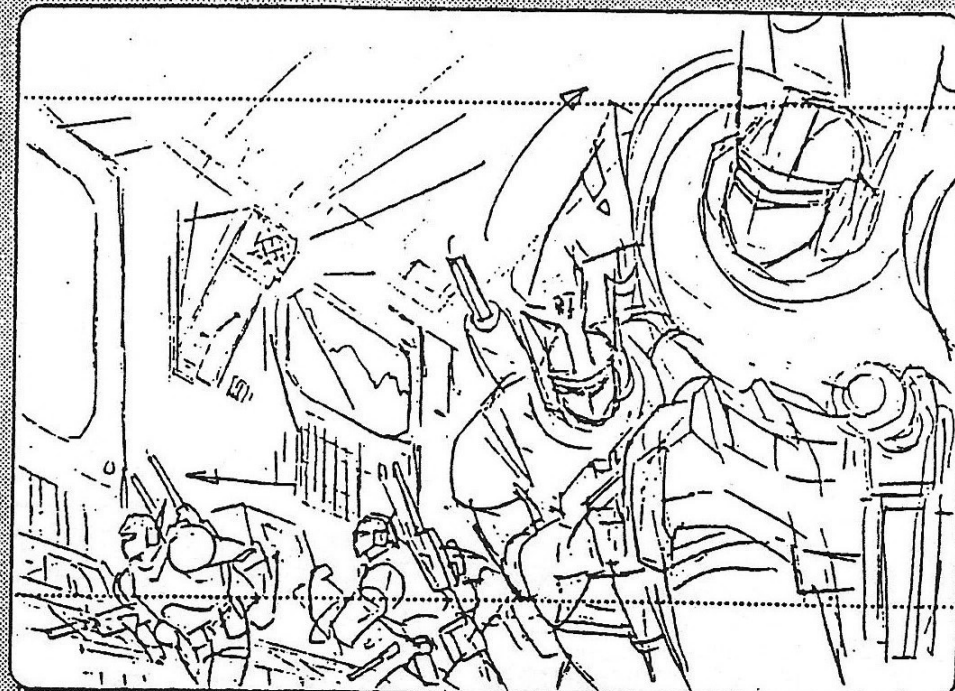
SC. 27-36

CAD STAGE



SC. 27-37

SEQ. 27 Page 36



ACTION L. DOWN SHOT DECEPTICONS FROM ALL OVER THE PLANET RACE TO THEIR BATTLE STATIONS.

DIAL

MUSIC/SFX

CAMERA  
from Generation 1 to Beast Hunters and Beyond!!!!

ACTION M.L.S. VARIOUS DECEPTICONS GRAB THEIR WEAPONS AND RUN TO TAKE UP POSITIONS TO BATTLE UNICRON O.S.

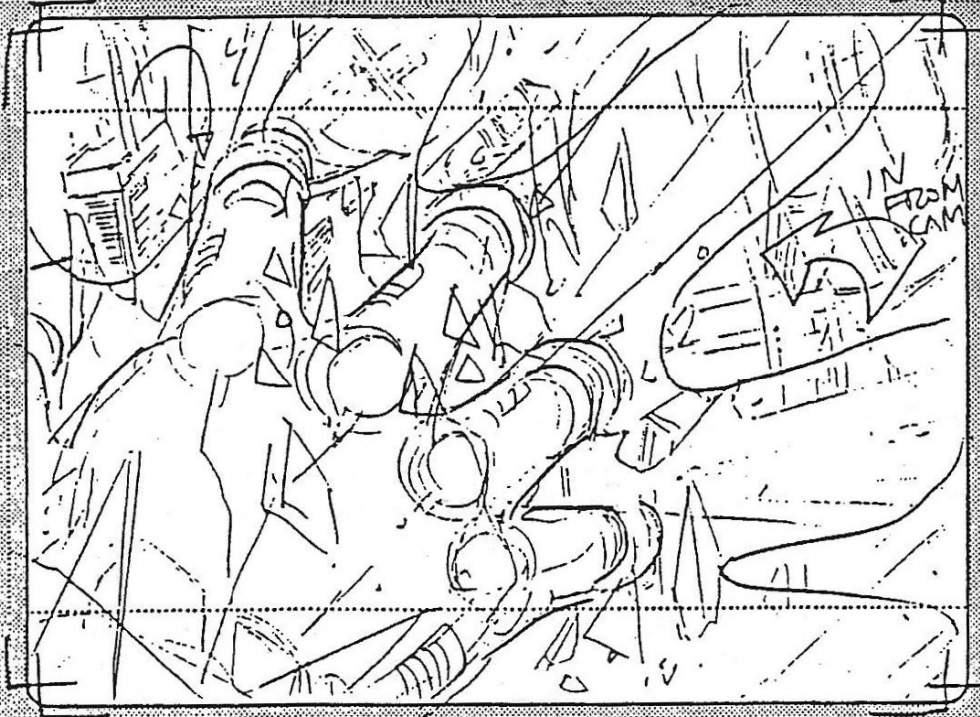
DIAL

MUSIC/SFX

CAMERA

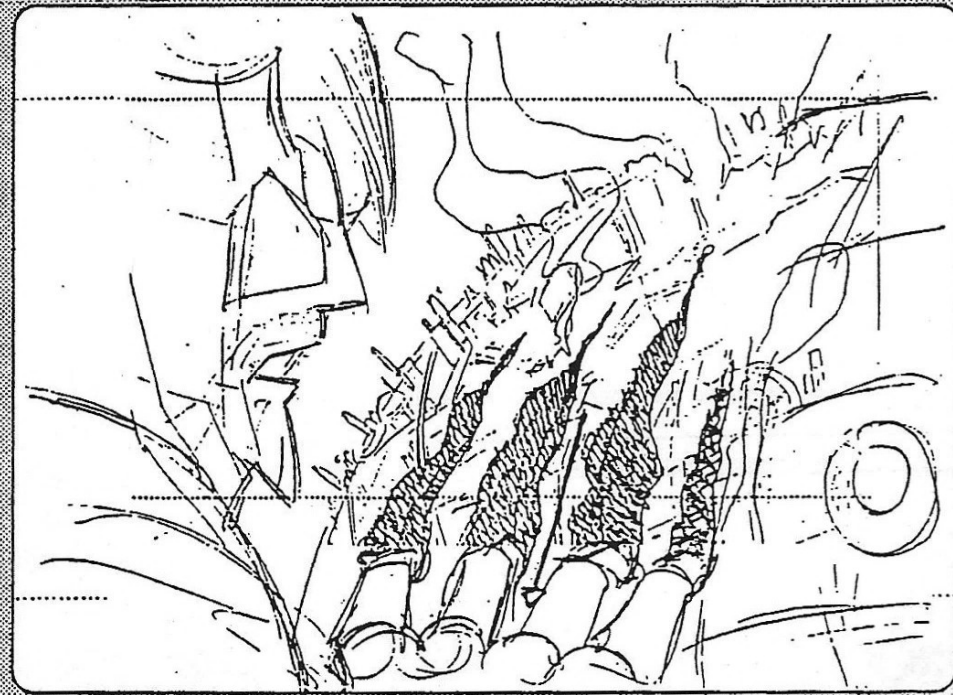
SC. 27-38

CAM SHAKE.



SC. 27-39

SEQ. 27 Page 37



ACTION C.U. UNICRON'S HAND REACHES DOWN FROM CAMERA AND CLAWS AT CYBERTRON.

DIAL

MUSIC/SFX

CAMERA

ACTION M.C.U. UNICRON. HIS CLAWS RIP INTO THE SURFACE OF CYBERTRON TEARING LONG GASHES THROUGH ITS COMPLEX OF BUILDINGS.

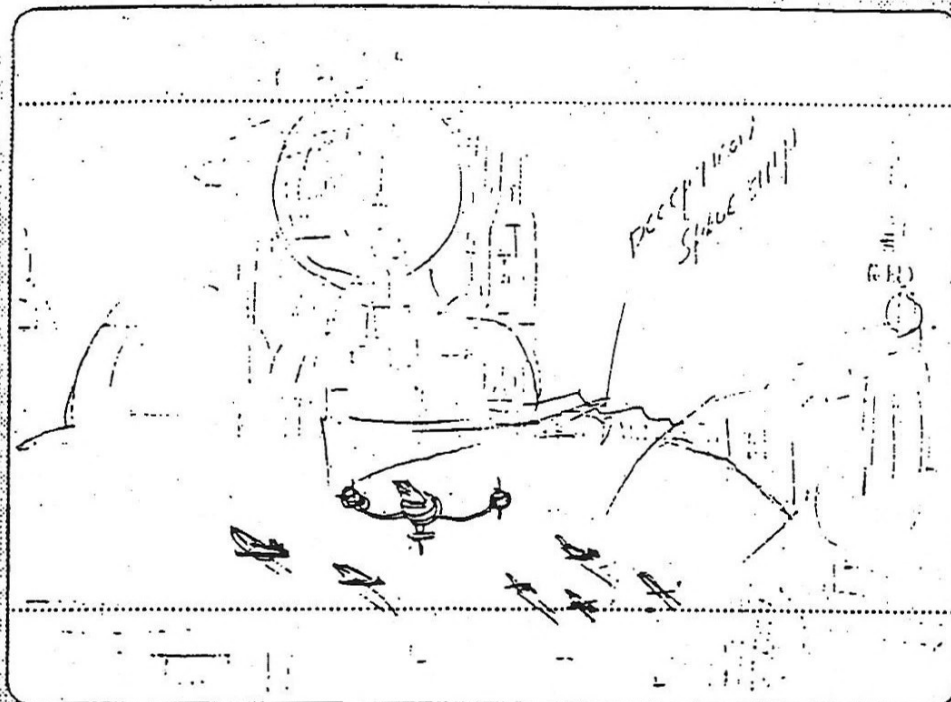
DIAL

MUSIC/SFX

CAMERA

SC. 27-40

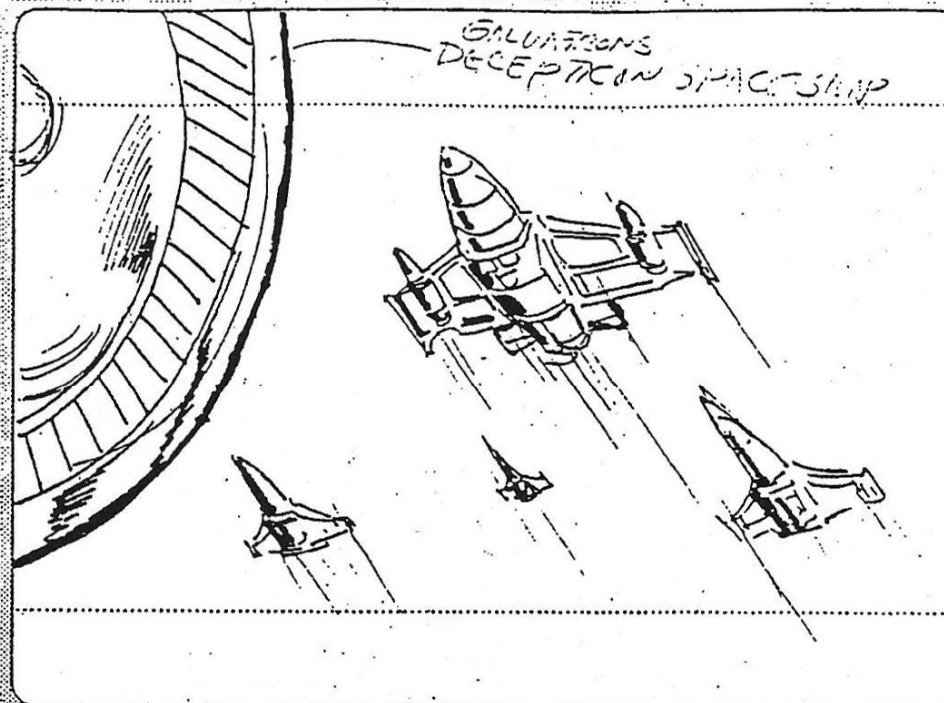
FOLLOW PAN



SC. CONT

SC. 27

Page 34



ACTION M.S. CYBERTRON AS SQUADRONS OF DECEPTICON FIGHTERS HEAD UP TOWARD UNICRON O.S.

DIAL

MUSIC/SFX

ACTION WE PAN UP WITH THEM AS THEY MOVE IN TOWARD US.

DIAL

MUSIC/SFX

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!



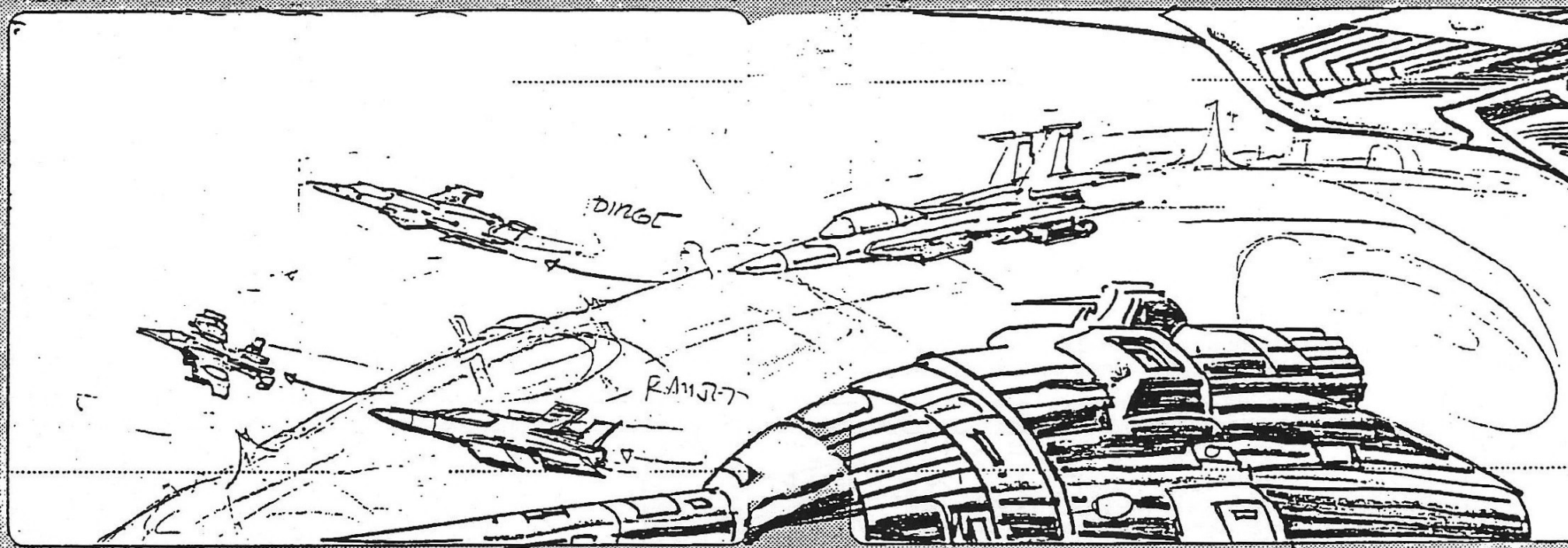
SC. 27-41

STOP

PAN

START

SEQ. 27 Page 39



ACTION X.L.S. THE FLEET OF FIGHTERS MOVES AWAY FROM CYBERTRON.

WE PAN AHEAD OF THE DECEPTICON SPACE SHIP TO SEE THE  
PLANES START TO CLIMB TOWARD UNICRON O.S.

DIAL

MUSIC/SFX

CAMERA

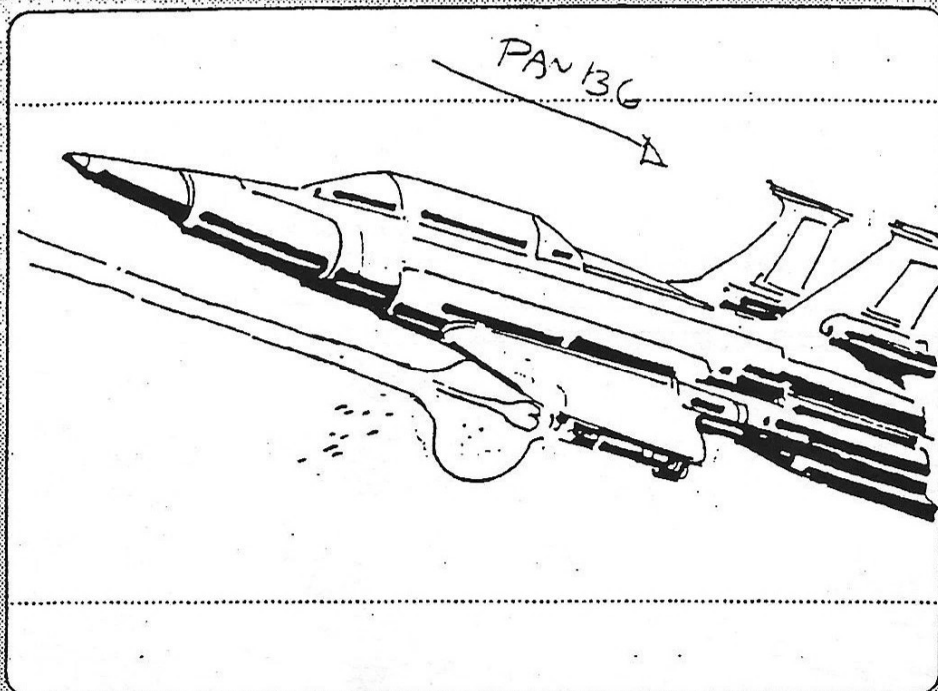
ACTION

DIAL

MUSIC/SFX

CAMERA

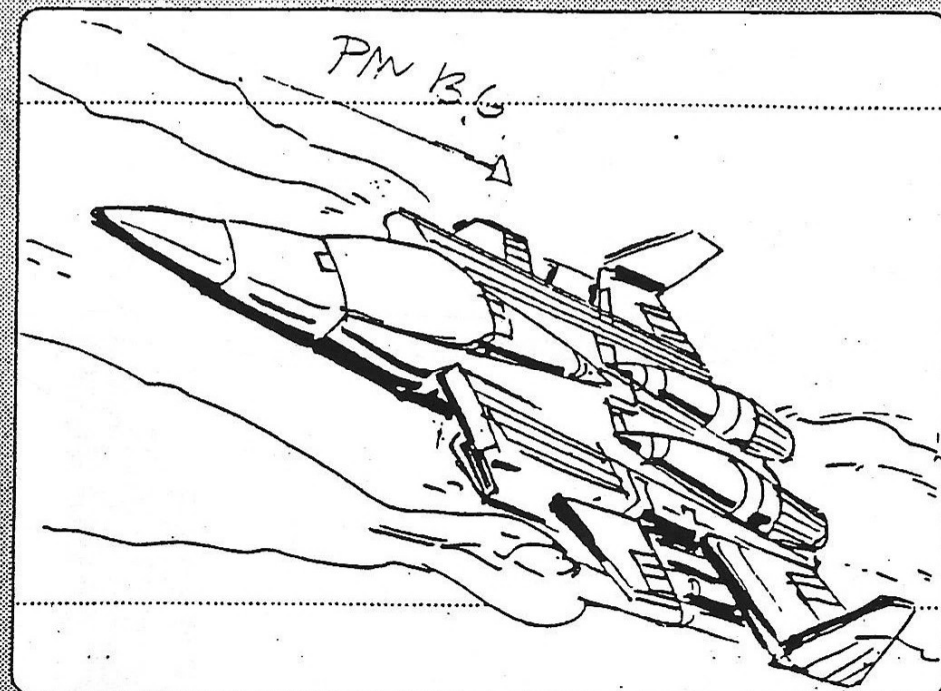
SC. 27-41-A



SC. 27-41-B

SEQ 27

Page 39A



NEXT PAGE 40

ACTION M.L.S. RAM JET. WE FOLLOW HIM AS HE FLIES UP AND FIRES HIS WEAPONS AT UNICRON O.S.

DIAL

MUSIC/SFX

IFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

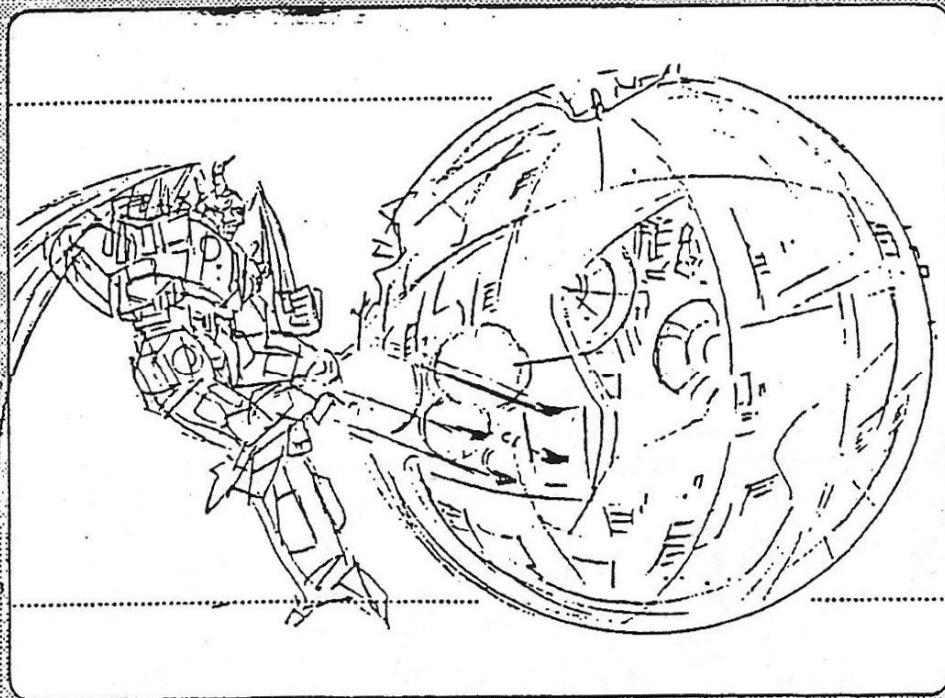
ACTION M.L.S. DIRGE. WE FOLLOW ALONG AS THE JET FIRES AT UNICRON.

DIAL

MUSIC/SFX

CAMERA

SC. 27-42



SC. 27-42A

SEQ. 27 Page 40



ACTION L.S. UNICRON. NEAR CYBERTRON. THE BLASTS FROM THE ARMADA OF DECEPTICON JETS CAN BE SEEN GOING OFF NEAR CYBERTRON. AS THE FIGHTERS FLY OUT TOWARD UNICRON.

DIAL

MUSIC/SFX

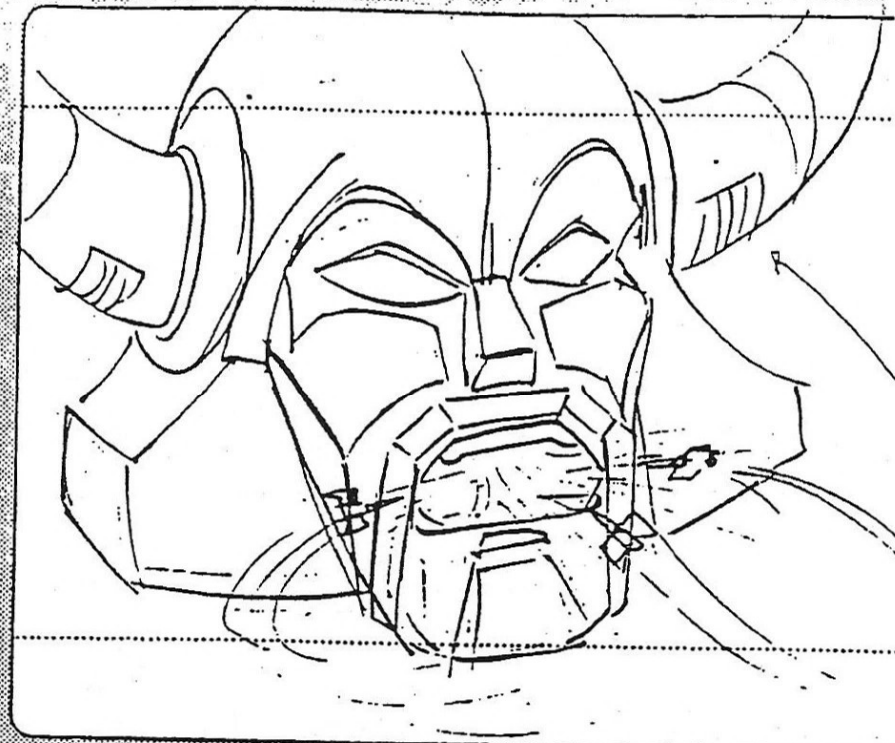
CAMERA

ACTION C.U. UNICRON. THE BLASTS FROM THE PLANES STREAK FOR HIM.

DIAL

MUSIC/SFX

CAMERA



ACTION HE LEANS FORWARD AND OPENS HIS MOUTH WIDE...

DIAL

MUSIC/SFX

CAMERA

ACTION THEN HE THROWS HIS HEAD BACK AND SUCKS IN ALL THE ROCKETS  
LASER BLASTS, ECT. THAT THE DECEPTONS ARE FIRING AT HIM

DIAL

MUSIC/SFX

CAMERA

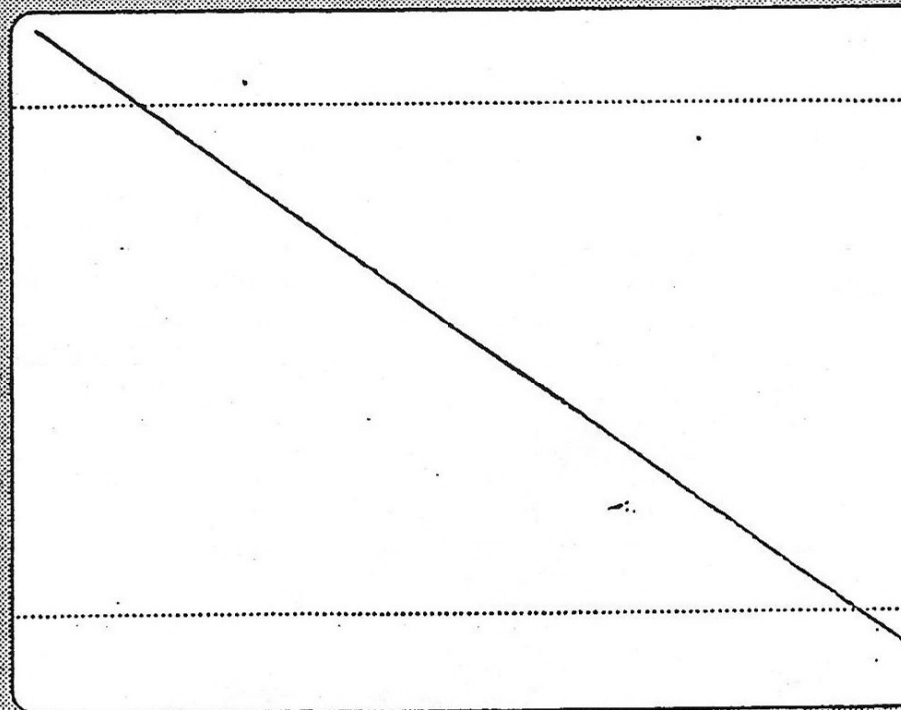


SC. 27-42B



SC.

Page 41A



ACTION X.C.U. UNICRON'S MOUTH. HE SUCKS IN THE DECEPTICONS  
ARMADA OF FIGHTERS.

DIAL

MUSIC/SFX

CAMERA

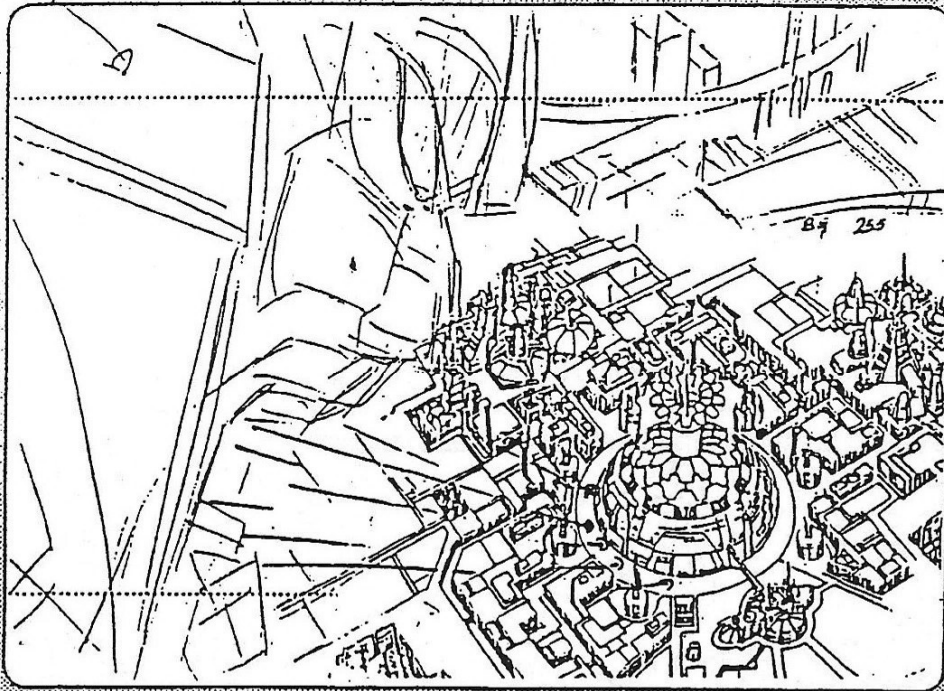
ACTION

DIAL

MUSIC/SFX

CAMERA

SC. 27-43



ACTION X.C.U. UNICRON'S FACE.FACE AS HE MOVES IN ON THE DECEPTICON HEADQUARTERS. LASER BEAMS FROM THE PLANET STREAK TOWARD HIM.

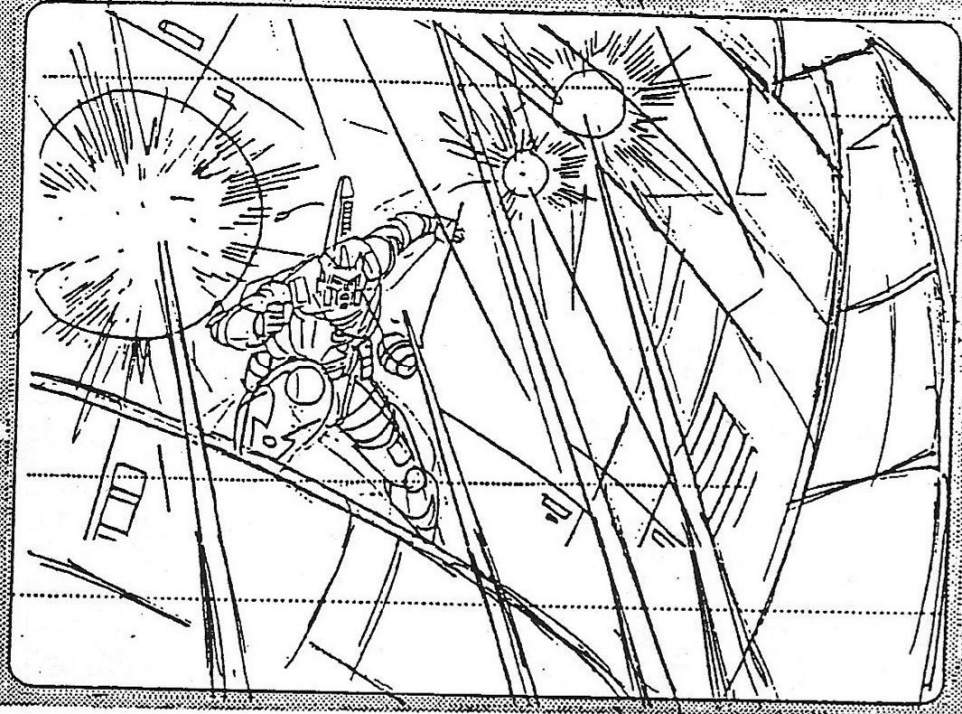
DIAL

MUSIC/SFX

**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 27-44

SEQ. 27 Page 42



ACTION L.S. GALVATRON, RIDING ON UNICRON, IMPOTENT TO DO ANYTHING TO STOP UNICRON FROM DESTROYING CYBERTRON. LASER BLASTS FROM THE PLANET EXPLODE ALL AROUND HIM.

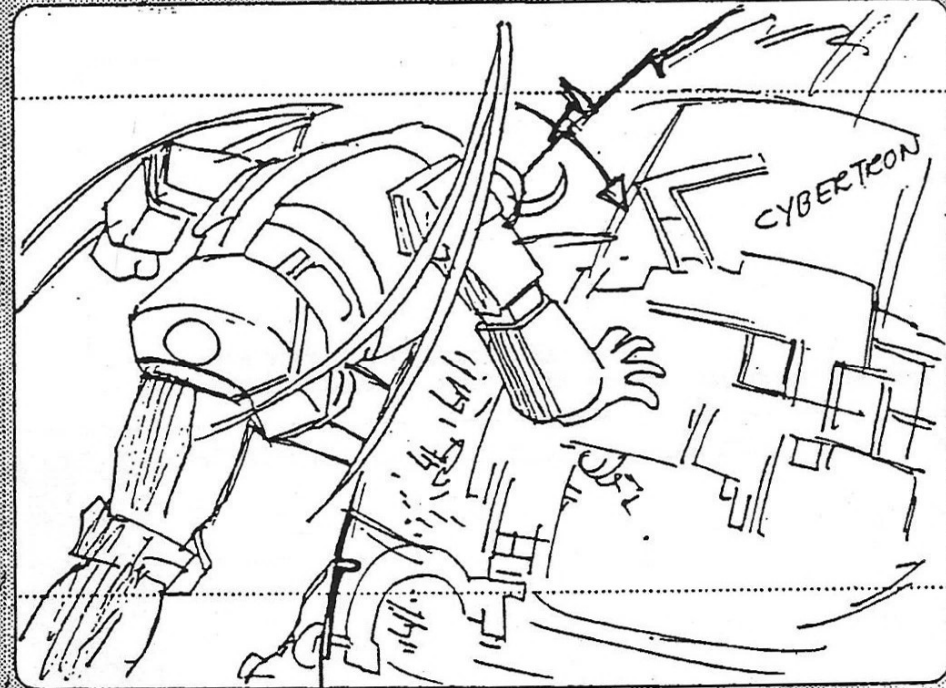
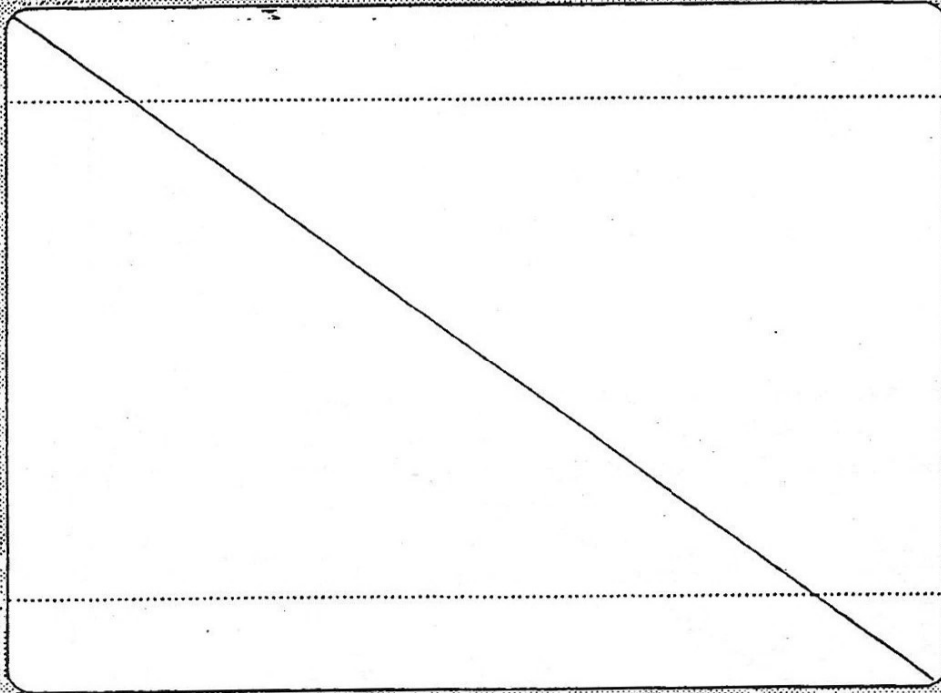
DIAL

MUSIC/SFX

SC.

SC. 27-46

SEQ. 27 · Page 43



ACTION

DIAL

MUSIC/SFX

CAMERA

ACTION X.L.S. UNICRON. HE REACHES DOWN TOWARD CYBERTRON.

DIAL

MUSIC/SFX

CAMERA

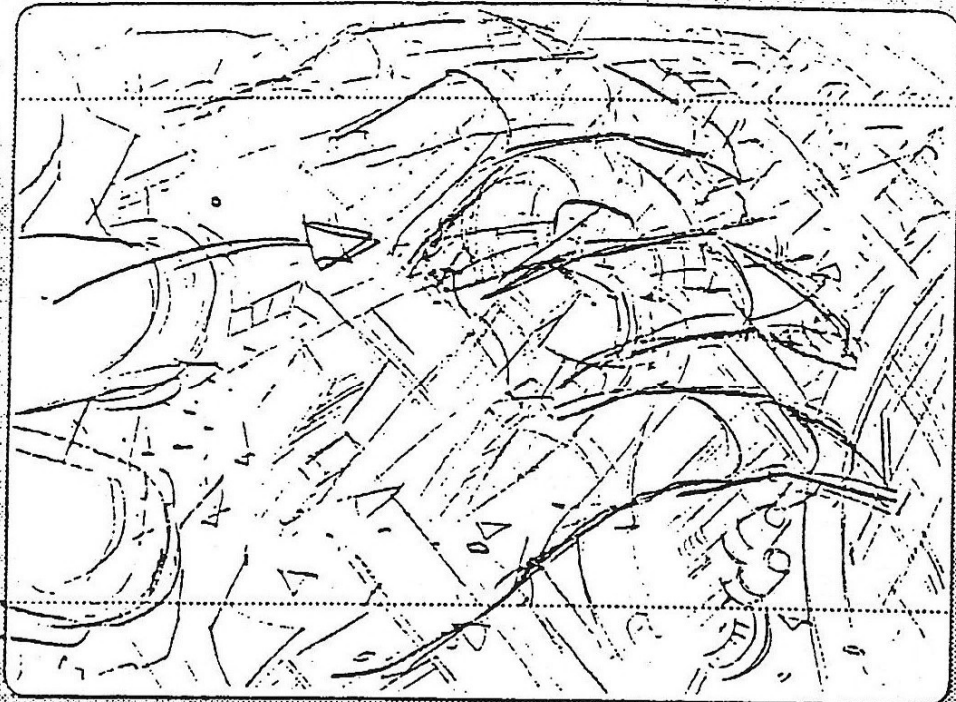
TFRAW

From Generation 1 to Beast Hunters and Beyond!!!!

SC. 27-40

SC. 27-40

SEQ. 27 Page 77



ACTION C.U. UNICRON'S HAND. HE REACHES DOWN TOWARD THE CENTER.

DIAL

MUSIC/SFX

CAMERA

ACTION M.C.U. UNICRON. HIS HAND COMES DOWN AS DECEPTICON JETS FLY AROUND AND FIRING AT HIM.

DIAL

MUSIC/SFX

CAMERA



SC. CONT. 27-48



ACTION HE GRABS THE BUILDING AND RIPS THEM, DESTROYING THEM.

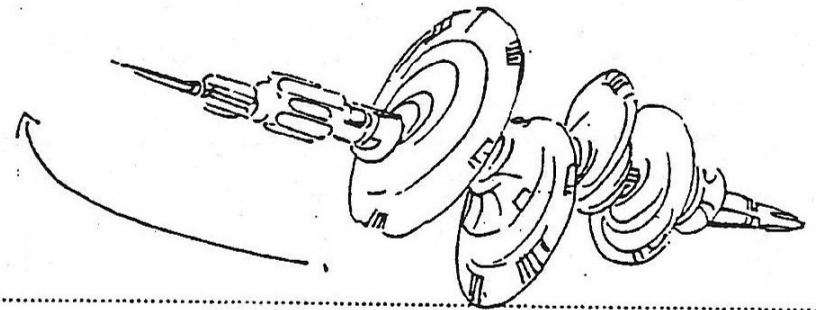
DIAL

MUSIC/SFX

CAMERA

SC. 27-49

TRUCK UP. SEQ. 27 Page 45



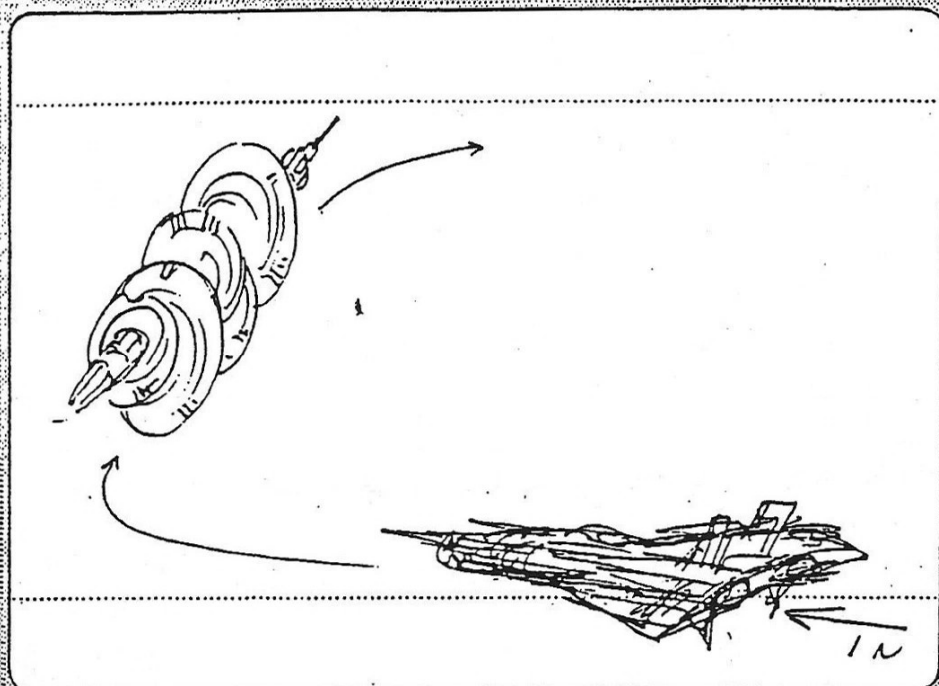
ACTION L.S. THE QUINTESSON SPACE SHIP. WE FOLLOW ALONG WITH IT AS IT FLIES THROUGH SPACE AND TRUCK IN AND BANKS UP TO CH/ COURSE.

DIAL

MUSIC/SFX

CAMERA

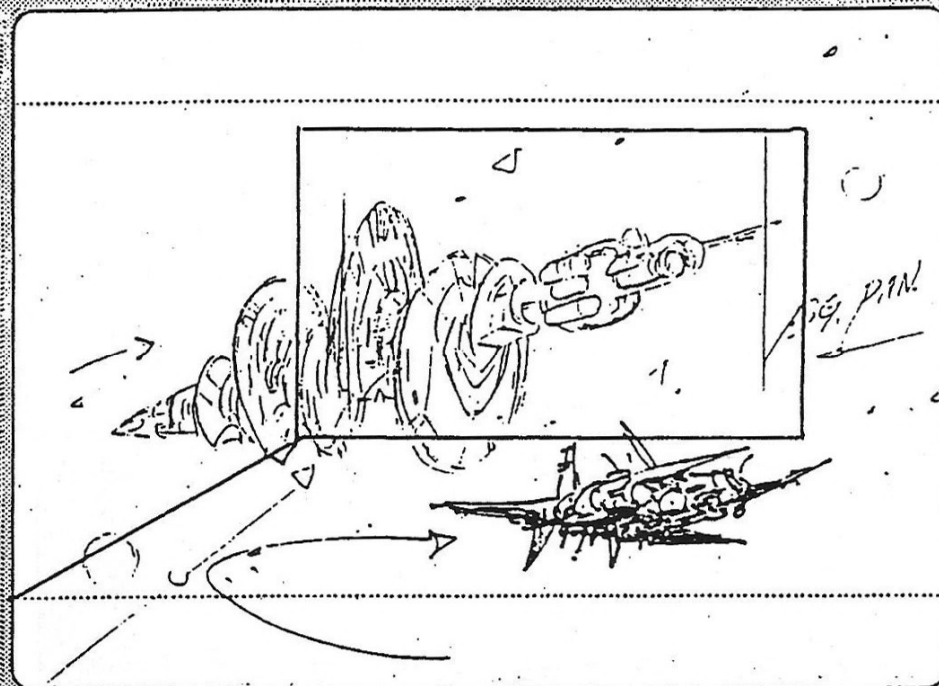
SC. CONT 27-49



SC. CONT

SEQ 27

Page 46



ACTION CLOSELY BEHIND THE QUINTESSON SHIP, THE JUNKION SHIP ENTERS THE SCENE, FOLLOWING THE QUINTESSON SHIP.

DIAL

MUSIC/SFX

CAMERA

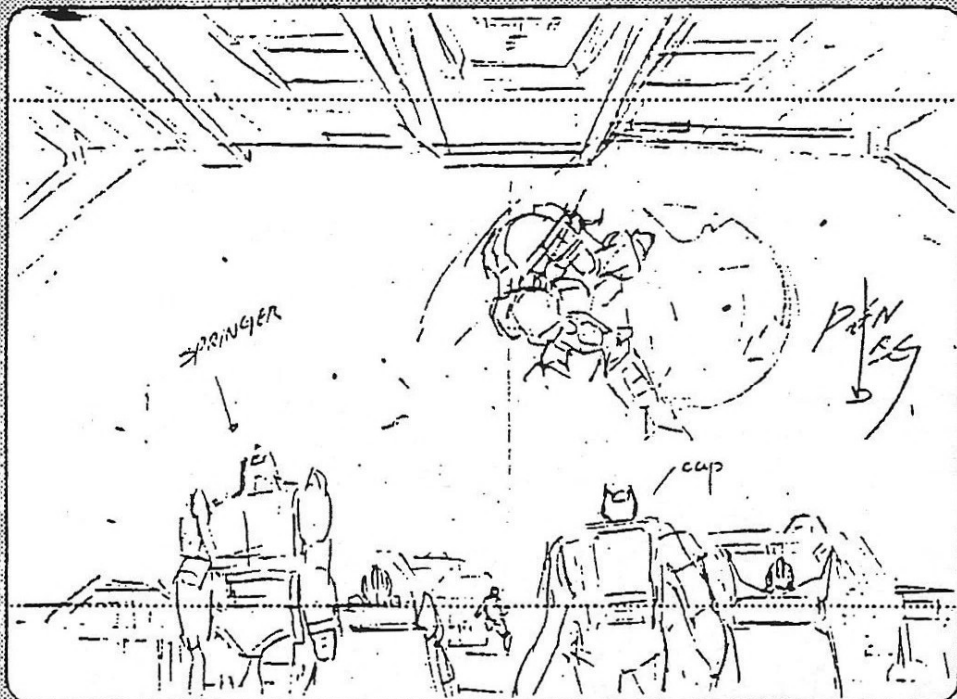
TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION BOTH OF THEM CHANGE COURSE AND HEAD TOWARD UNICRON O.S.

DIAL

MUSIC/SFX

CAMERA



ACTION L.S. SPRINGER, ARCEE, DANIEL, KUP, HOT ROD. THEY LOOK OUT OF THE WINDOW OF THE SHIP AT UNICRON DESTROYING CYBERTRON.

DIAL SPRINGER I don't believe it.

MUSIC/SFX

CAMERA  
**TFRAW**  
 From Generation 1 to Beast Hunters and Beyond!!!!



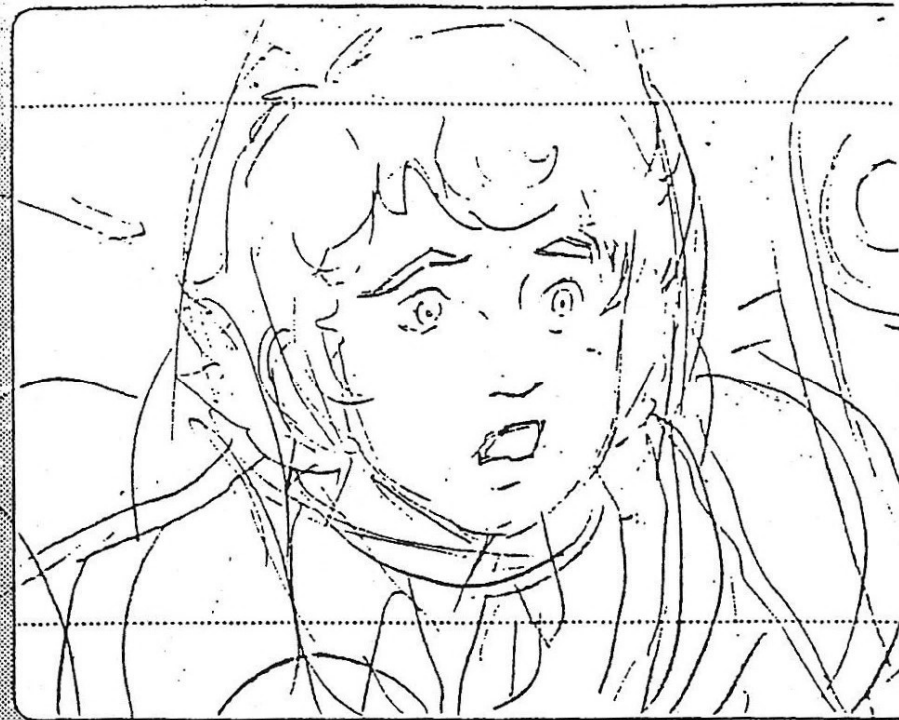
ACTION M.S. HOT ROD AND KUP...

DIAL HOT ROD Doesn't it remind you of something, Kup?

MUSIC/SFX

KUP (ENTRANCED) Nope, never seen anything like this before!

CAMERA



ACTION M.L.S. HOT ROD, KUP, DANIEL, ARCEE AND SPRINGER INSIDE THE SHIP.

DIAL

DANIEL What happened to Moon Base 2.

MUSIC/SFX

ACTION C.U. DANIEL. HE LOOKS WORRIED.

DIAL

DANIEL (CONT) ... Where's my Dad?

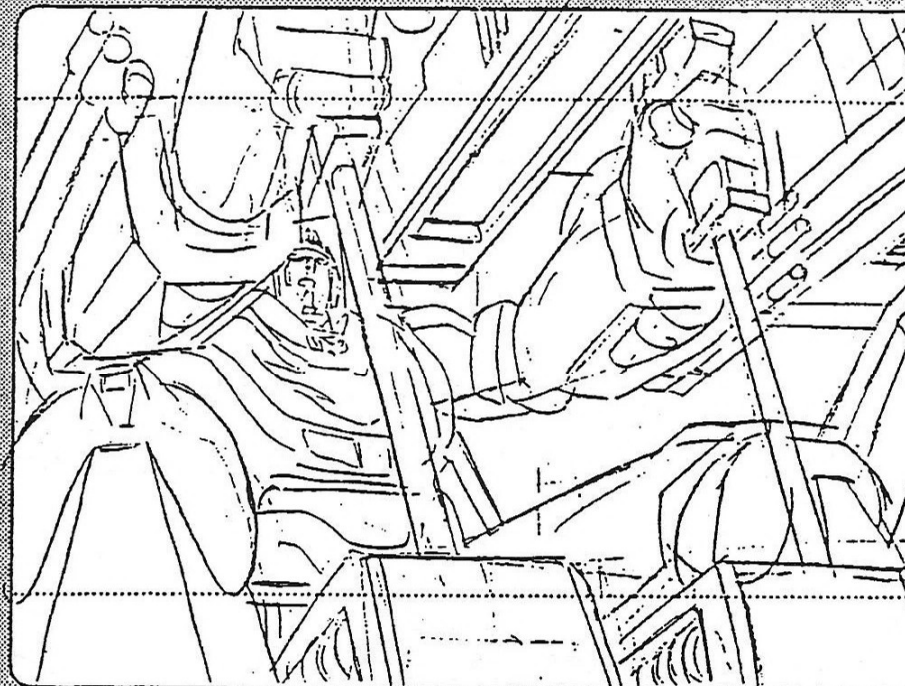
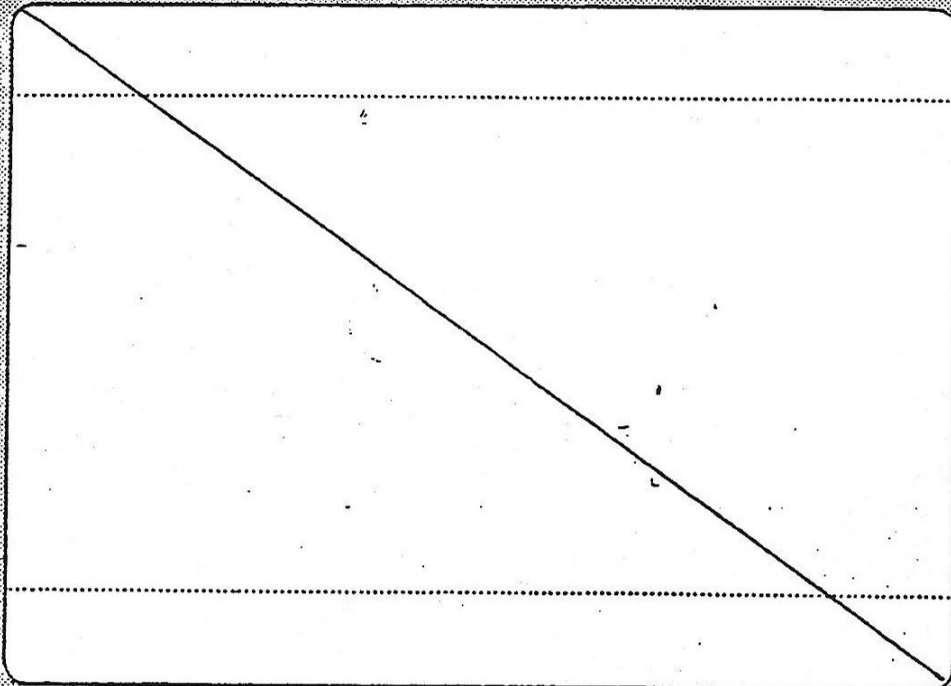
MUSIC/SFX



SC.

SC. 27-54

SEQ. 27 - Page 49



ACTION

DIAL

MUSIC/SFX

CAMERA

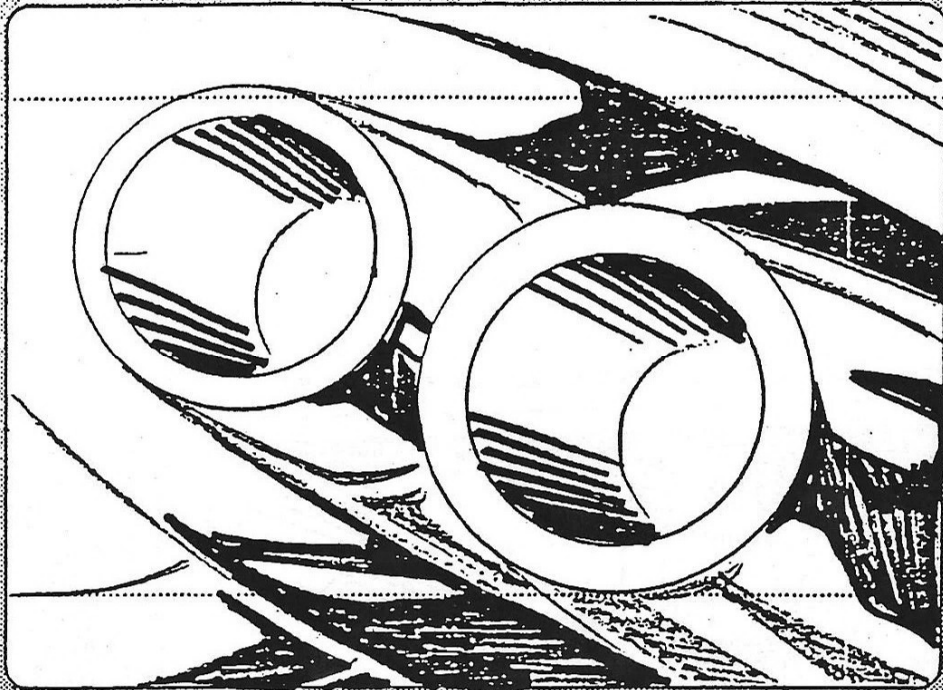
ACTION M.S. HOT ROD AT THE CONTROLS OF THE SHIP.

DIAL HOT ROD That's what we're going to find out

MUSIC/SFX

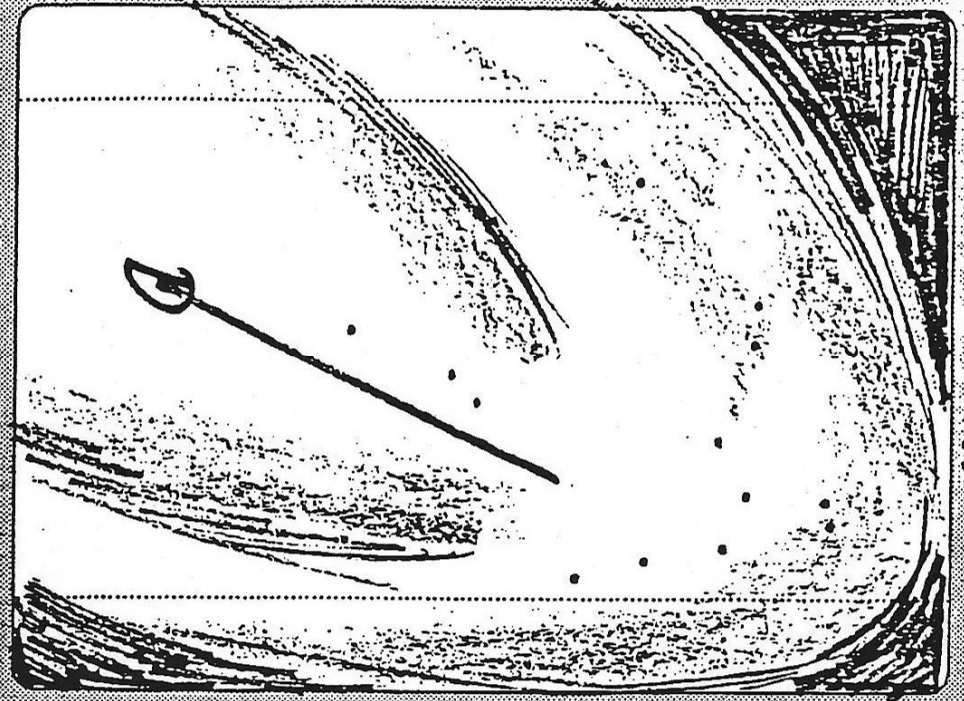
CAMERA

SC. 27-55



SC. CONT

SEQ. 27 Page 50



NEXT PAGE 50A

ACTION X.C.U. THE ROCKETS OF THE QUINTESSON SHIP.

DIAL

MUSIC/SFX



ACTION THEY FIRE, SPEEDING THE SHIP FORWARD.

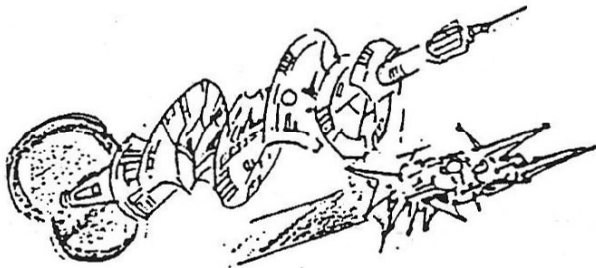
DIAL

MUSIC/SFX

SC. 27-56

SC. CONT

SEQ 27 Page 50A



SLUDGE  
SLAG

ERUMPOK  
SWEEP

NEXT PAGE 51

ACTION X.L.S. THE QUINTESSON AND JUNKION SPACE SHIPS. WE FOLLOW THEM AS...

DIAL

MUSIC/SFX

CAMERA

ACTION ...A HATCH IN THEIR SIDES OPEN UP AND THE DINOBOTS FLY OUT.

DIAL

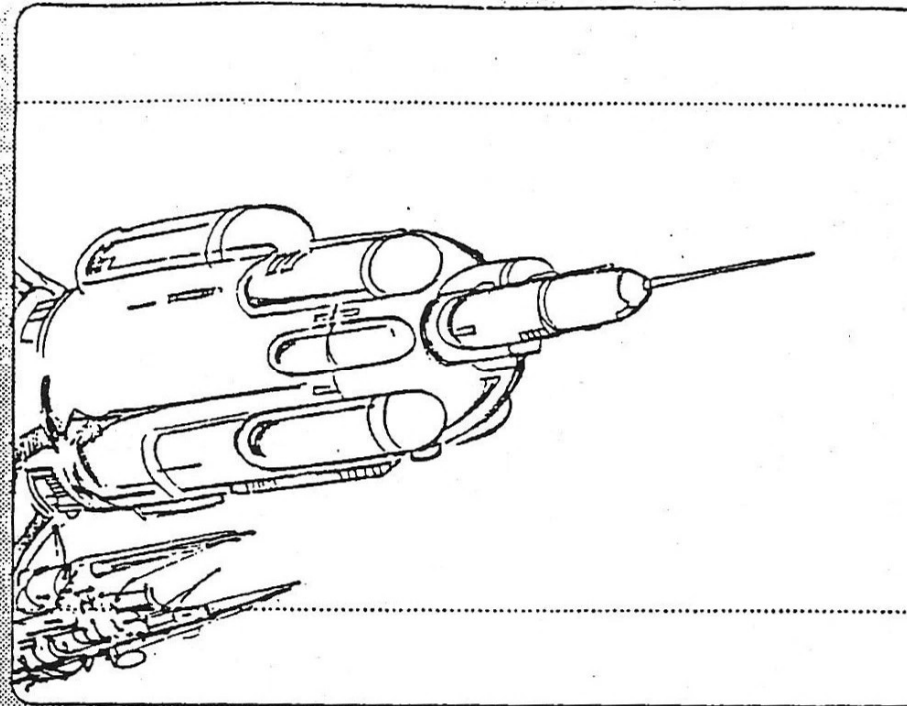
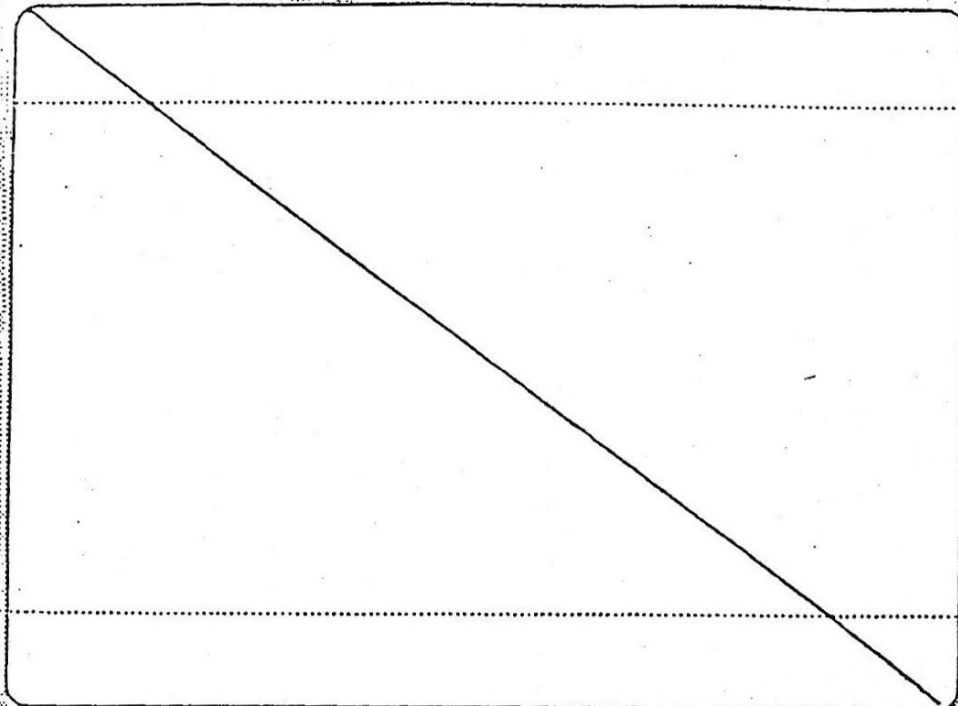
MUSIC/SFX

CAMERA

SC.

SC. CONT 27-56

SEQ. 27 Page 51



ACTION

DIAL

MUSIC/SFX

CAMERA

ACTION THE QUINTESSON AND JUNKION SHIPS MOVE FORWARD.

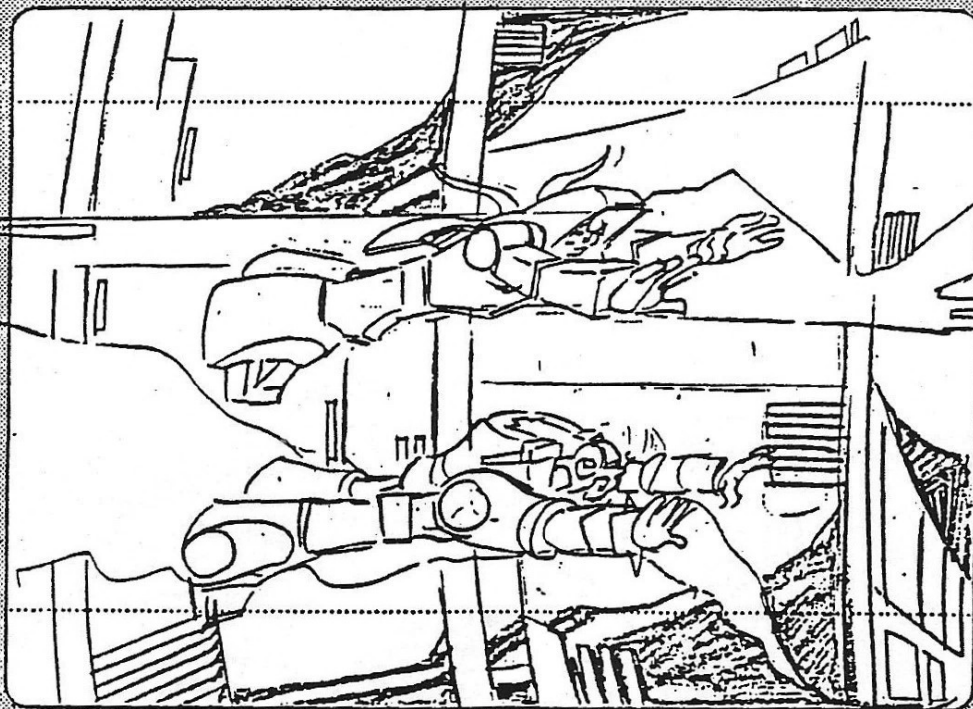
DIAL

MUSIC/SFX

CAMERA



SC. CONT 27-56



ACTION ...AND PASS THROUGH THE SCENE. THE DINOBOTS FLY ALONG SIDE OF THE SHIP...

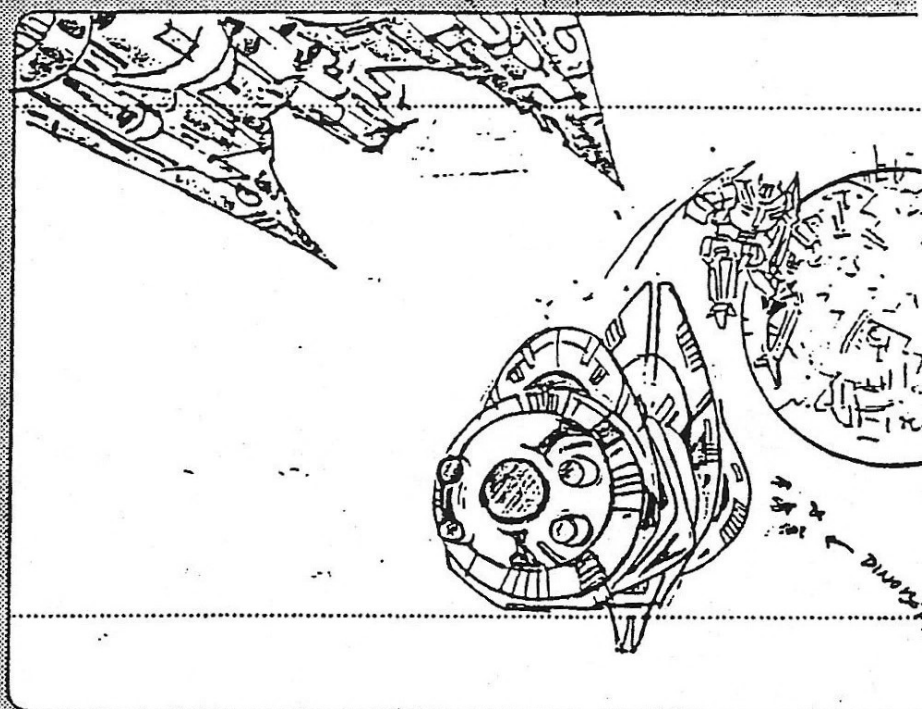
DIAL

MUSIC/SFX

CAMERA

SC. CONT

SEQ. 27 Page 52



ACTION ...AND HEAD OFF TOWARD UNICRON, WHO CAN BE SEEN IN THE DISTANCE.

DIAL

MUSIC/SFX

CAMERA

SC. 27-57



ACTION X.C.U. UNICRON AS THE QUINTESSON AND JUNKION SHIPS AND THE DINOBOTS CLOSE IN ON HIM.

DIAL

MUSIC/SFX



CAMERA

SC. 27-58

SEQ. 27 Page 53



ACTION M.S. HOT ROD AND KUP, LOOKING OUT AT UNICRON O.S.

DIAL

MUSIC/SFX

CAMERA

SC. CONT 27-59



ACTION M.C.U. HOT ROD. HE PUSHES FORWARD ON THE THROTTLE.

DIAL

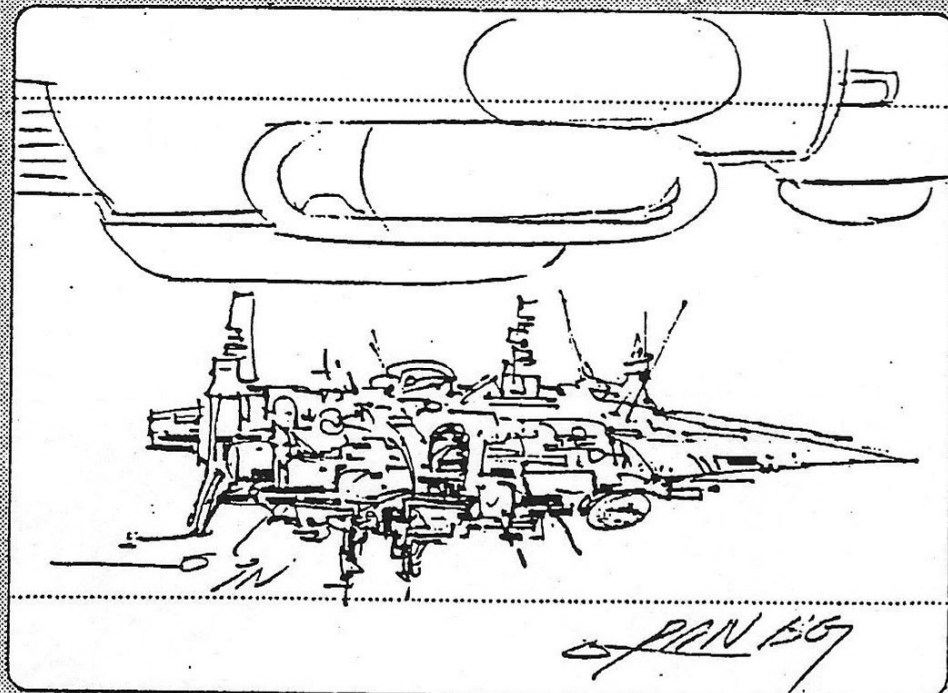
MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 27-60

SEQ. 27 Page 54



ACTION M.S. THE QUINTESSON SPACESHIP AND THE JUNKION SHIP:  
WE FOLLOW THEM AS THEY SPEED UP.

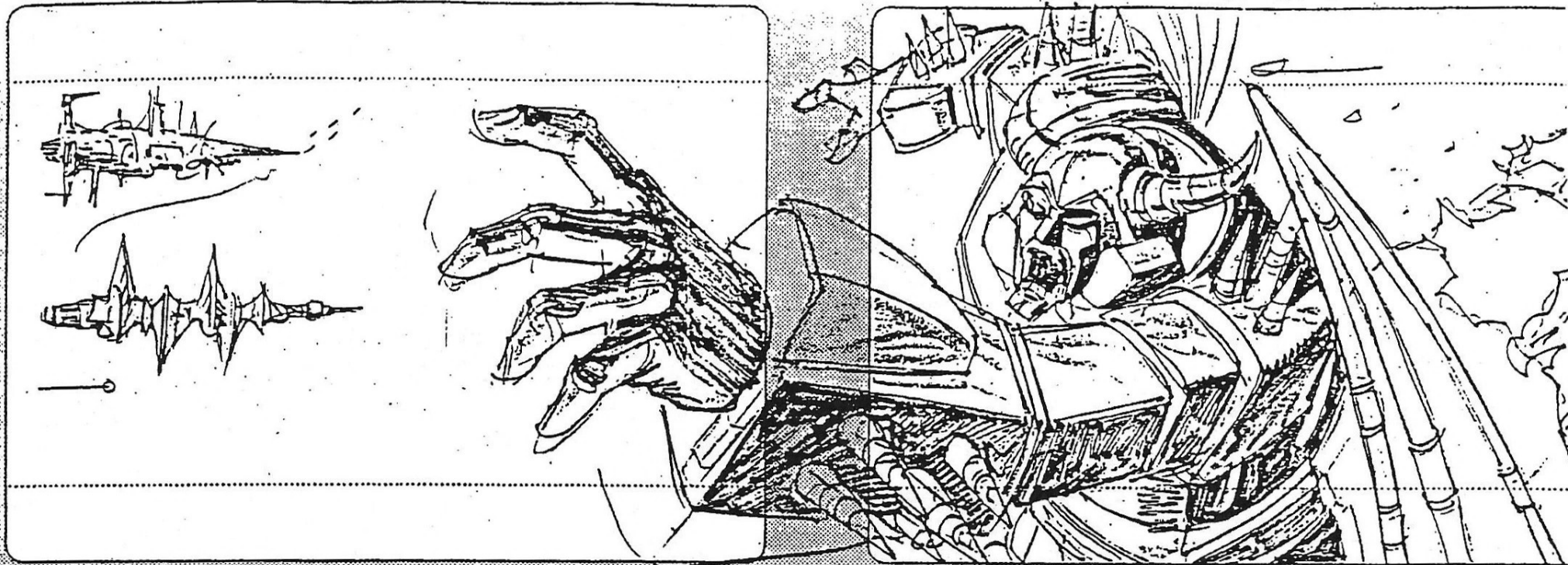
DIAL

MUSIC/SFX

CAMERA

50.07.0

STAGT 324. 27 30



ACTION X.L.S. THE QUINTESSON AND THE JUNKION SHIP AND THE DINOBOTS  
CLOSE IN ON UNICRON WHO ADVANCES ON THEM. WE PAN...

DIAL

MUSIC/SFX

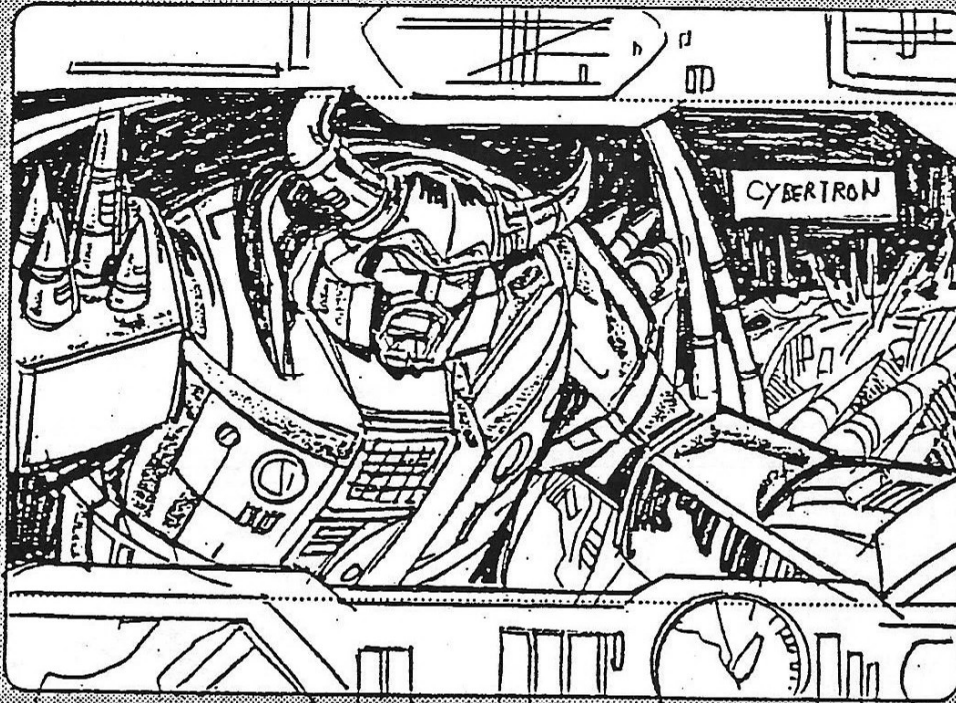
ACTION ...TO UNICRON.

DIAL

MUSIC/SFX



SC. 27-62



ACTION M.S. UNICRON THROUGH THE WINDOW OF THE QUINTESSON SHIP.

DIAL

MUSIC/SFX

CAMERA

SC. CONT

SEQ. 27 Page 56



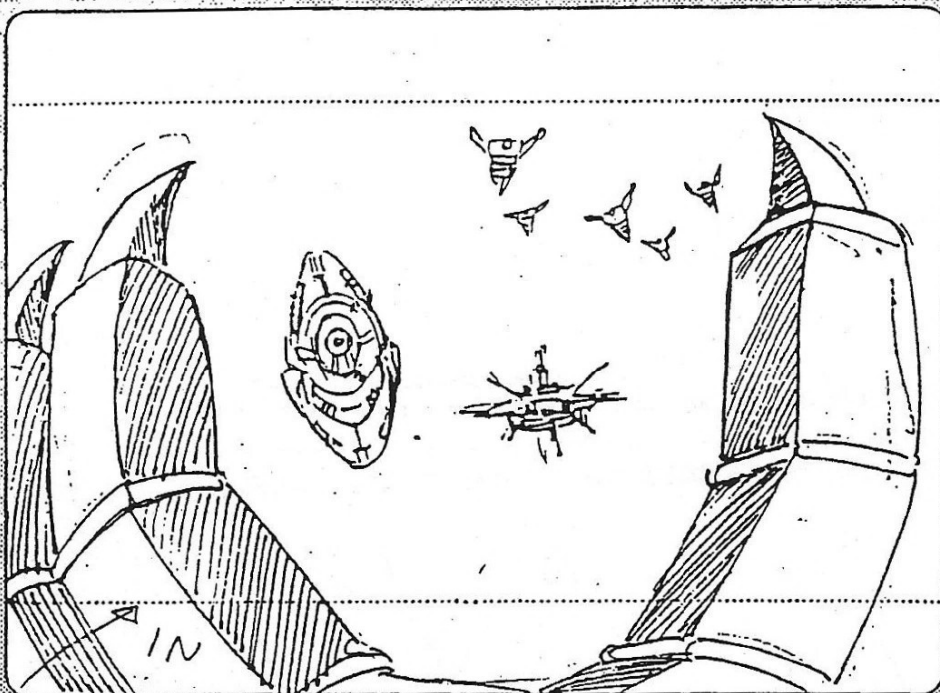
ACTION ...HE TURNS AND ADVANCES ON THE SHIP.

DIAL

MUSIC/SFX

CAMERA

SC. 27-63



SC. 27-64

TRUCK - IN SEQ. 27 - Page 57



ACTION

P.O.V. THROUGH UNICRON'S EYE, OF THE TWO SPACE SHIPS  
AND THE GALLANT GANG OF DINOBOOTS.

DIAL

MUSIC/SFX

**IFRAW**  
CAMERA tion 1 to Beast Hunters and Beyond!!!!

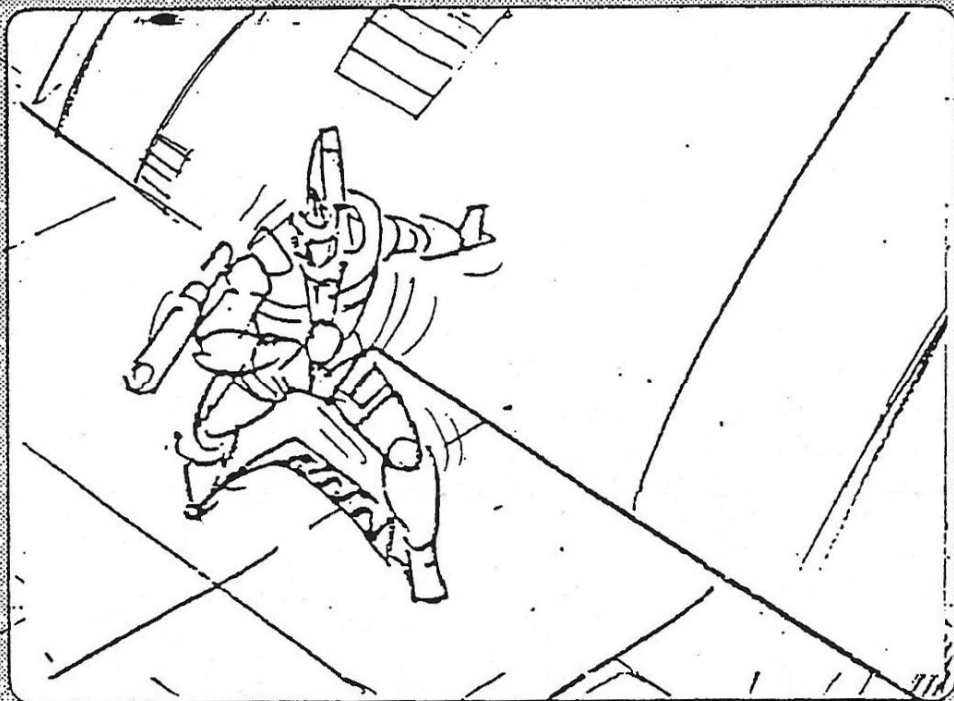
ACTION C.U. UNICRON'S FACE. WE TRUCK IN.

DIAL

MUSIC/SFX

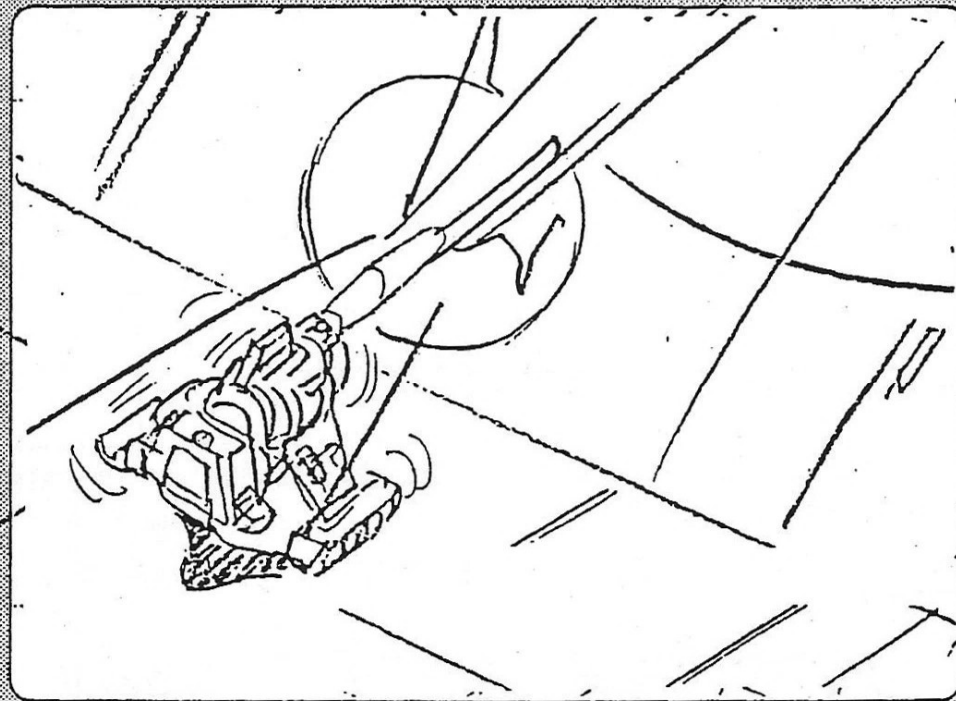
CAMERA

SC. 27-65



SC. CONT

SEQ. 27- Page 58



ACTION L. DOWN SHOT GALVATRON, ON UNICRON.

DIAL

MUSIC/SFX

CAMERA  
**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

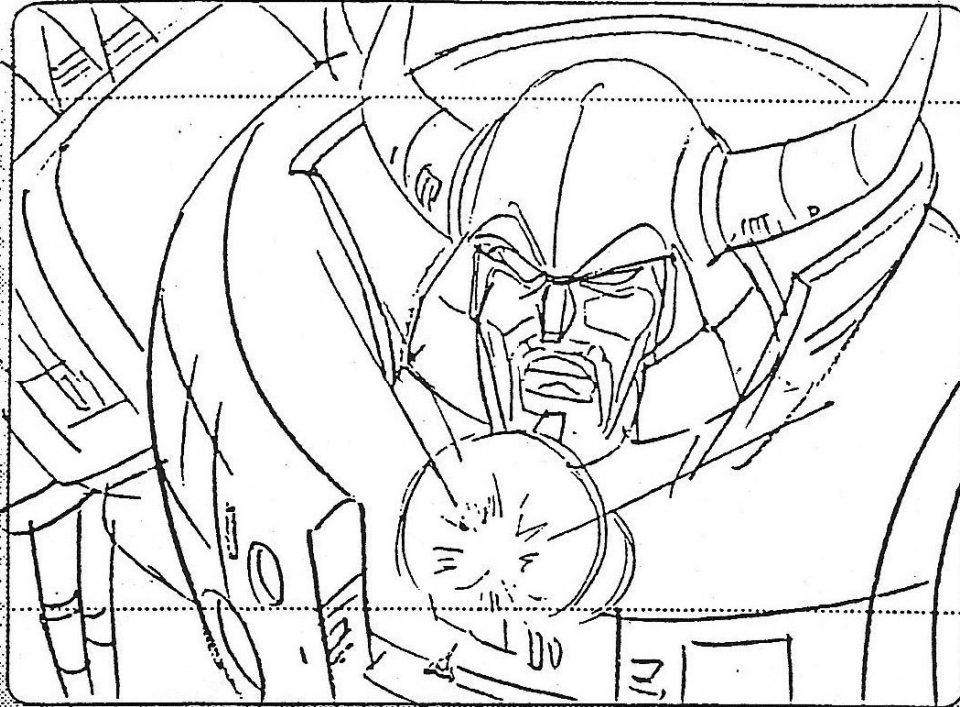
ACTION HE TRANSFORMS AND TAKES A BLAST AT UNICRON.

DIAL

MUSIC/SFX

CAMERA

SC. 21-00



ACTION M.C.U. UNICRON AS GALVATRON'S BLAST EXPLODES INTO HIS CHEST.

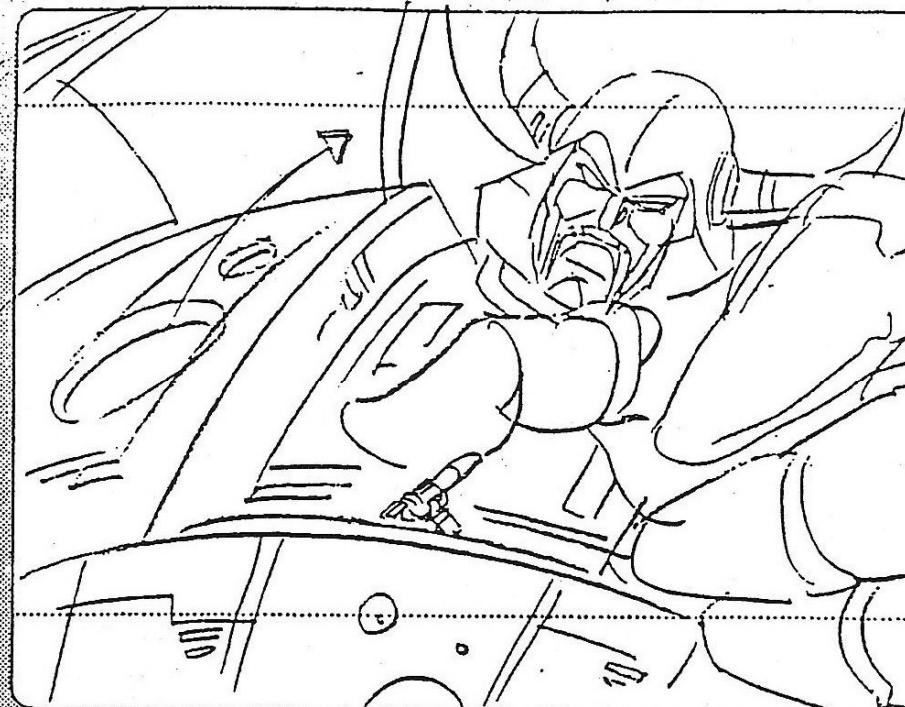
DIAL

MUSIC/SFX

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!  
CAMERA

SC. CONT

SC. 27 Page 57



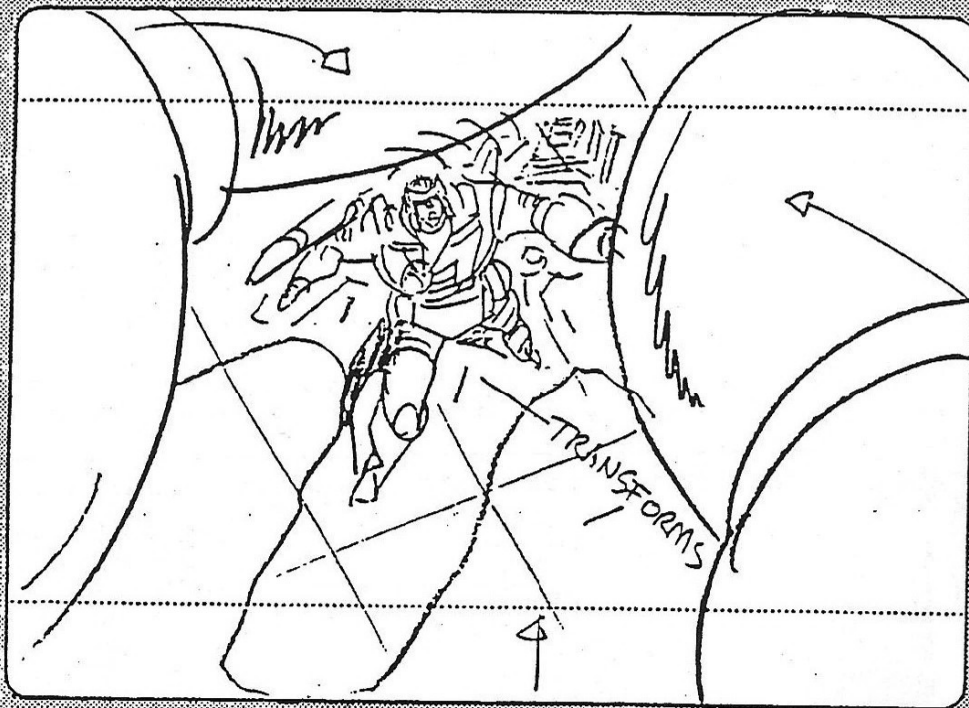
ACTION M.C.U. UNICRON WITH GALVATRON ON HIM. UNICRON IS ANGERED. HE REACHES FOR GALVATRON.

DIAL

MUSIC/SFX



SC. 27-67



ACTION M.L. DOWN SHOT GALVATRON TRANSFORMS INTO ROBOT MODE  
AS UNICRON'S FINGERS MOVE IN...

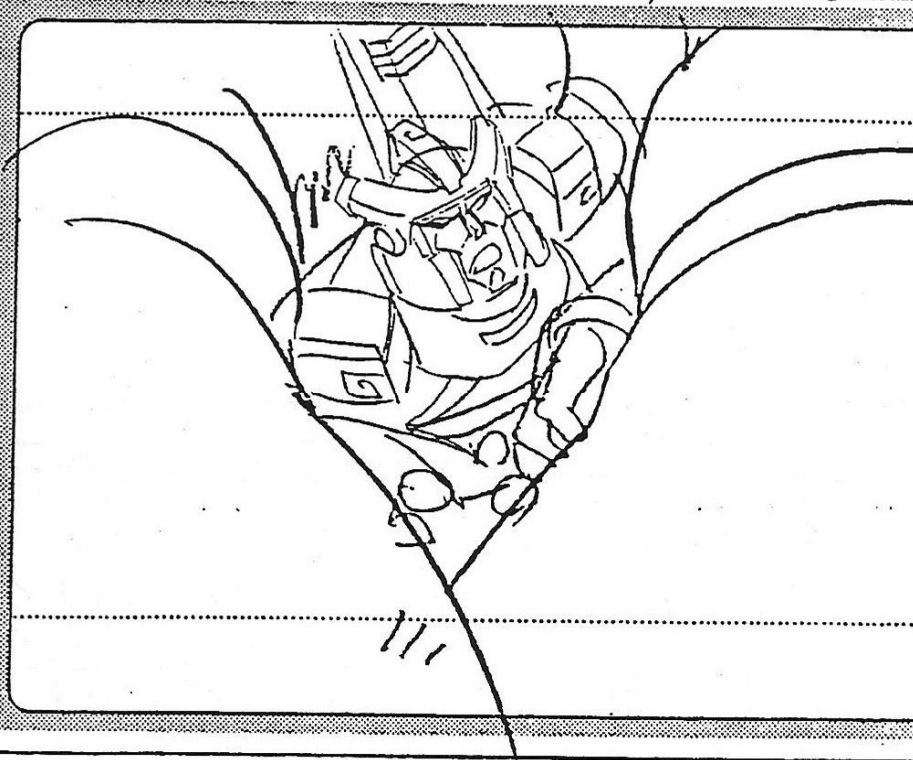
DIAL

MUSIC/SFX

CAMERA

SC. CONT

SEQ. 27 Page 60



ACTION ...AND PICK HIM UP.

DIAL

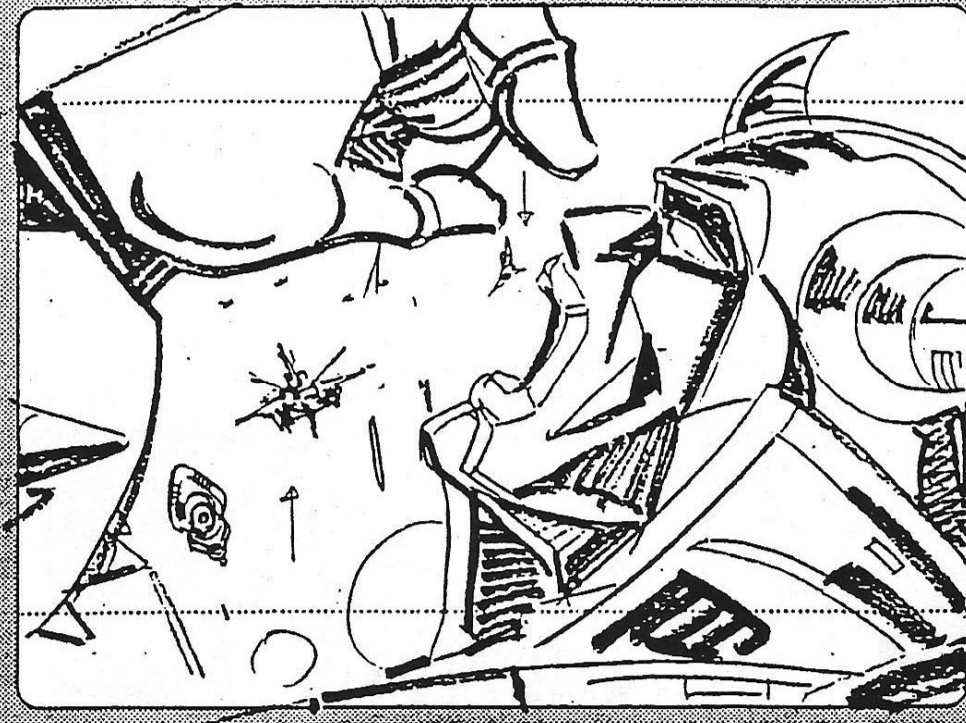
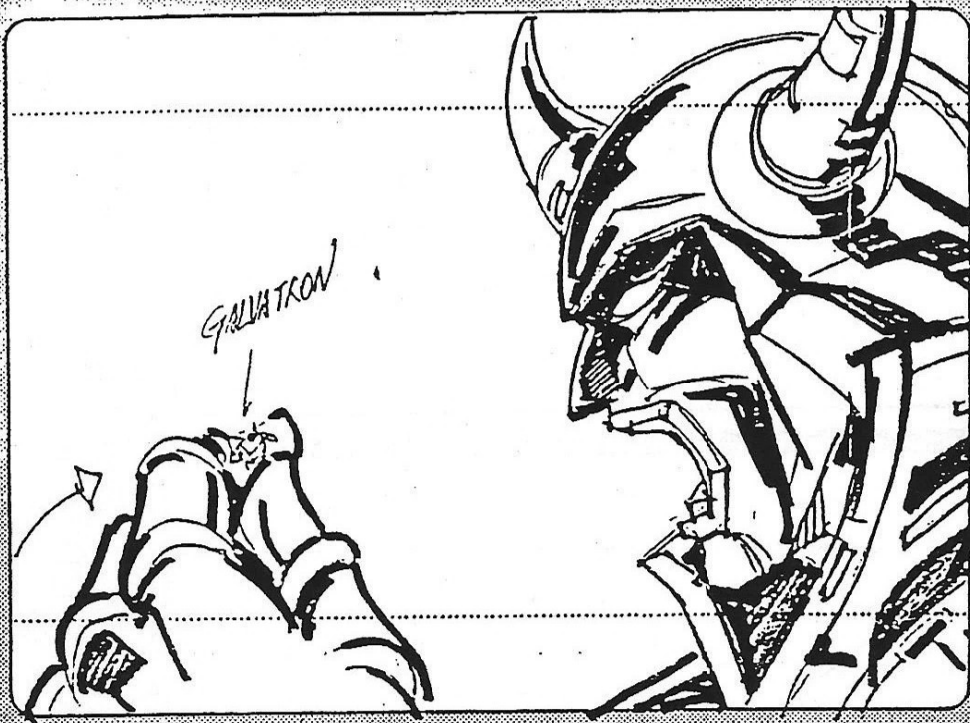
MUSIC/SFX

CAMERA

SC. 27-68

SC. CONT

SEQ. 27 Page 61



ACTION C.U. UNICRON. HE MOVES HIS HAND, HOLDING GALVATRON UP INTO SCENE...

DIAL

MUSIC/SFX

IFRAW  
From Generation 1 to Beast Hunters and Beyond!!!

ACTION ...THEN HOLDS HIM UP OVER HIS BIG OPEN MOUTH, RELEASES HIM AND GALVATRON FALLS IN.

DIAL

MUSIC/SFX

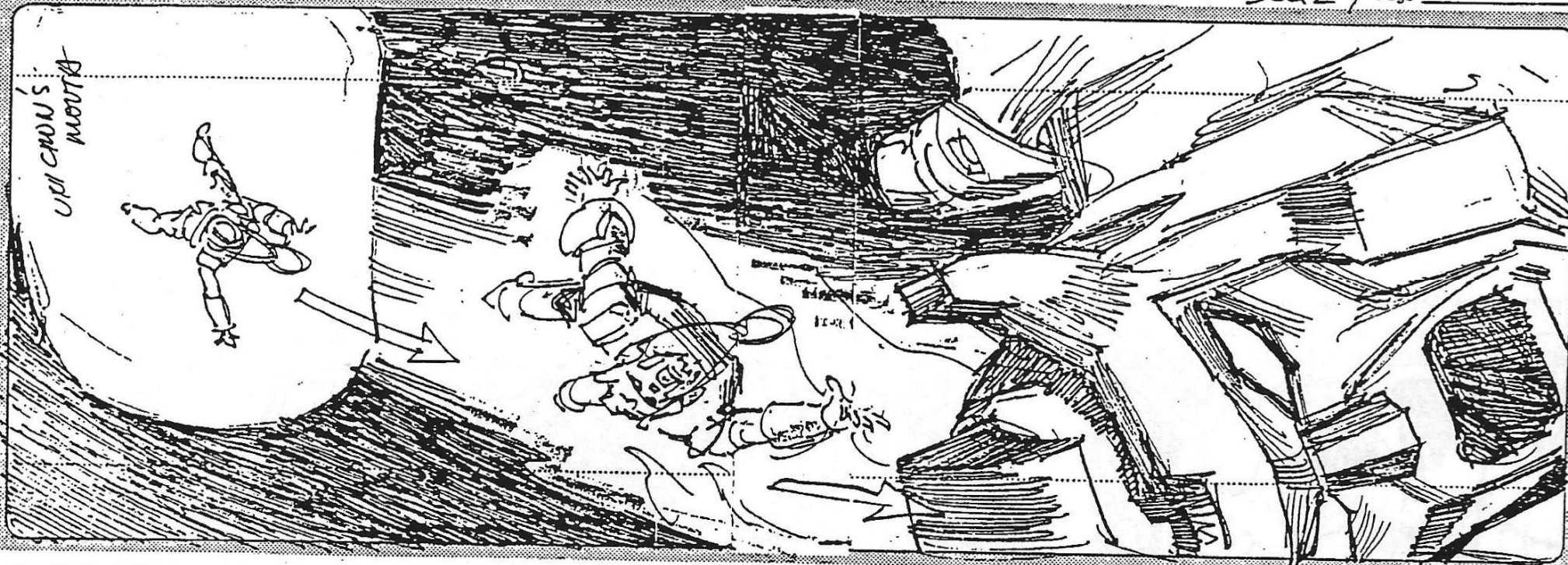
SC. 27-69

START

PAN DOWN  
SC.

STOP

SEQ 27 Page 62



ACTION GALVATRON FALLING DEEPER INTO UNICRON'S MOUTH  
TOWARDS CAMERA.

DIAL

MUSIC/SFX

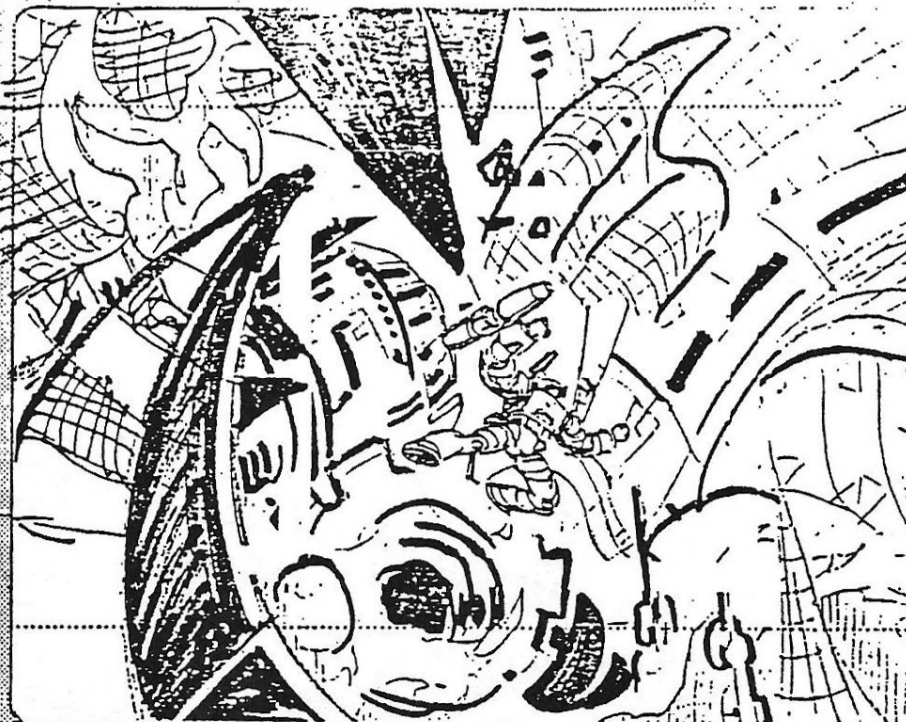
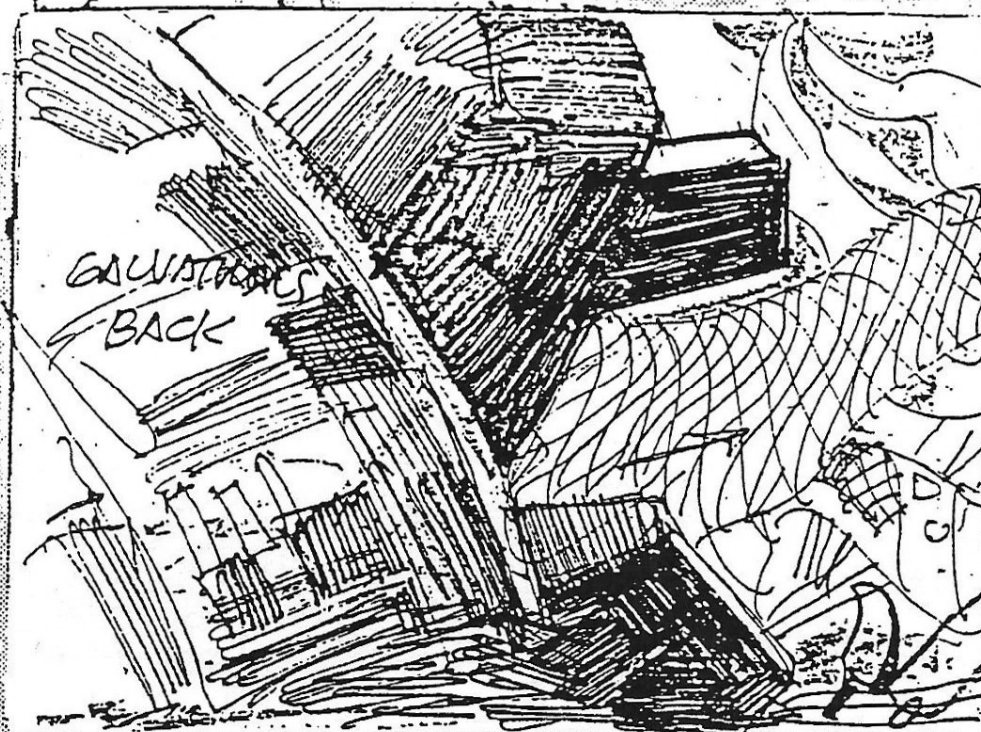
CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

DIAL

MUSIC/SFX

CAMERA



ACTION GALVATRON'S BACK AT THE CAMERA AS HE CONTINUES TO FALL TO  
INNER PART OF UNICRON.

DIAL

MUSIC/SFX

CAMERA

ON GALVATRON'S P.O.V. OF THE INTERIOR OF UNICRON.

DIAL

MUSIC/SFX

CAMERA

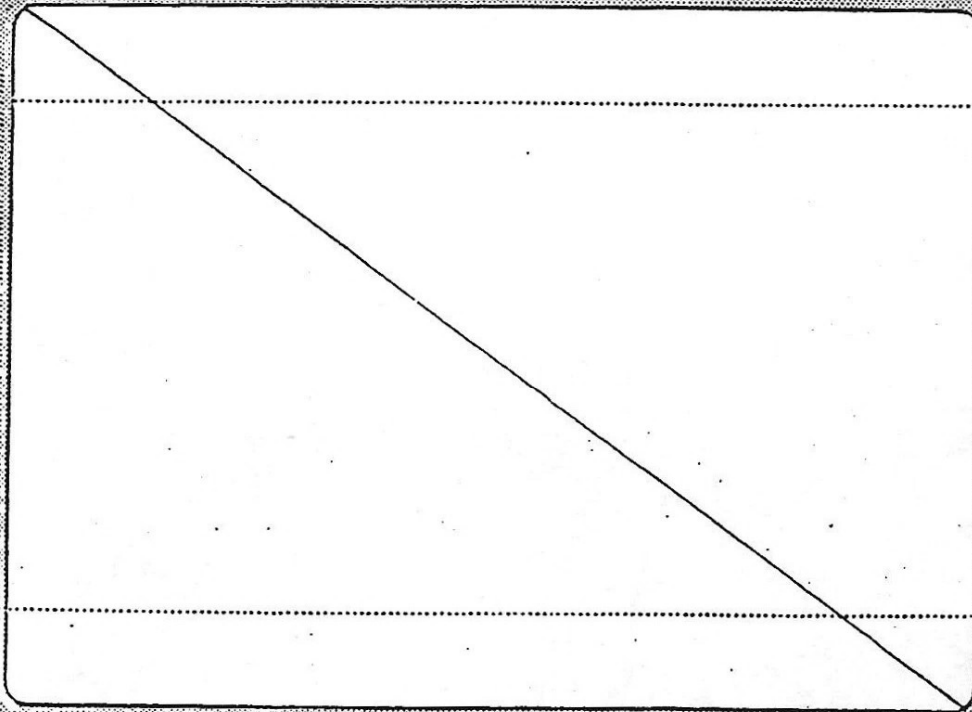
TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!



SC.

SC. 27-71

SEQ. 27 Page 63



ACTION

DIAL

MUSIC/SFX

CAMERA

IFRAW  
From Generation 1 to Beast Hunters and Beyond!!!

ACTION M.S. UNICRON, SHOOTING A BLAST OF FIRE FROM HIS MOUTH.

DIAL

MUSIC/SFX

CAMERA

SC. 27-72

STOP

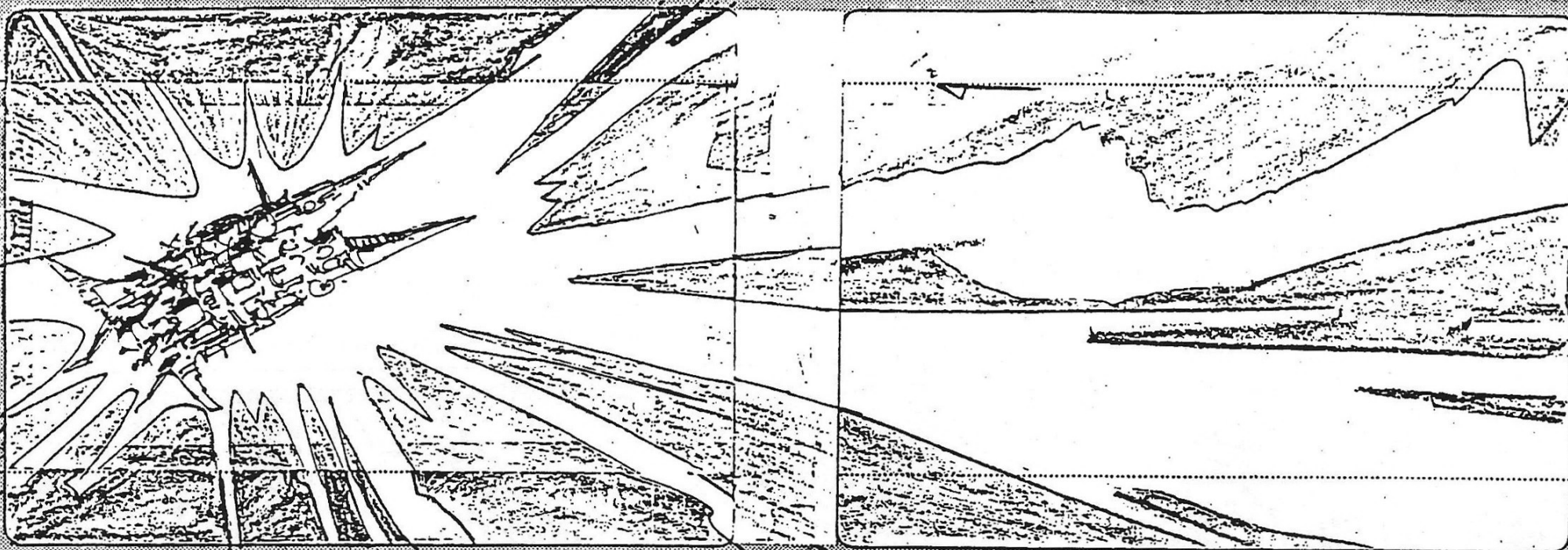
FOLLOW PAN.

START

SEQ. 27

Page

64



ACTION WE PAN WITH THE BLAST OF FIRE AS IT HITS ONE OF THE JUNKION SHIPS.

DIAL

MUSIC/SFX

CAMERA

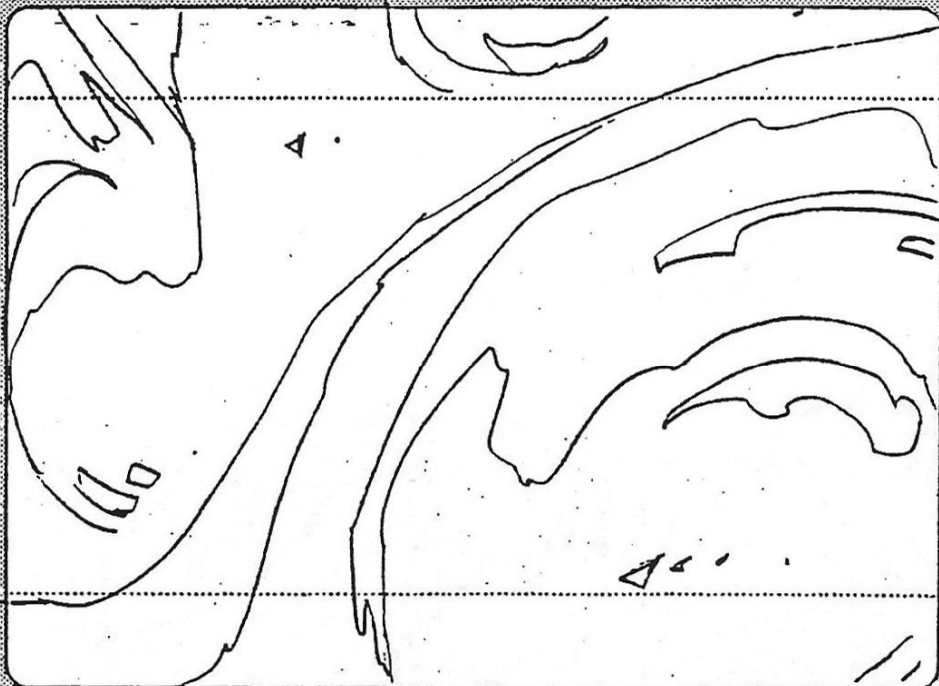
ACTION

DIAL

MUSIC/SFX

CAMERA

SC. CONT 27-72

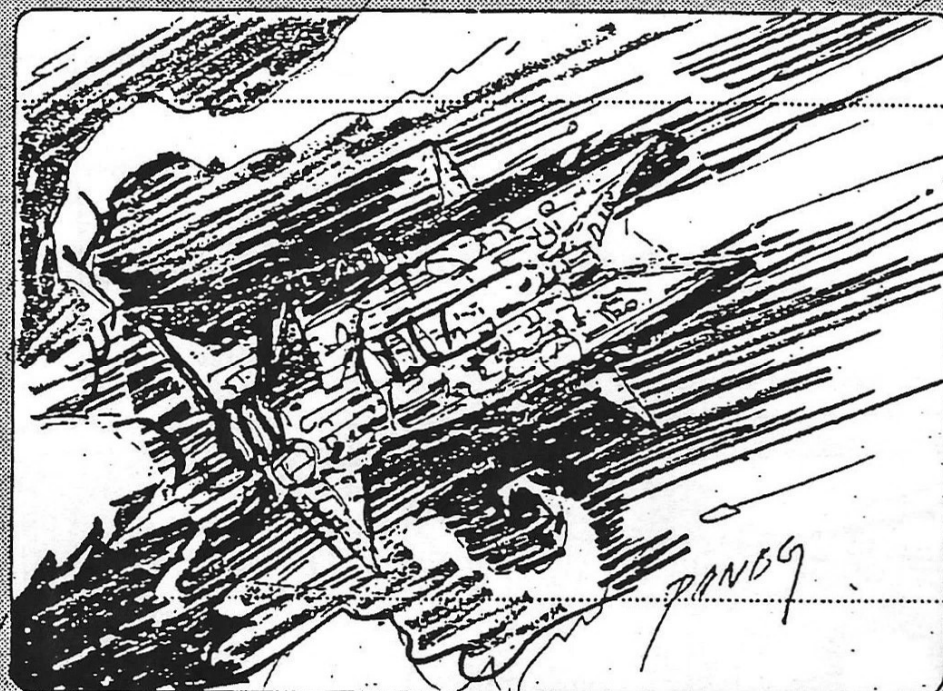


SC. CONT

SEQ. 27

Page

65



ACTION ...AND FILLS THE SCREEN.

DIAL

MUSIC/SFX

CAMERA

ACTION ...BUT THE JUNKION SHIP MAKES IT THROUGH.

DIAL

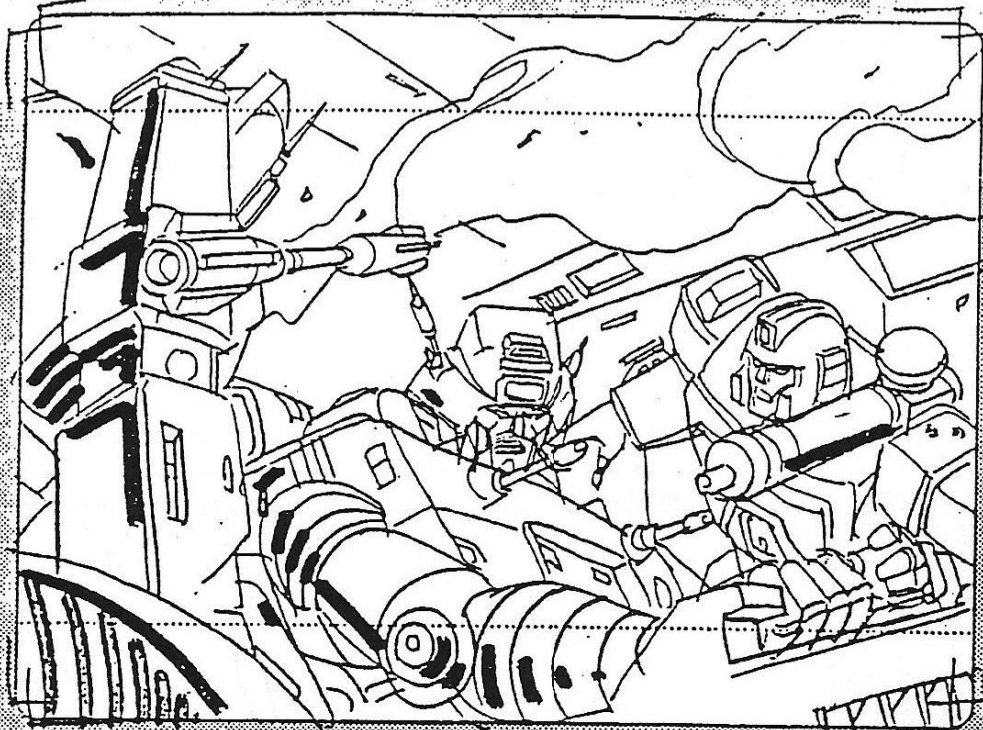
WRECK GAR, (V.O.)

Patented enamel resists fire,  
rain and corrosion for up to  
five years.

MUSIC/SFX

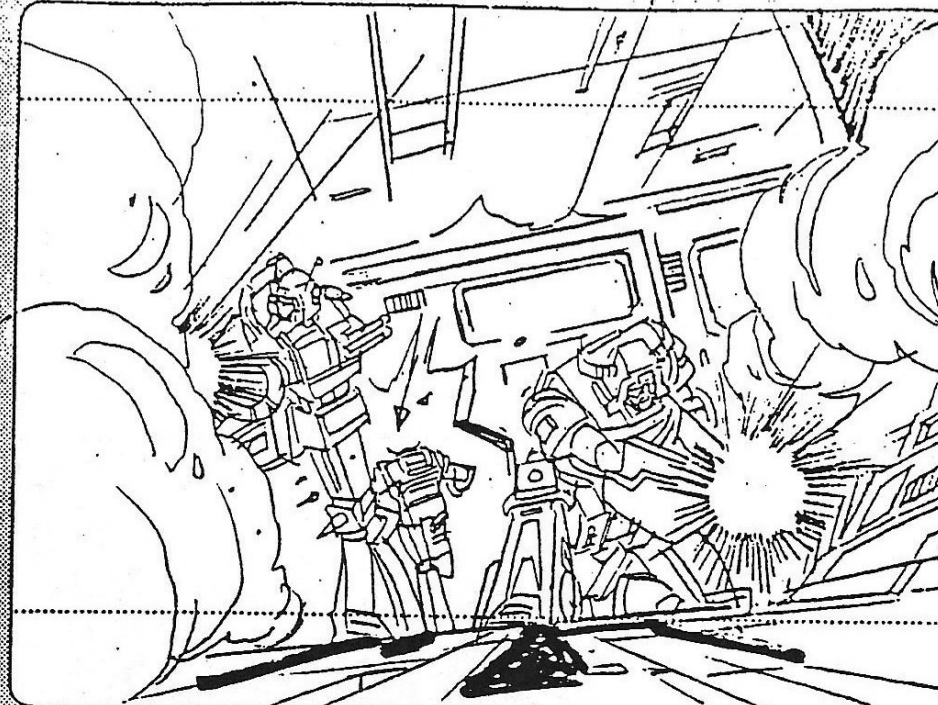
CAMERA

SC. 21-17 CAM. STRIKE.



SC. 21-17

SEQ. 27 Page 27



ACTION M.S. WRECK GAR AND PERCEPTOR INSIDE THE DAMAGED JUNKION SHIP.

DIAL WRECK GAR Satisfaction guaranteed.

MUSIC/SFX

From CAMERA 1 to Beast Hunters and Beyond!!!

ACTION L.S. THE JUNKIONS GO TO WORK. FIXING THE CRIPPLED SHIP.

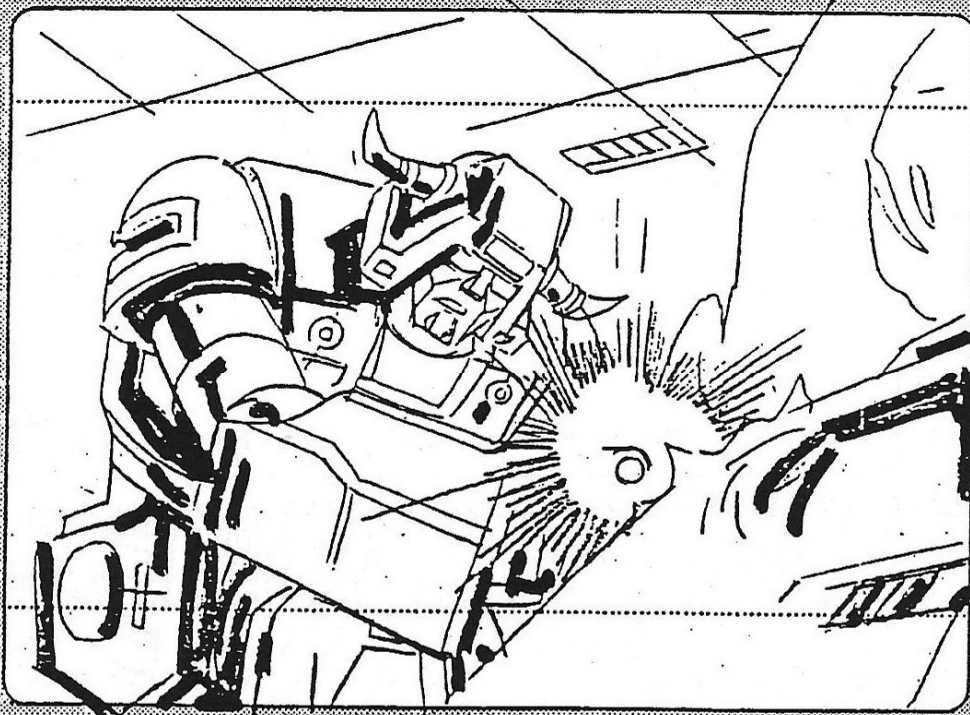
DIAL JUNKIONS Or your money back!

MUSIC/SFX

CAMERA



SC. 27-75



ACTION M.S. JUNKION, HE WELDS A PART.

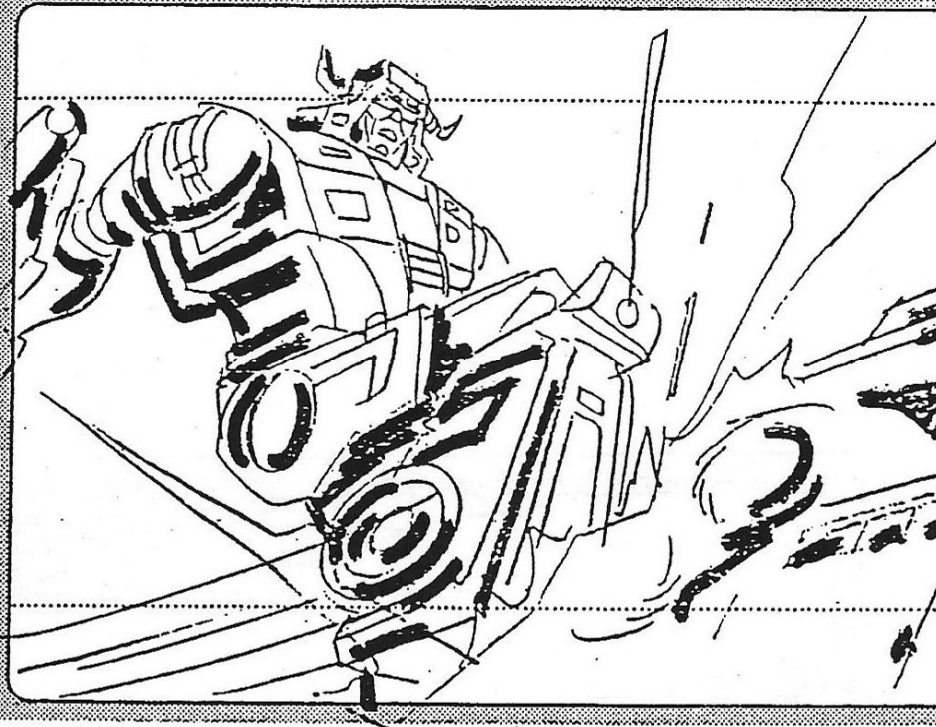
DIAL

MUSIC/SFX

CAMERA

SC. CONT

SEQ. 27 Page 67



ACTION ...THEN KICKS IT.

DIAL

MUSIC/SFX

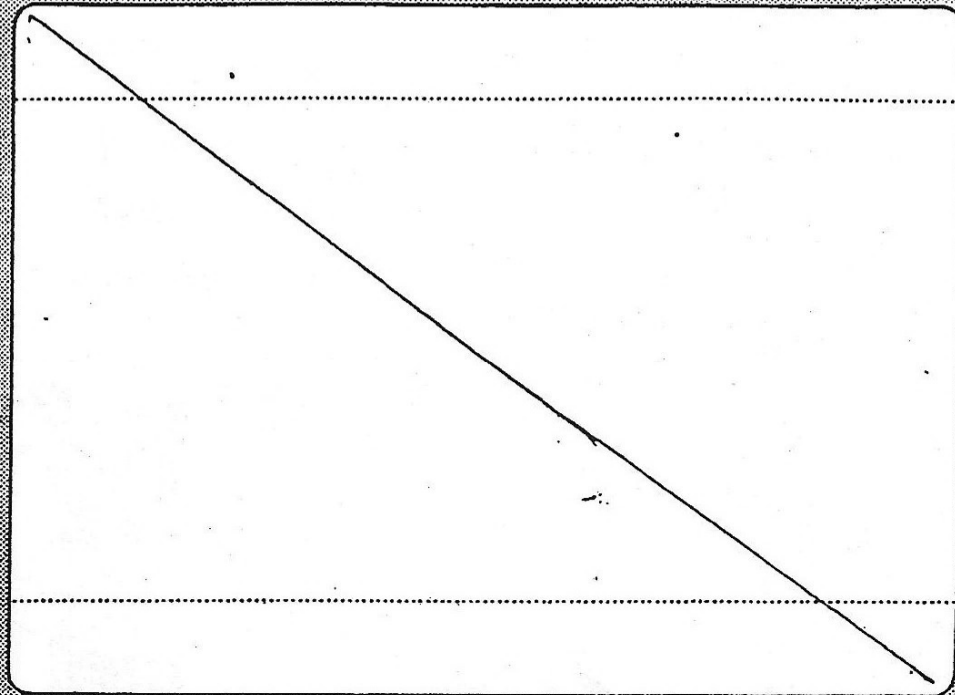
CAMERA

SC. 27-76



SC.

SEQ 27 Page 68



ACTION

M.S. PERCEPTOR, WRECK-GAR AND ANOTHER JUNKION. PERCEPTOR IS ENJOYING SEEING THE JUNKIONS FIX THEIR SHIP.

DIAL

PERCEPTOR

Most scientific, but effective.

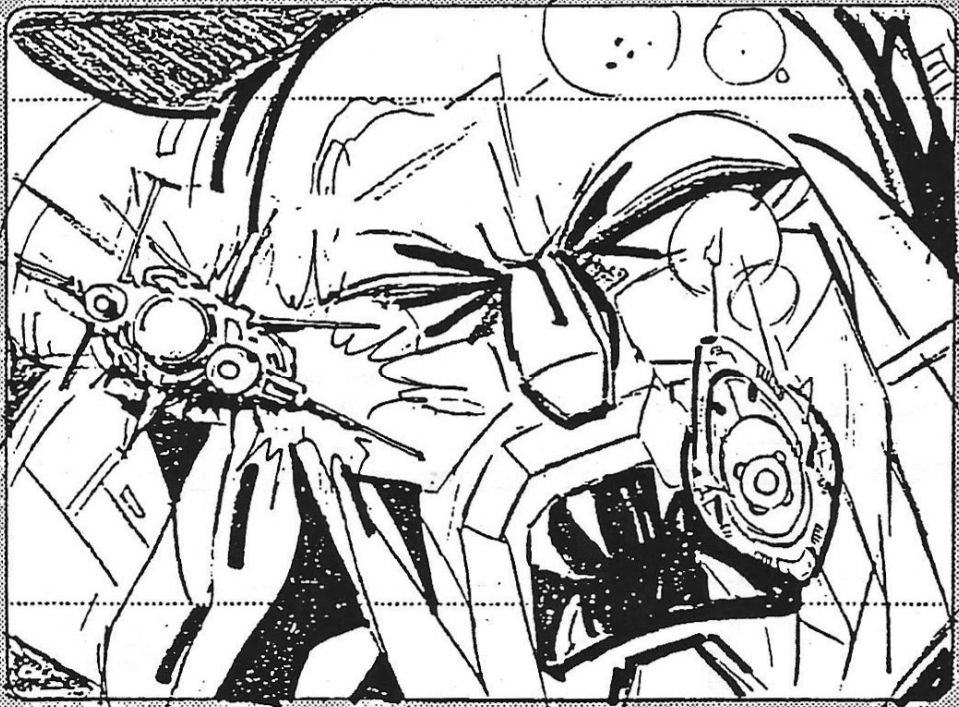
MUSIC/SFX

ACTION

DIAL

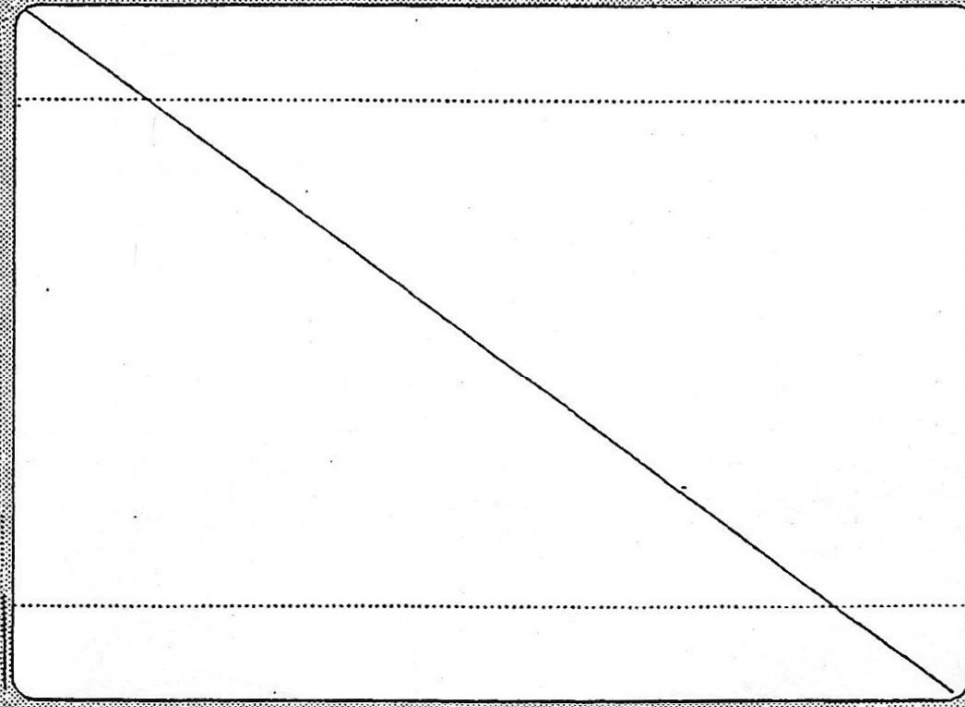
MUSIC/SFX

SC. 27-77



SC.

SEQ. 27 Page 69



ACTION C.U. UNICRON. THE JUNKION AND QUINTESSON SHIPS CLOSE  
IN AND FIRE AT HIM.

DIAL

MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

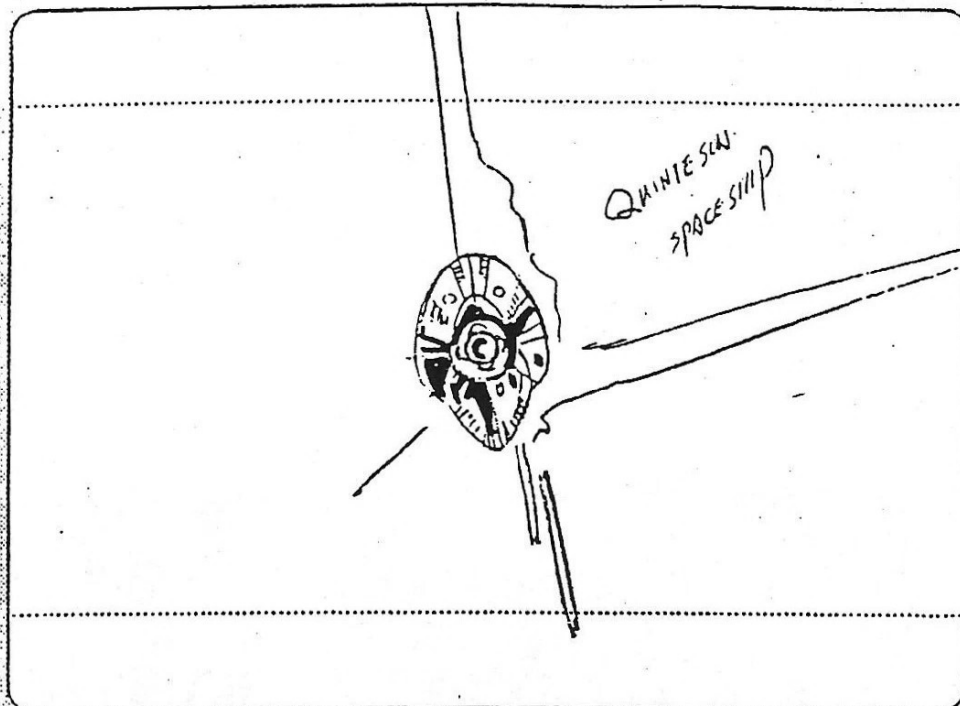
ACTION

DIAL

MUSIC/SFX

CAMERA

SC. 2/1-10



ACTION L.S. THE QUINTESSON SHIP. IT IS FLYING DIRECTLY TOWARD US.

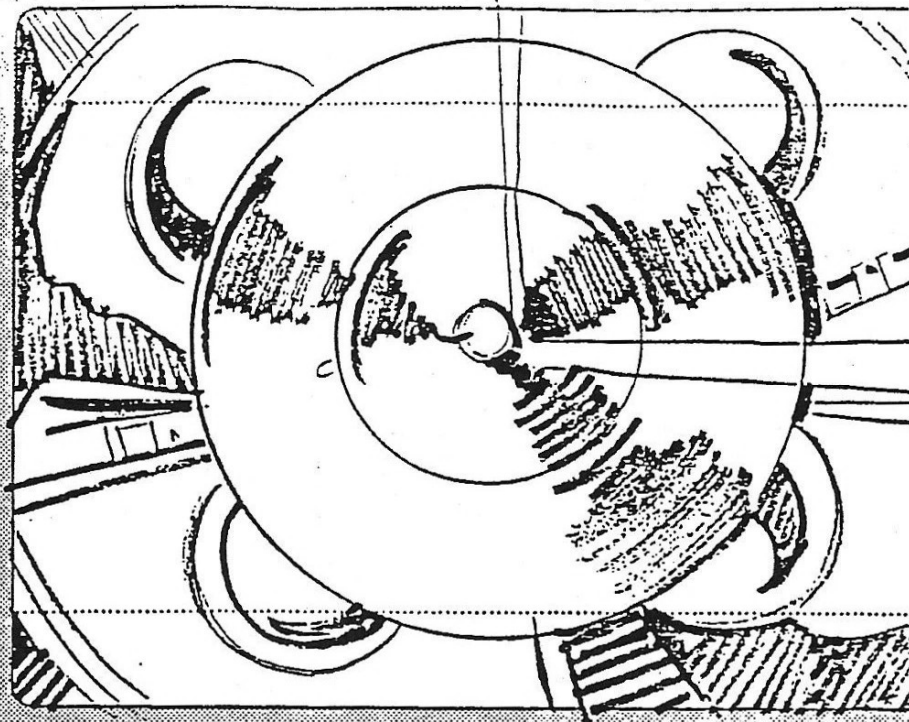
DIAL

MUSIC/SFX

CAMERA

SC. CONT

SEQ. 27 Page 1-10



ACTION ...AND INTO CAMERA, FILLING THE SCENE.

DIAL

MUSIC/SFX

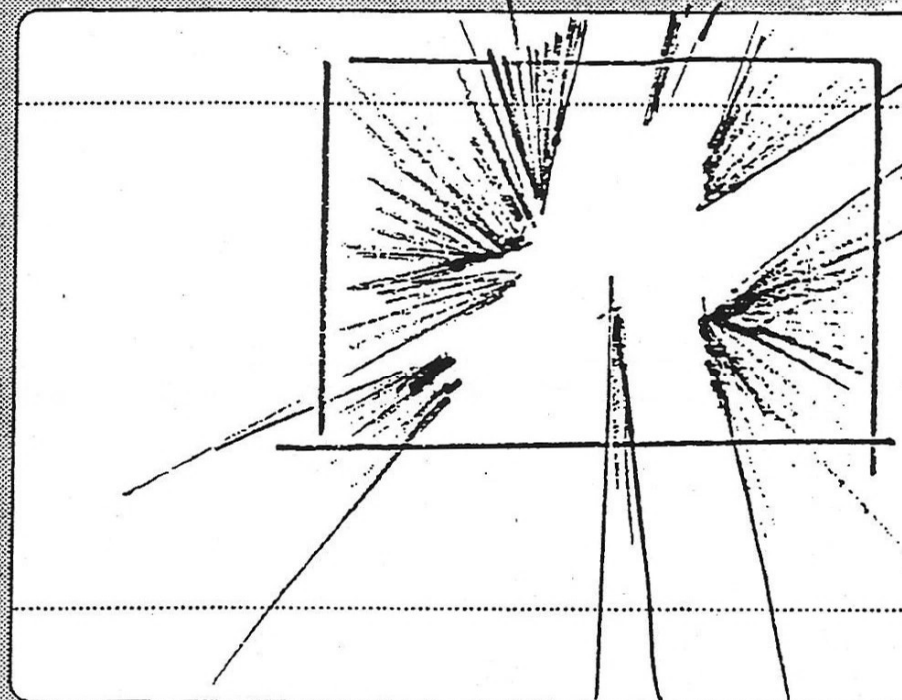
CAMERA



SC. 27-79 TRUCK - IN

SC. CONT

SEQ. 27 Page 71



ACTION C.U. UNICRON'S FACE. WE TRUCK IN ON HIS EYES.

DIAL

MUSIC/SFX

CAMERA

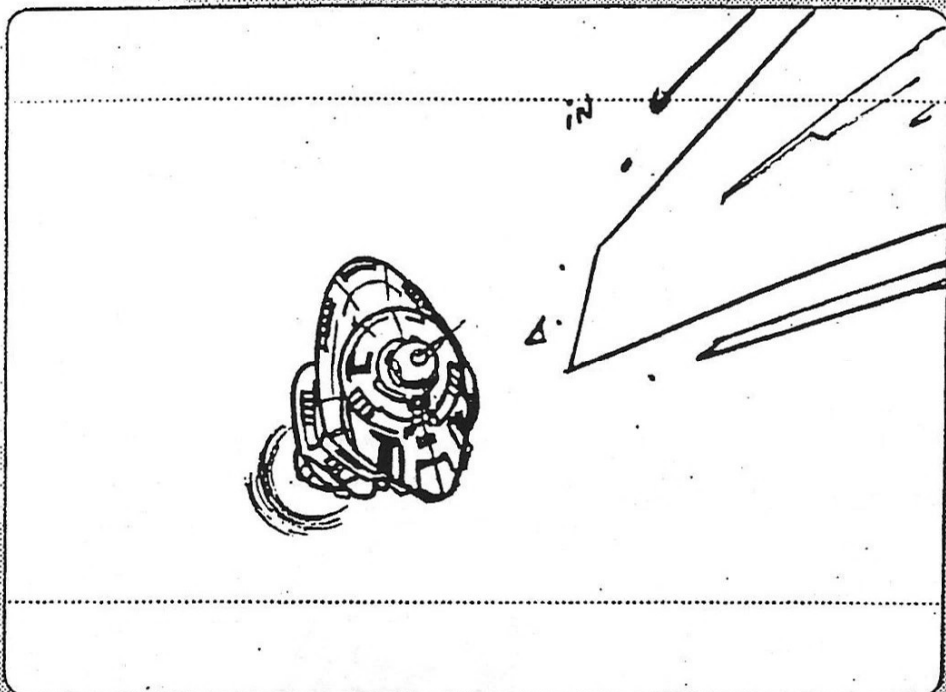
ACTION ...AND HE FIRES A BLAST FROM HIS EYE AT THE QUINTESSON SHIP.

DIAL

MUSIC/SFX

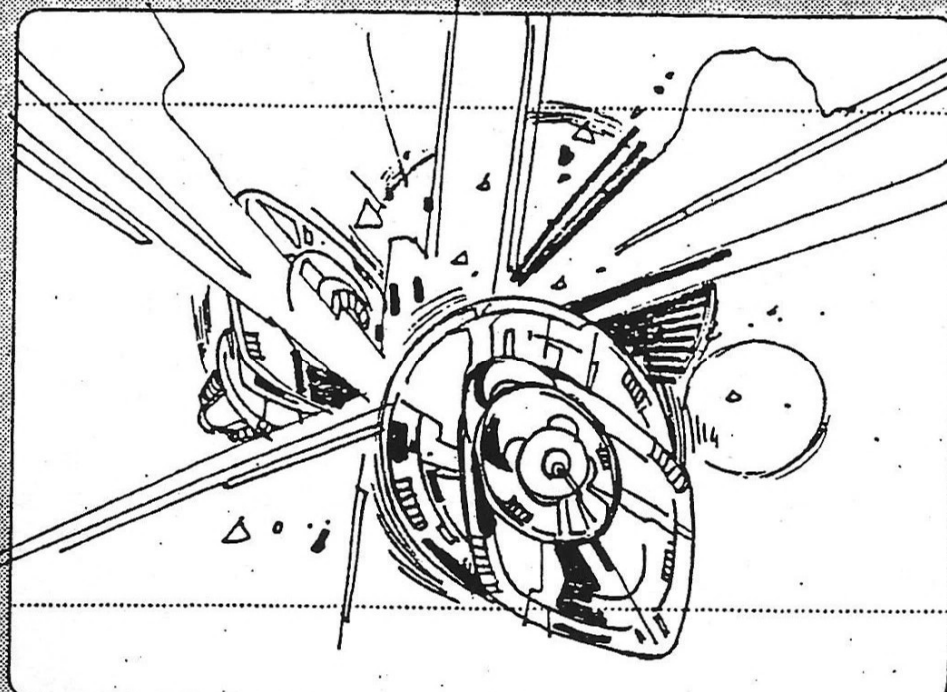
CAMERA

SC. 27-80



SC. CONT

SEQ. 27 Page 72



ACTION L.S. THE QUINTESSON SHIP AS THE EYE BLAST ENTERS...

DIAL

MUSIC/SFX

CAMERA on 1 to Beast Hunters and Beyond!!!!

ACTION ...AND SMASHES INTO THE SHIP, CUTTING IT IN HALF.

DIAL

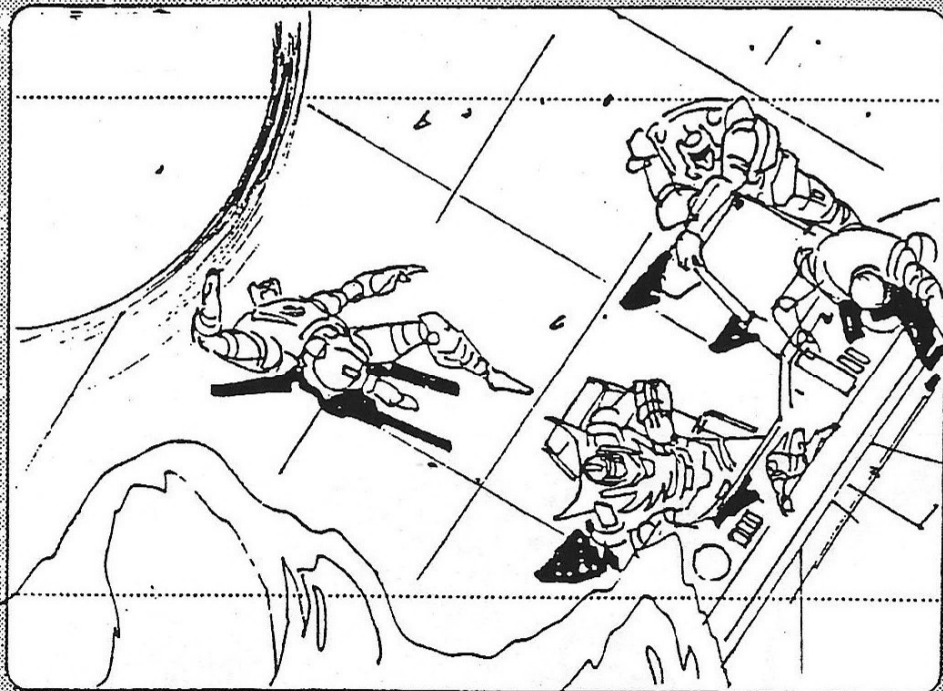
MUSIC/SFX

CAMERA

SC. 27-81

LAM

SHAKE.



ACTION L.S. THE AUTOBOTS INSIDE THE QUINTESSON SHIP ARE THROWN TO THE FLOOR.

DIAL

MUSIC/SFX

CAMERA

**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC.

27-82

SEQ. 27

Page

73



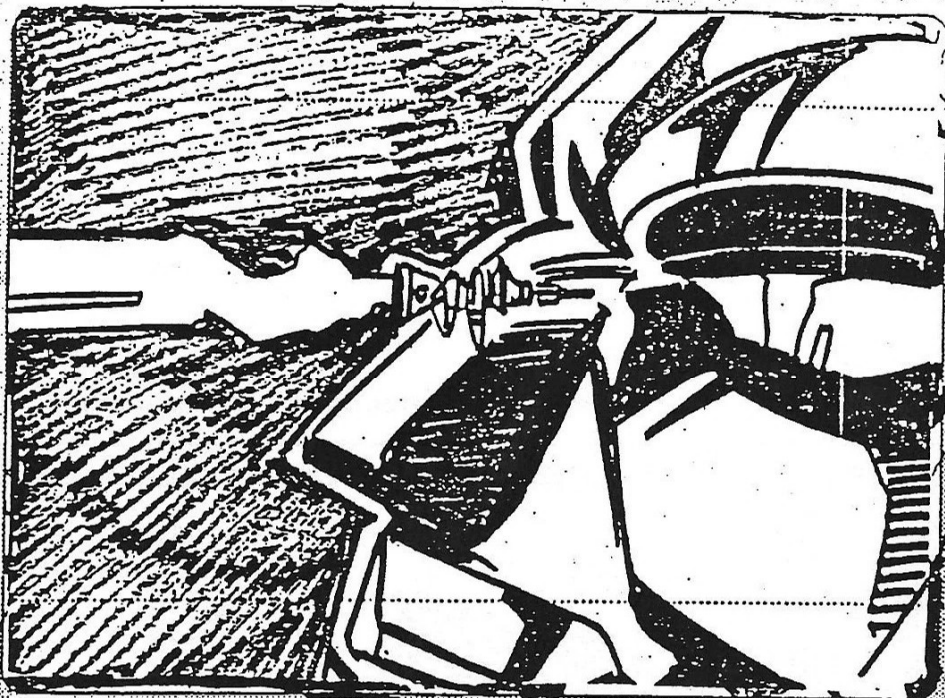
ACTION M.S. HOT ROD MOVES BACK IN POSITION AND TAKES COMMAND OF THE SHIP DRIVING IT FORWARD.

DIAL

MUSIC/SFX

CAMERA

SC. 1703



ACTION M.C.U. UNICRON'S FACE AS THE QUINTESSON SHIP STREAKS TOWARD HIM.

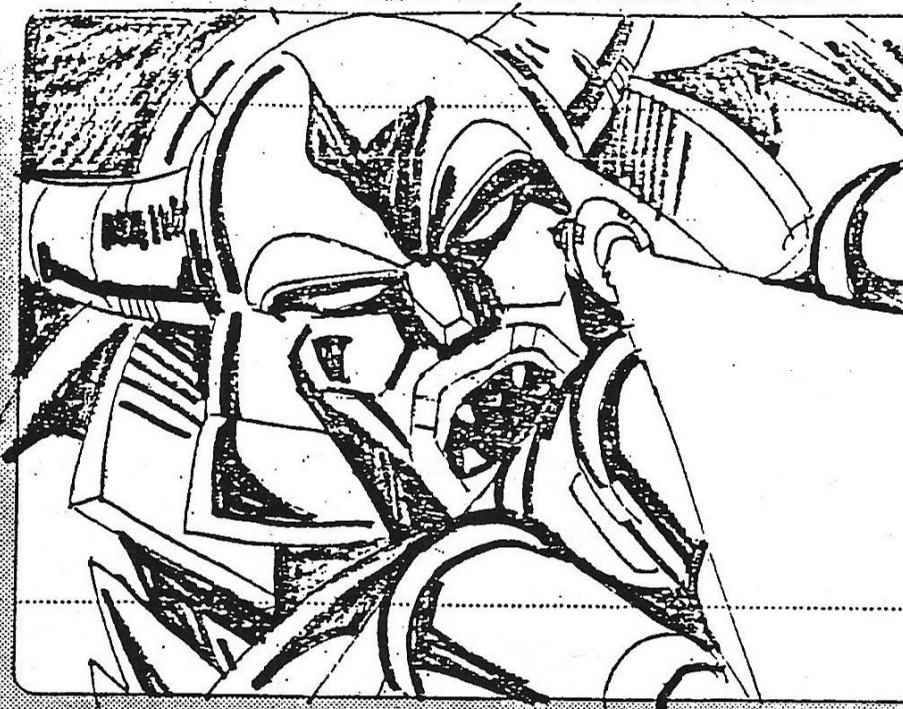
DIAL

MUSIC/SFX

**T FRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 1704

SEC. 17 Page 1



ACTION UNICRON TRIES TO GRAB IT BUT MISSES THE SHIP WHICH IS HEADING ON A DIRECT COURSE FOR HIS EYE.

DIAL

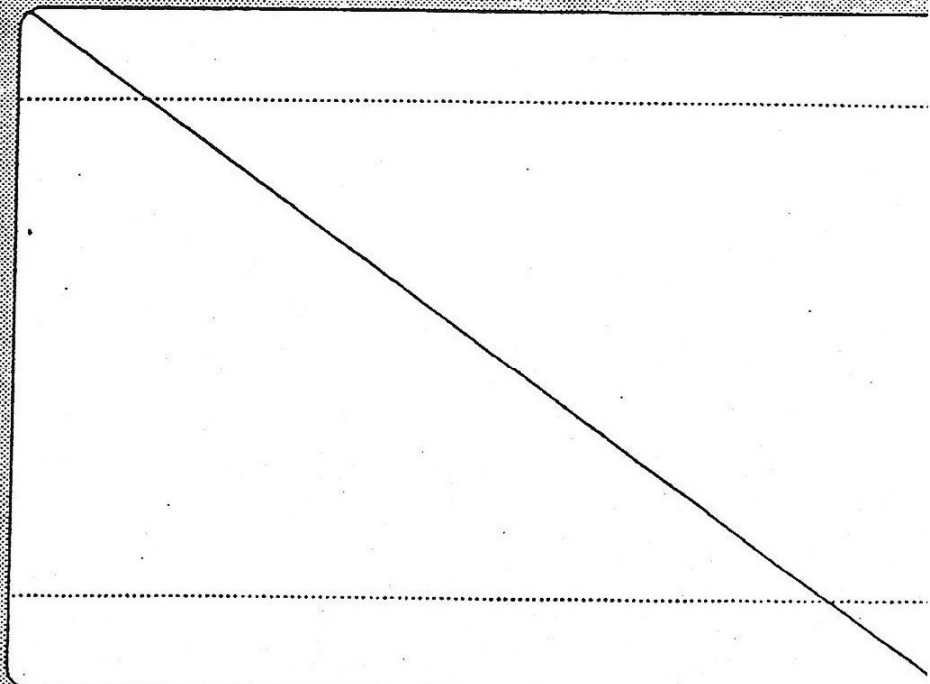
MUSIC/SFX



SC. 27-85

CC.

Page 75



ACTION X.C.U. UNICRON'S EYE AS THE QUINTESSON SHIP APPROACHES.

DIAL

MUSIC/SFX

CAMERA

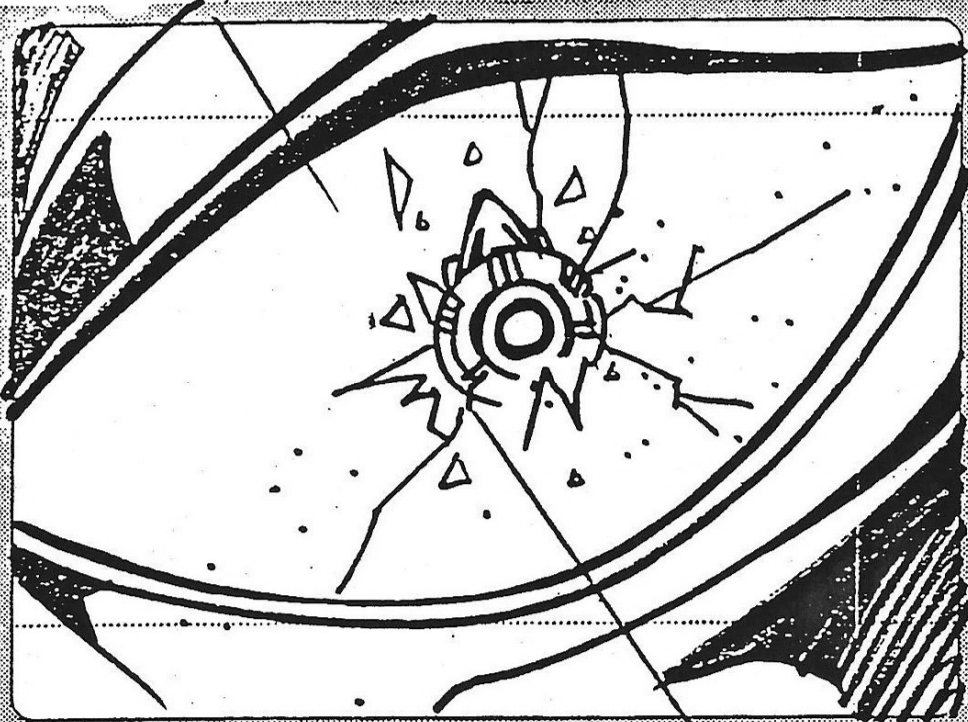
ACTION

DIAL

MUSIC/SFX

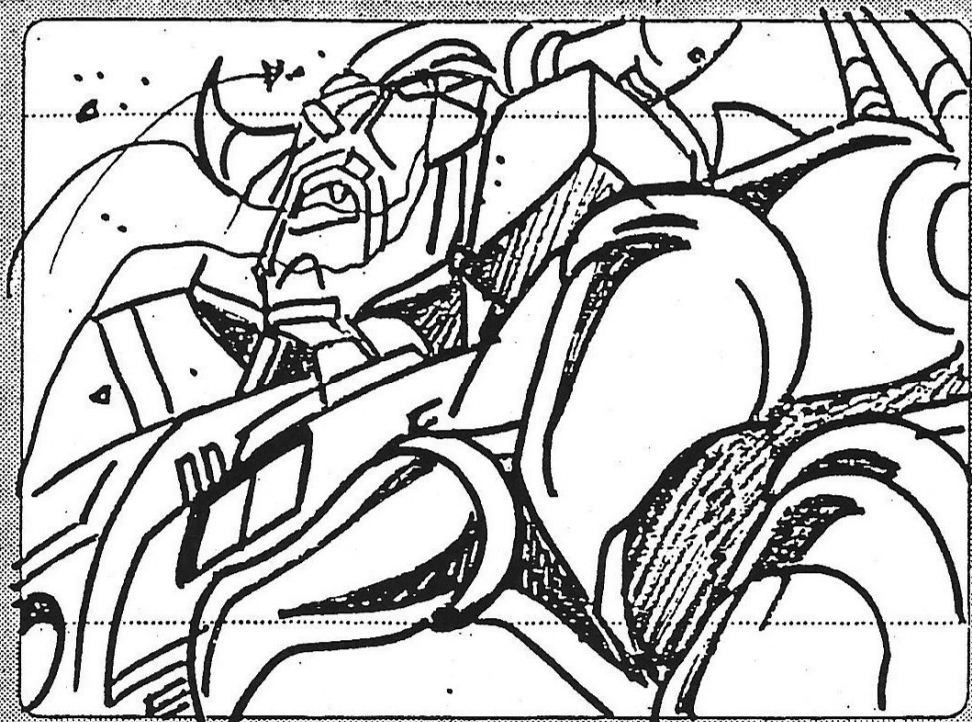
CAMERA

SC. 27-85 CONT



SC. CONT

SEQ. 27 Page 76



ACTION X.C.U. UNICRON'S EYE AS THE SHIP SMASHES THROUGH IT.

DIAL

MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

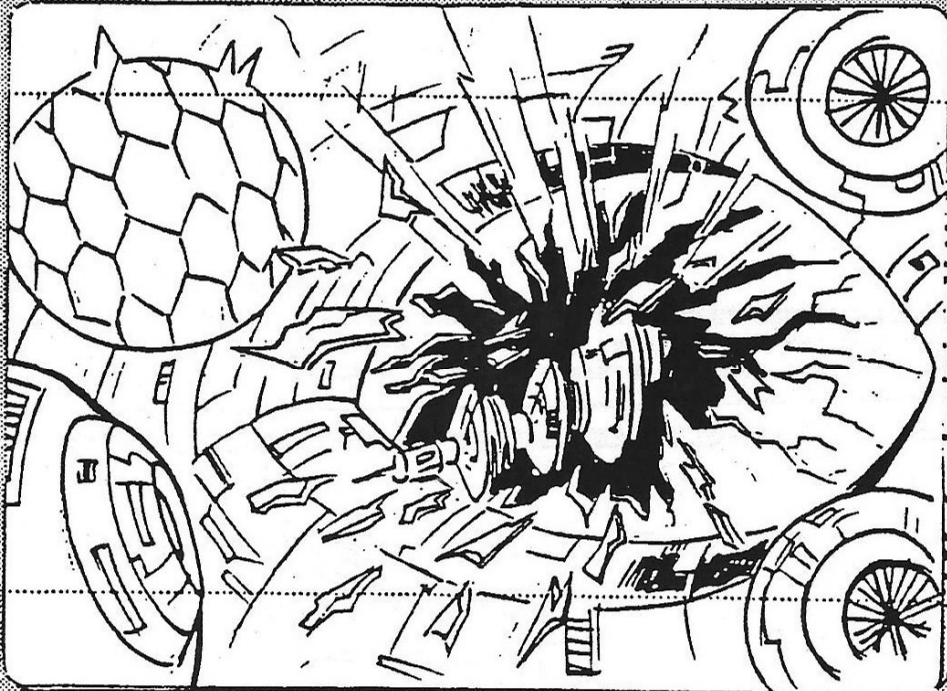
ACTION UNICRON REACTS AND MOVES BACK IN PAIN.

DIAL UNICRON Gaaaaaaaaaaaaaa!

MUSIC/SFX

CAMERA

SC. 28-1



ACTION X.L.S. INT UNICRON'S HEAD. QUINTESSON CRUISER CRASHES (CORK-SCREW ACTION) THROUGH UNICRON'S EYE.

DIAL

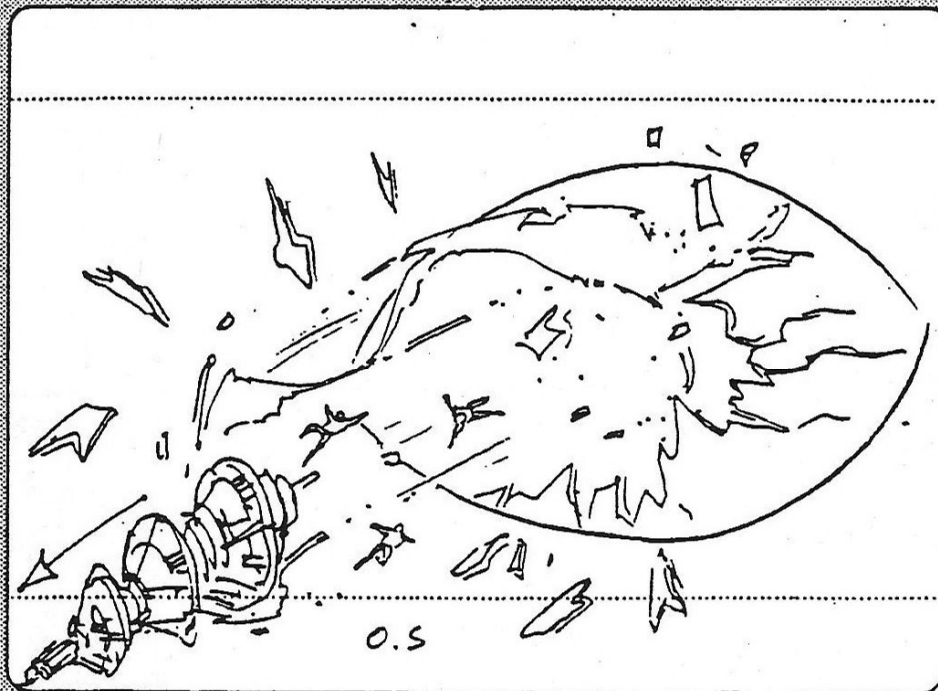
MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT. 28-1

SEL. 28 Page 1



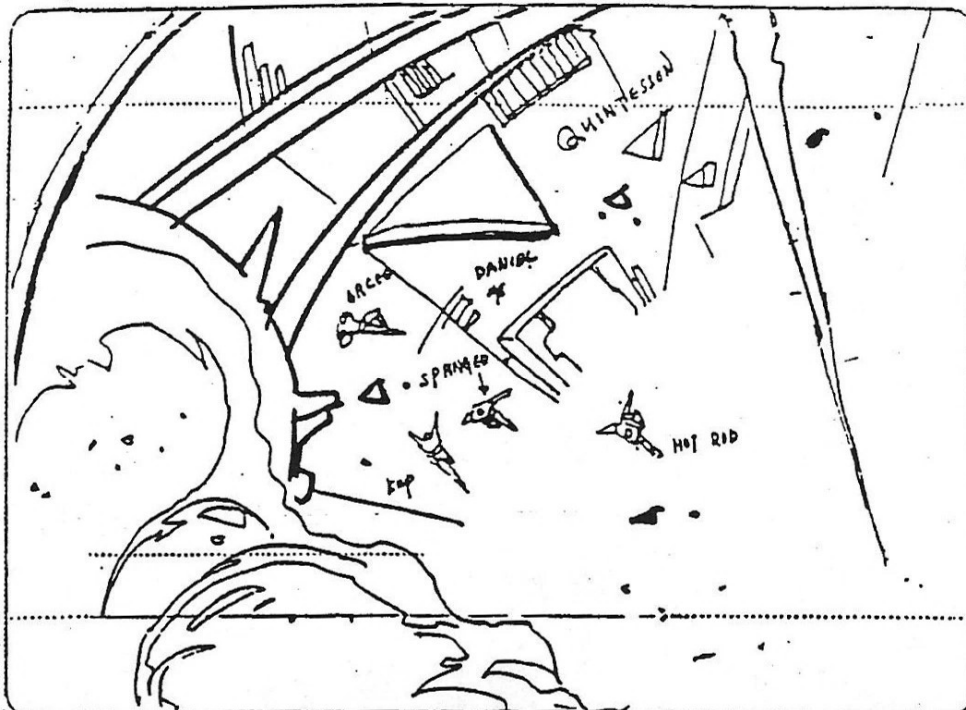
ACTION CRUISER CONTINUES THROUGH SCENE DUMPING OFF VARIOUS AUTOBOTS AND HURTTLES OFF SCREEN.

DIAL

MUSIC/SFX

CAMERA

SC. 25-2



ACTION X.L.S. ANOTHER ANGLE ON INTERIOR UNICRON'S HEAD. DAN, ARCEE, SPRINGER AND HOT ROD FALL, TUMBLE AND SPIN DOWN. METALLIC SHARDS AND DEBRIS FLY THROUGH SCENE, WHIRLING WILDLY DOWN.

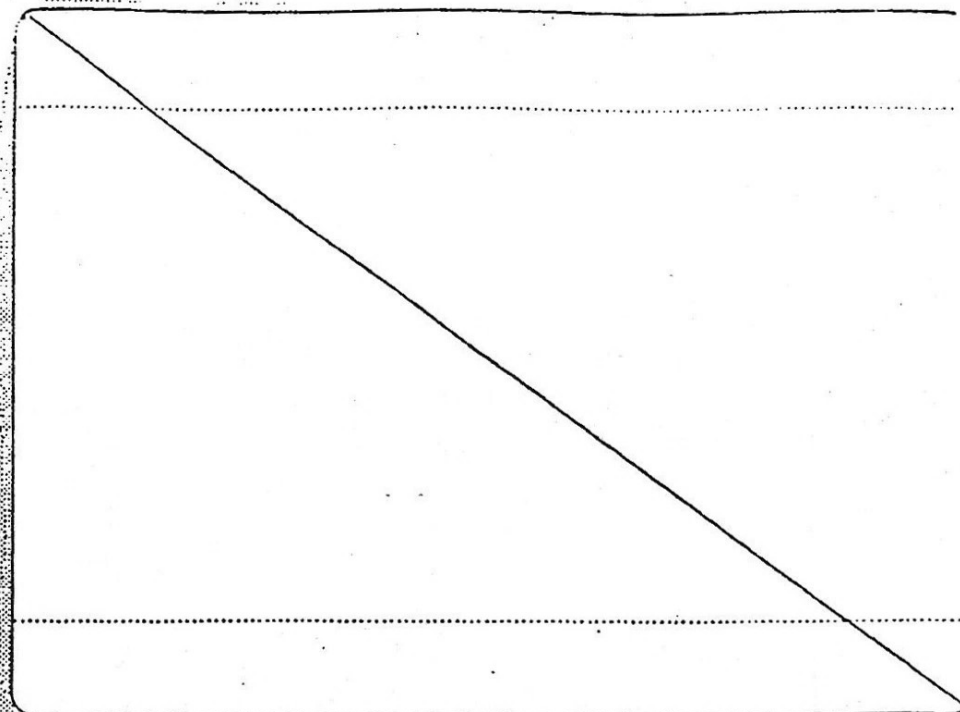
DIAL

MUSIC/SFX

CAMERA

SC. 25-2A

SEQ. 25-2A



ACTION

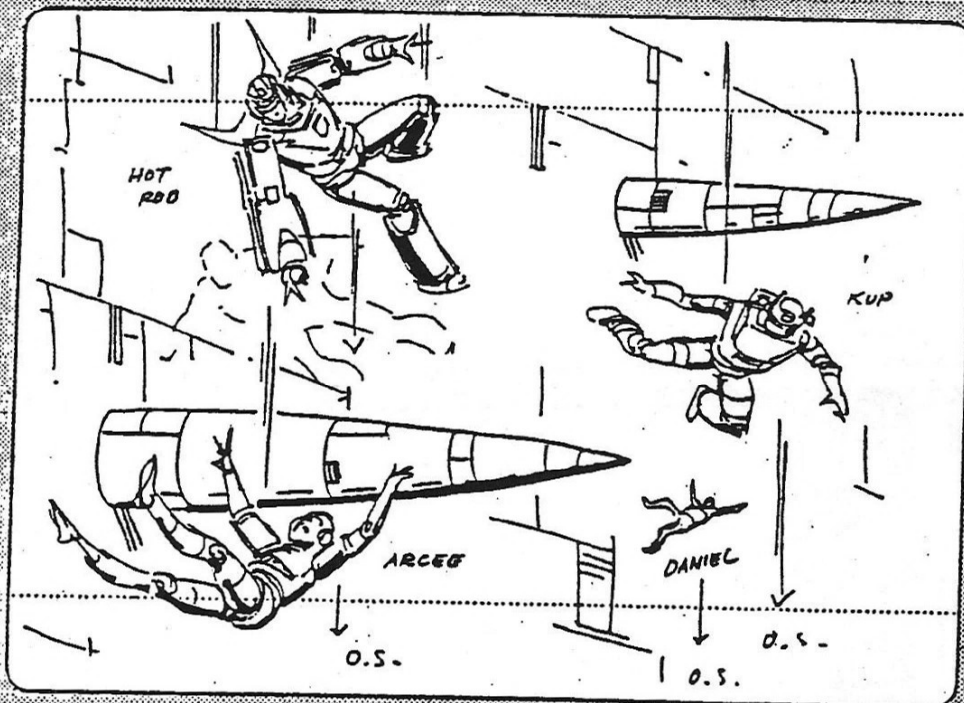
DIAL

MUSIC/SFX

CAMERA



SC. 28- 2 A



ACTION L.S. ARCEE, DANIEL, KUP AND HOT ROD FALLING THROUGH SPACE.

DIAL

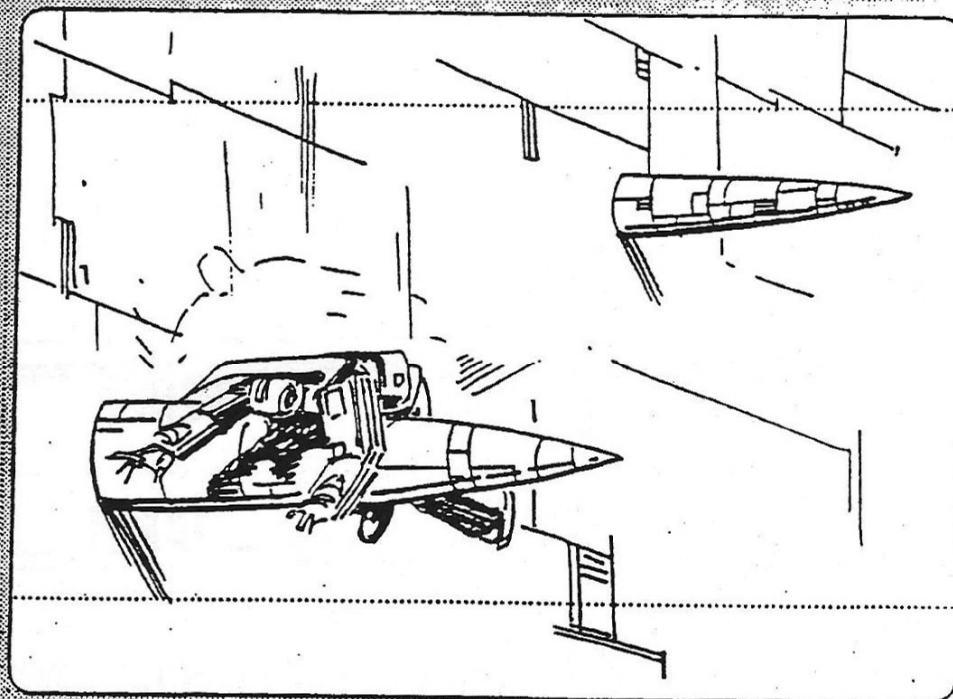
MUSIC/SFX

CAMERA

**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

Page 2A



ACTION ALL OF THE AUTOBOTS FALL O.S. EXCEPT FOR HOT ROD WHO LANDS ON A POINTED PROJECTION JUTTING OUT FROM THE WALL.

DIAL

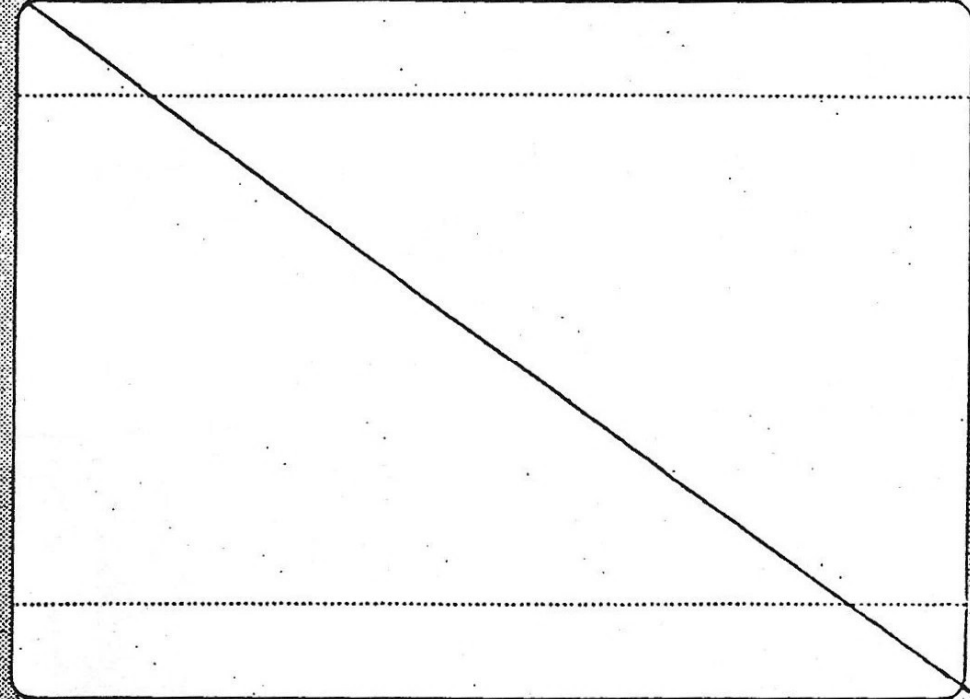
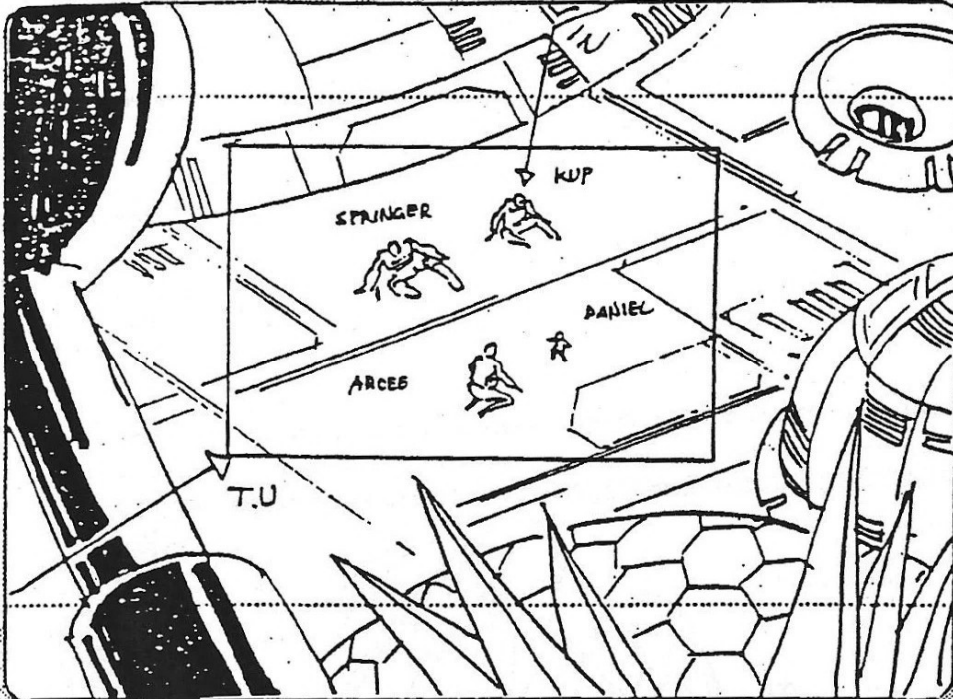
MUSIC/SFX

CAMERA

SC. 28-3

SC.

SEQ. 28 Page 2B



ACTION CONTINUE FALLING, SPINNING ACTION ON AUTOBOTS AS THEIR FALL\_PATHS WIDEN, O.S. HOT ROD PLUNGES DOWN INTO CAMERA AND O.S.

DIAL

MUSIC/SFX

CAMERA

ACTION

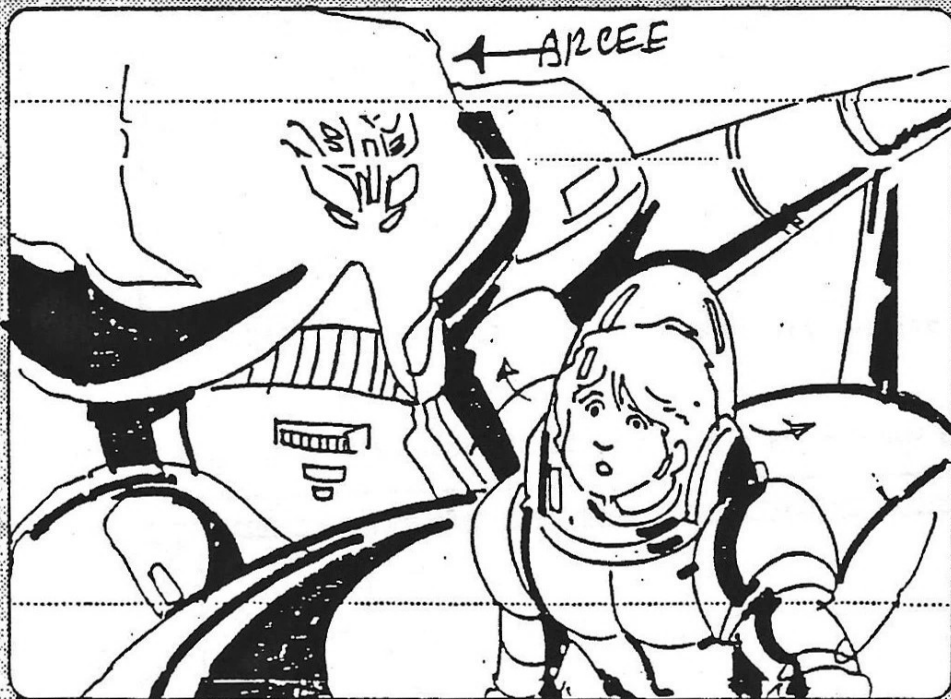
DIAL

MUSIC/SFX

CAMERA



SC. 28-4



ACTION M.S. DANIEL DANIEL LOOKS RIGHT AND LEFT.

DIAL DANIEL Where's Hot Rod?

MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 28-5

SEQ. 28 Page

3



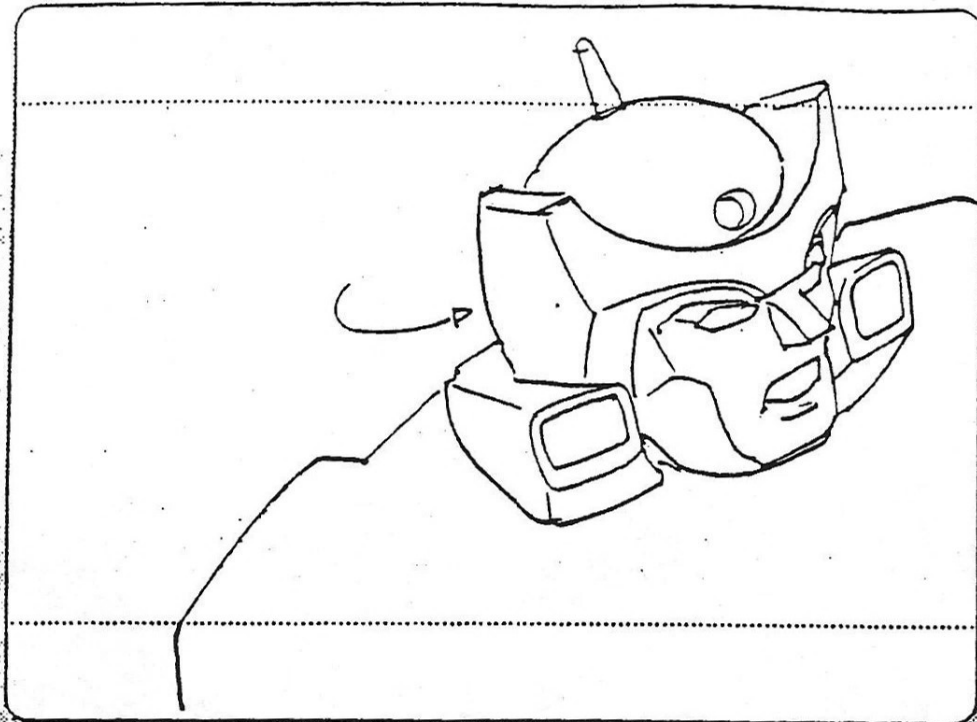
ACTION SPRINGER AS HE MOVES INTO SCENE. ARCEE IN THE DISTANCE.

DIAL SPRINGER I don't know, but I hope

MUSIC/SFX

CAMERA

SC. 28-3



ACTION SPRINGER TURNS HIS HEAD TO LOOK O.S. HIS JAW DROPS.

DIAL SPRINGER (CONT) ...They didn't get him.

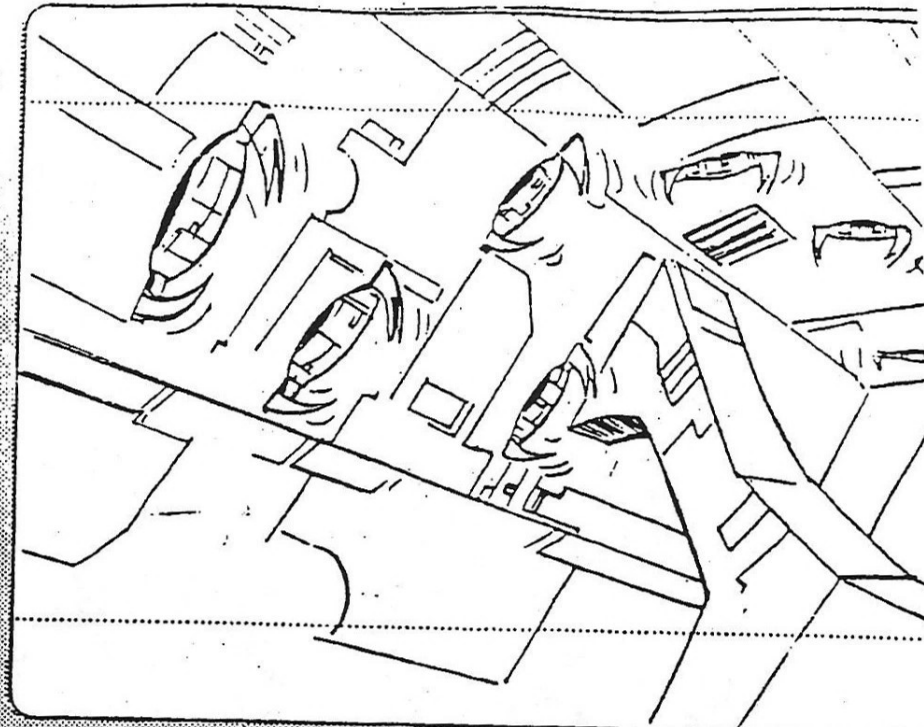
MUSIC/SFX

CAMERA

From Generation 1 to Beast Hunters and Beyond!!!!

SC. 28-3

SEQ. 4



ACTION X.L.S. THE WALLS OF THE CHAMBER. AS UNICRON'S ANTIBODIES CO  
OF THE WALLS...

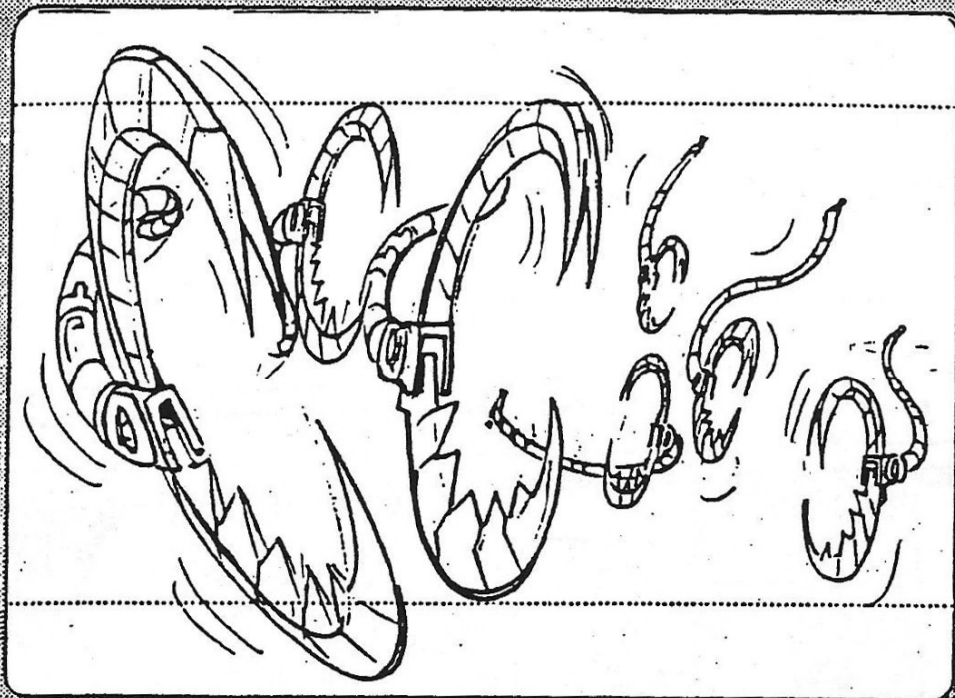
DIAL

MUSIC/SFX

CAMERA

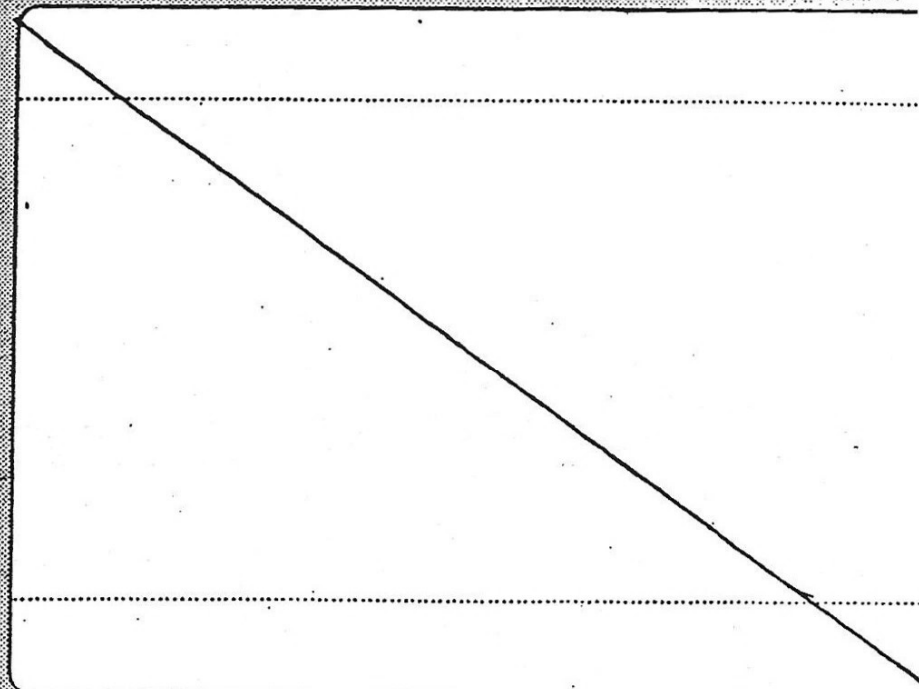


SC 28-6 CONT



SC.

SEQ. 28 Page 5



ACTION ...STRETCH OUT AND MOVE TOWARD US, OPENING WIDE THEIR BEAKS.

DIAL

MUSIC/SFX

CAMERA

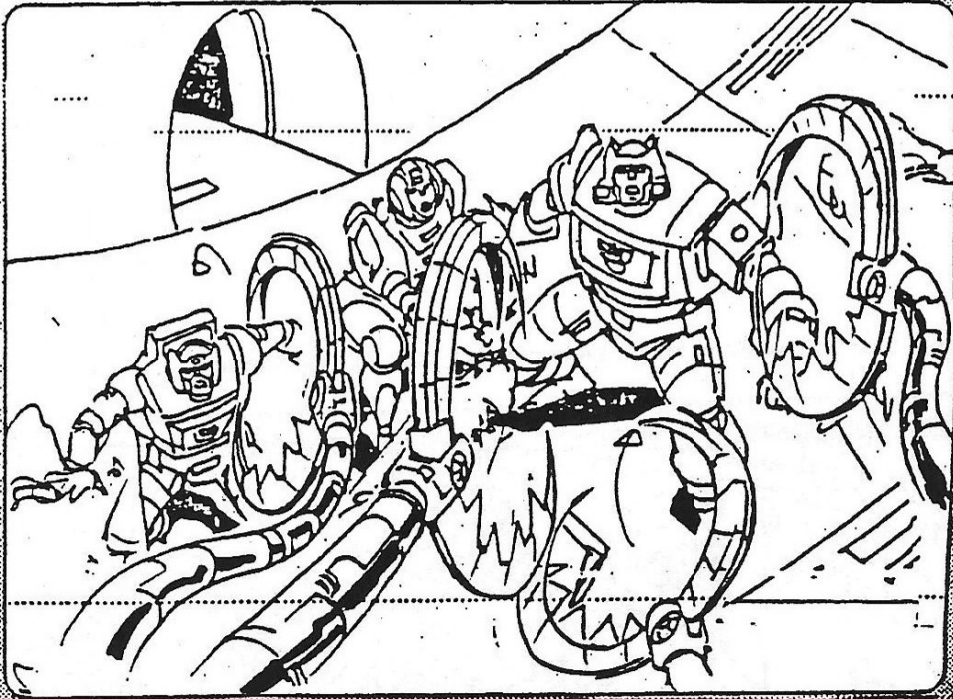
ACTION

DIAL

MUSIC/SFX

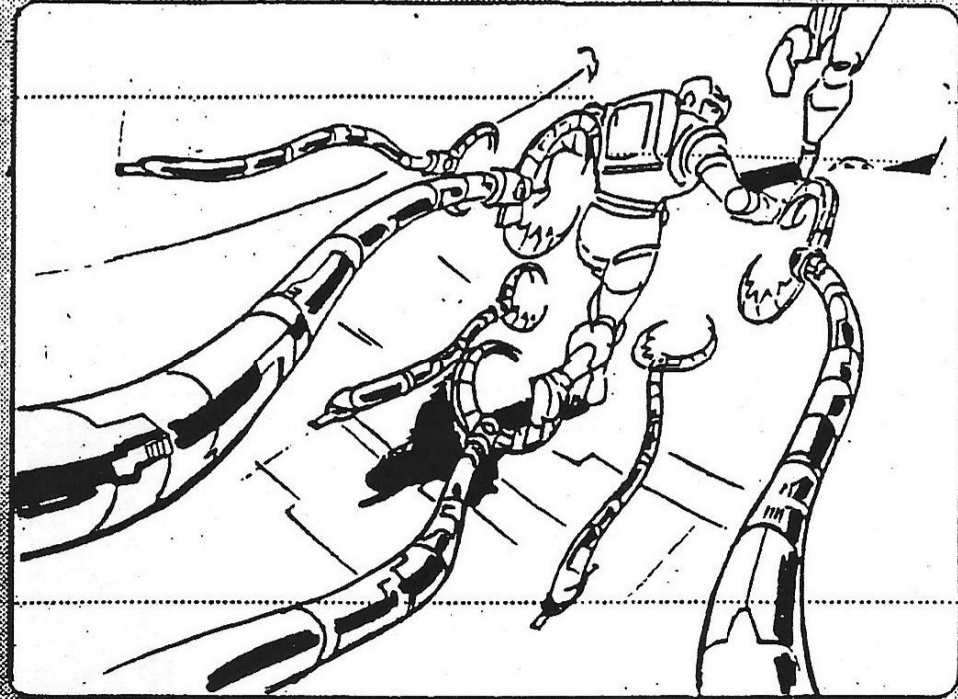
CAMERA

SC. 28-1



SC. CONT

SEQ. 28 Page 6



ACTION DOWN SHOT KUP, ARCEE, DANIEL, AND SPRINGER. ARCEE SNATCHES UP DANIEL...

DIAL ARCEE Quick! This way.

MUSIC/SFX

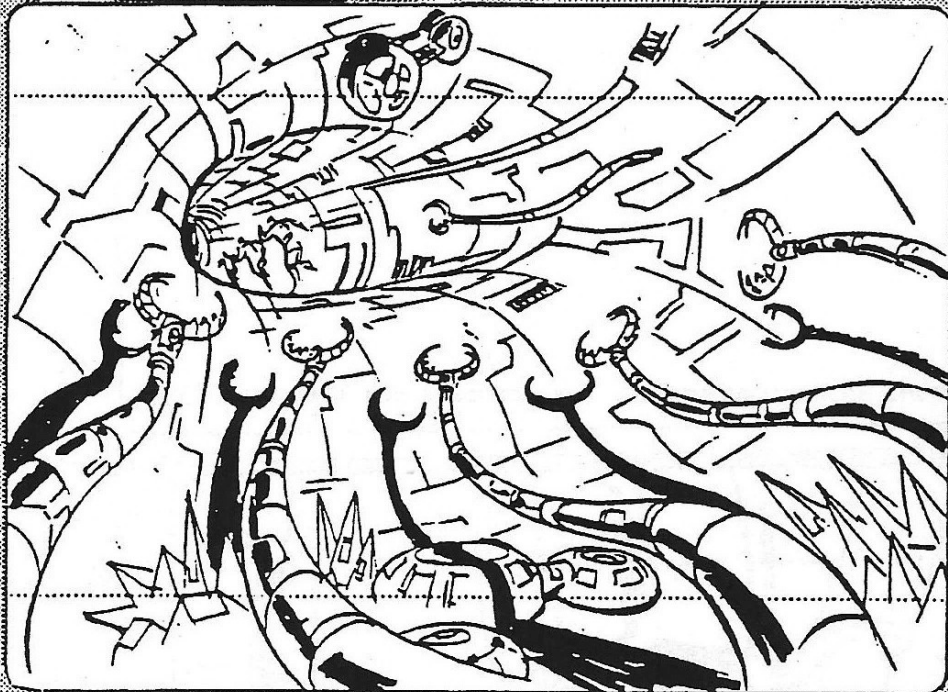
IFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...THE AUTOBOTS TURN \_ RUN O.S.

DIAL

MUSIC/SFX

SC. 28-8



ACTION L.S. AUTOBOTS RUNNING OFF INTO LARGE DUCT. SHAPES STREAM, WRITHING AFTER THEM.

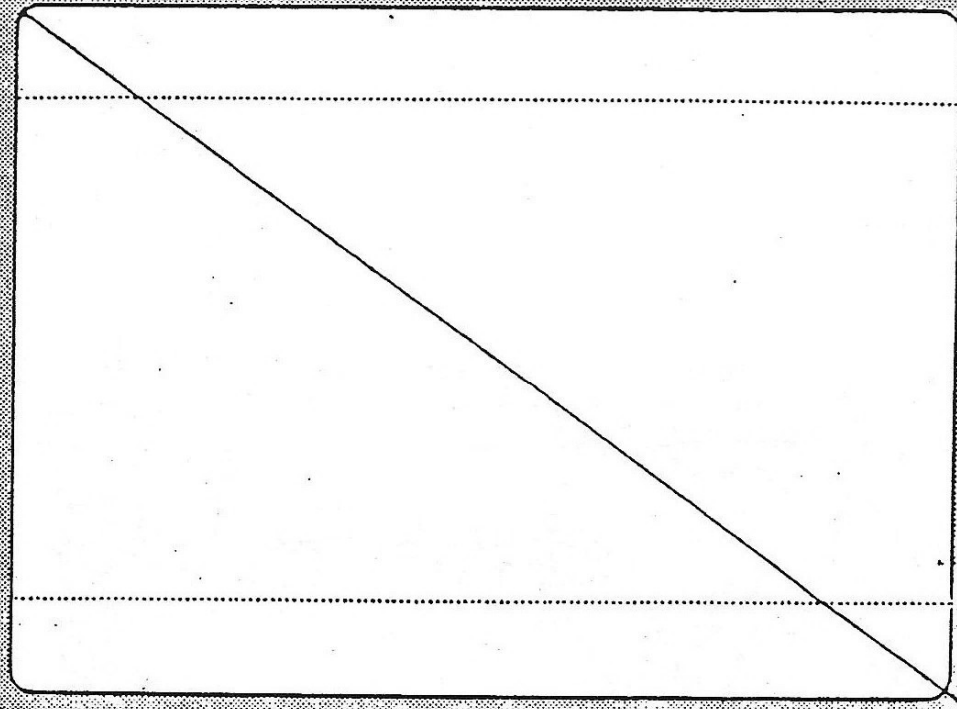
DIAL

MUSIC/SFX

CAMERA

SC.

SEQ. 28 Page 7



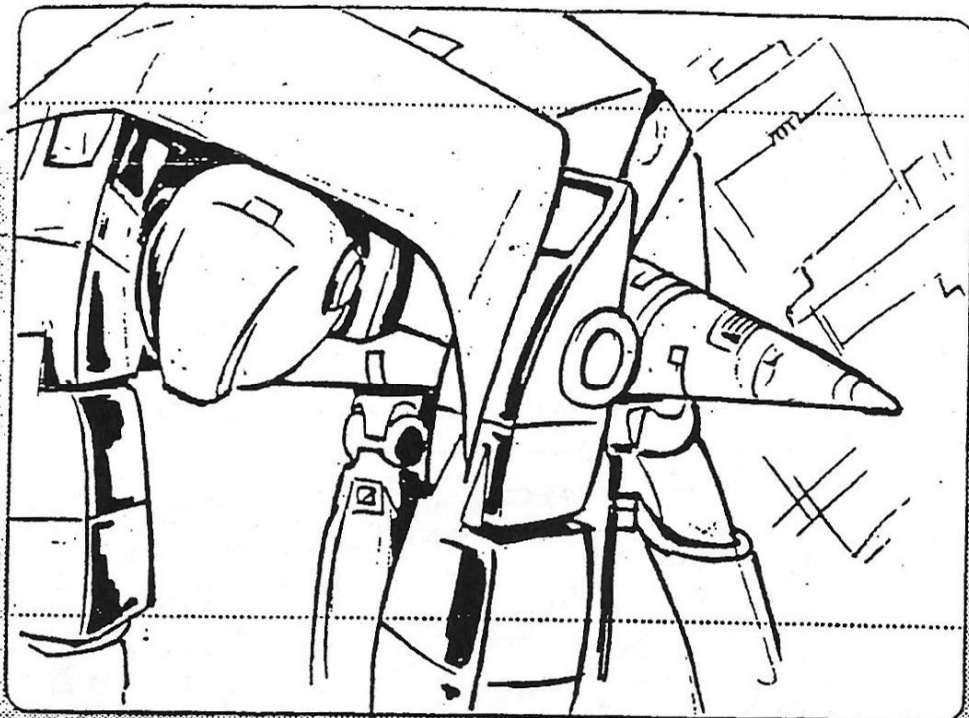
ACTION

DIAL

MUSIC/SFX

CAMERA

SC. 107



ACTION M.S. HOT ROD PERCHED ON A POINTED PROJECTION INSIDE UNICRON.

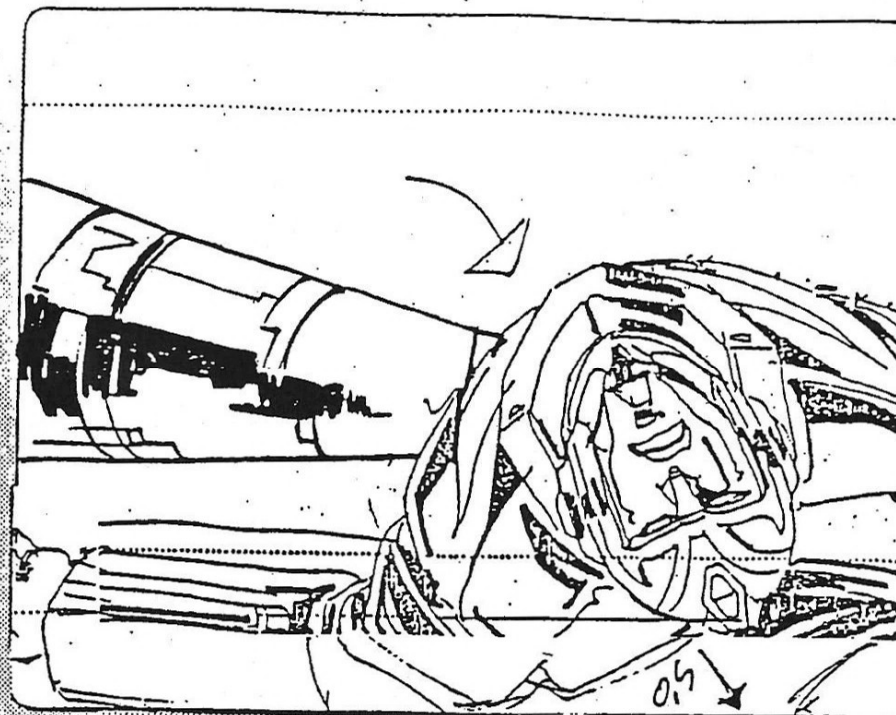
DIAL

MUSIC/SFX

CAMERA

SC. 108

SEQ. 20



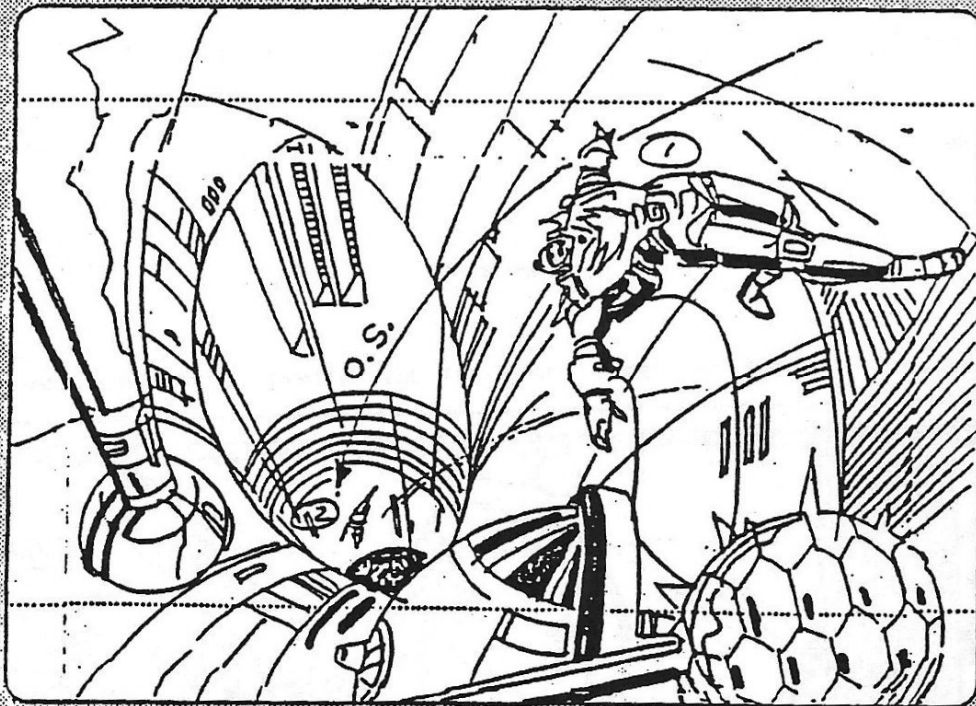
ACTION ...HE TURNS, LOSES HIS HOLD AND FALLS O.S.

DIAL

MUSIC/SFX



SC. 28-10



ACTION DOWNSHOT ON HOT ROD FALLING INTO A DEEP CHANNEL AND O.S.

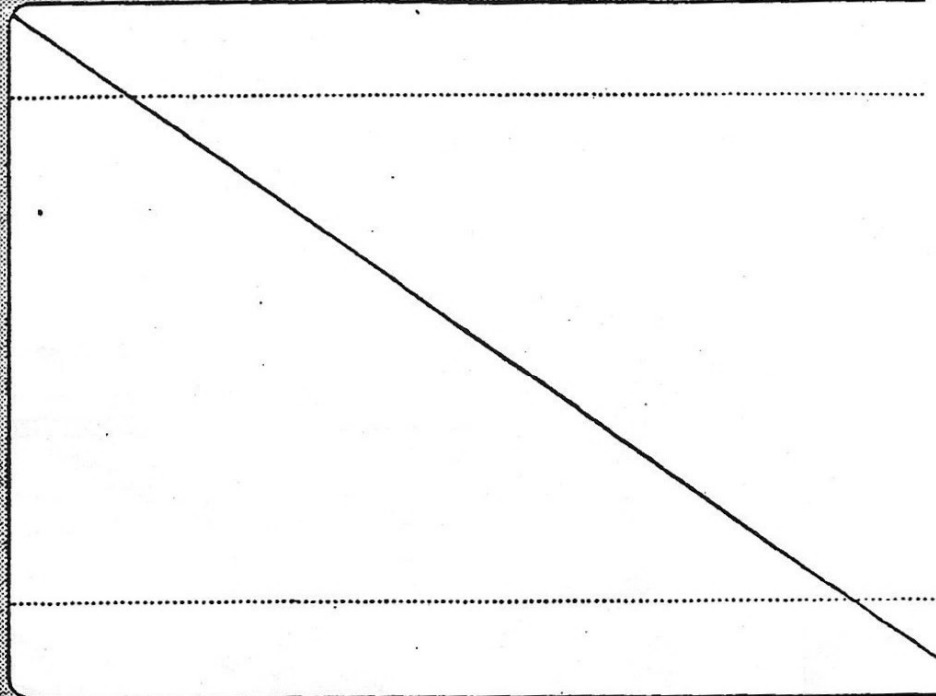
DIAL

MUSIC/SFX

CAMERA

SC.

SEQ. 28 Page 9



ACTION

DIAL

MUSIC/SFX

CAMERA

SC. 28-11

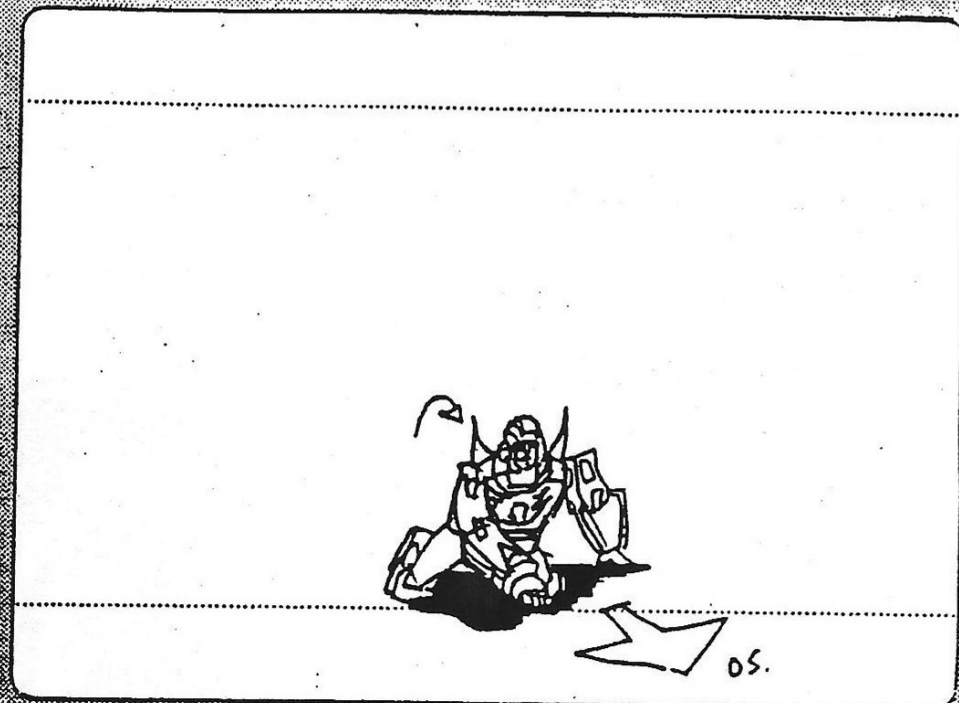
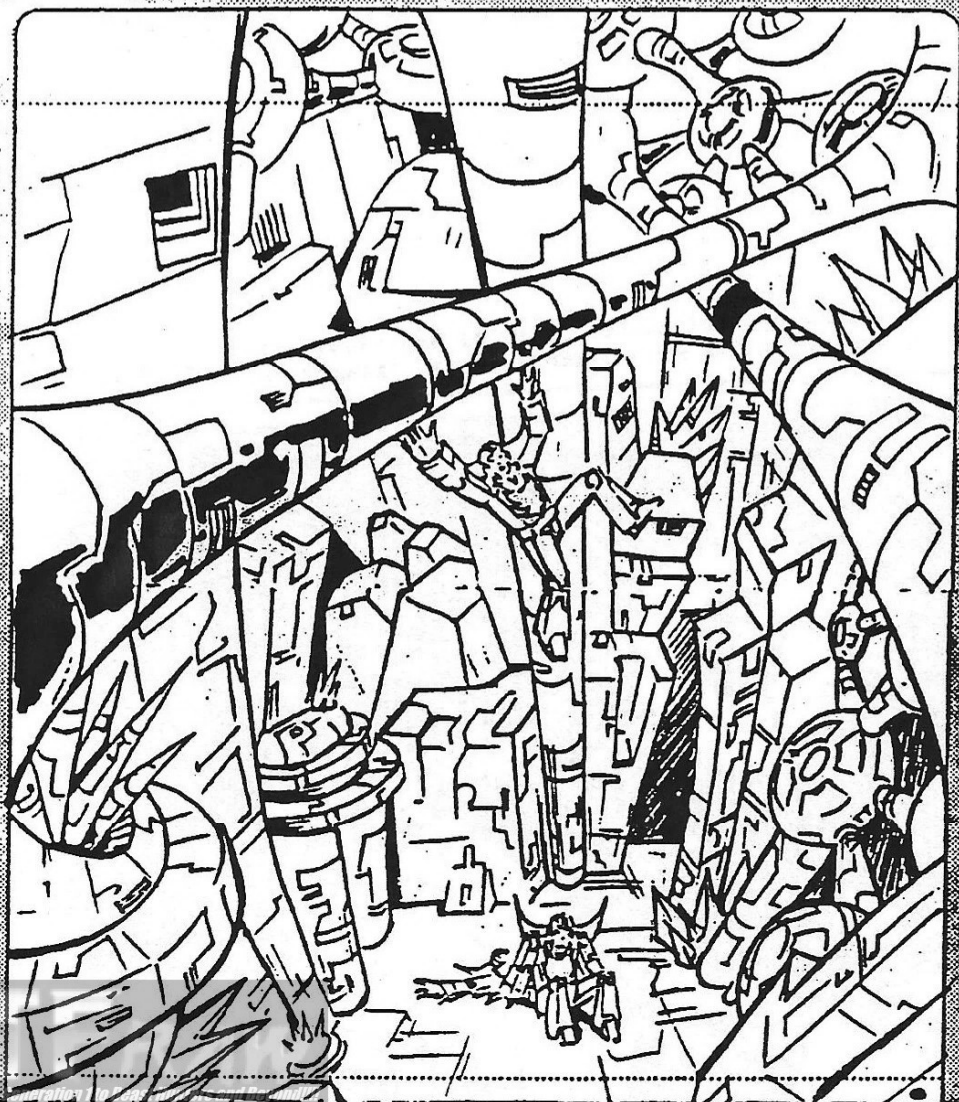
SC. CONT

SEQ. 28 Page 10

START

PAN

STOP

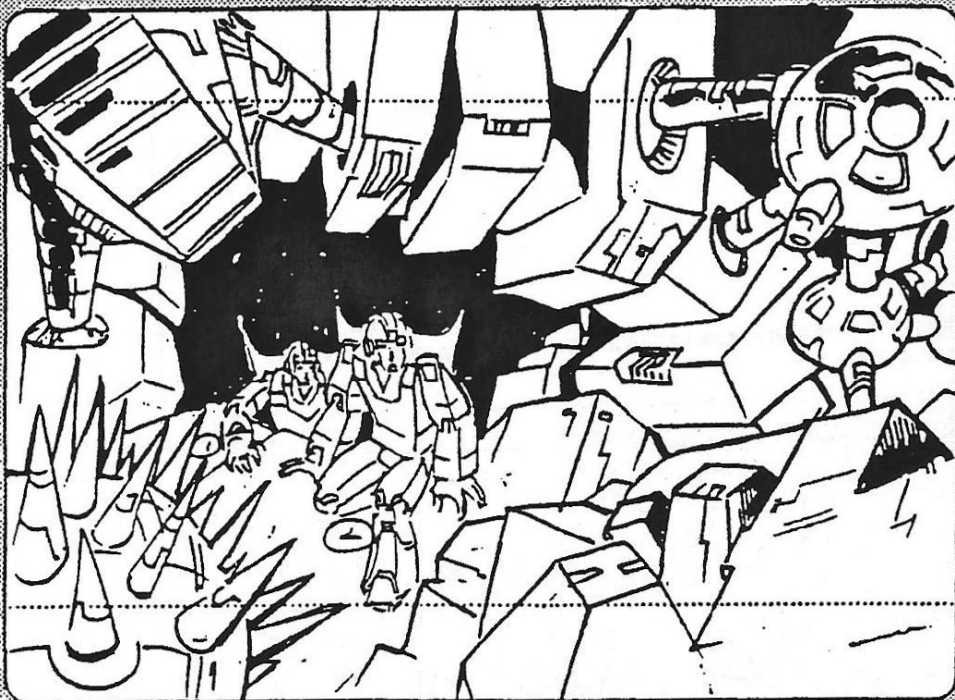


ACTION L.S. HOT ROD. WE FOLLOW HIM AS HE FALLS THROUGH SPACE AND LANDS ON THE BOTTOM OF AN AREA DEEP INSIDE UNICRON. RECOVERING FROM THE FALL, HE CRAWLS FORWARD O.S.

DIAL

MUSIC/SFX

SC. 28-12



ACTION X.L.S. HOT ROD CLIMBS UP INTO ANOTHER CHAMBER DEEP INSIDE UNICRON.

DIAL

MUSIC/SFX

CAMERA  
**TFRAW**  
 From Generation 1 to Beast Hunters and Beyond!!!!

SC. 28-13

SEQ. 28

Page 11



ACTION M.C.U. HOT ROD. HE MOVES FORWARD, THEN STOPS TO INSPECT THE CHAMBER.

DIAL

MUSIC/SFX

CAMERA

SC. 26-17

TOP

← PAN

START SEQ. 23 Page 12



ACTION L.S. THE CHAMBER. HOT ROD'S P.O.V. WE PAN THROUGH THE CHAMBER AND STOP ON VIEW OF THE BRILLIANT AUTOBOT MATRIX. WE TRUCK IN ON THE MATRIX.

DIAL

MUSIC/SFX

CAMERA

ACTION

DIAL

MUSIC/SFX

CAMERA

TFRAW

From Generation 1 to Beast Hunters and beyond!!!

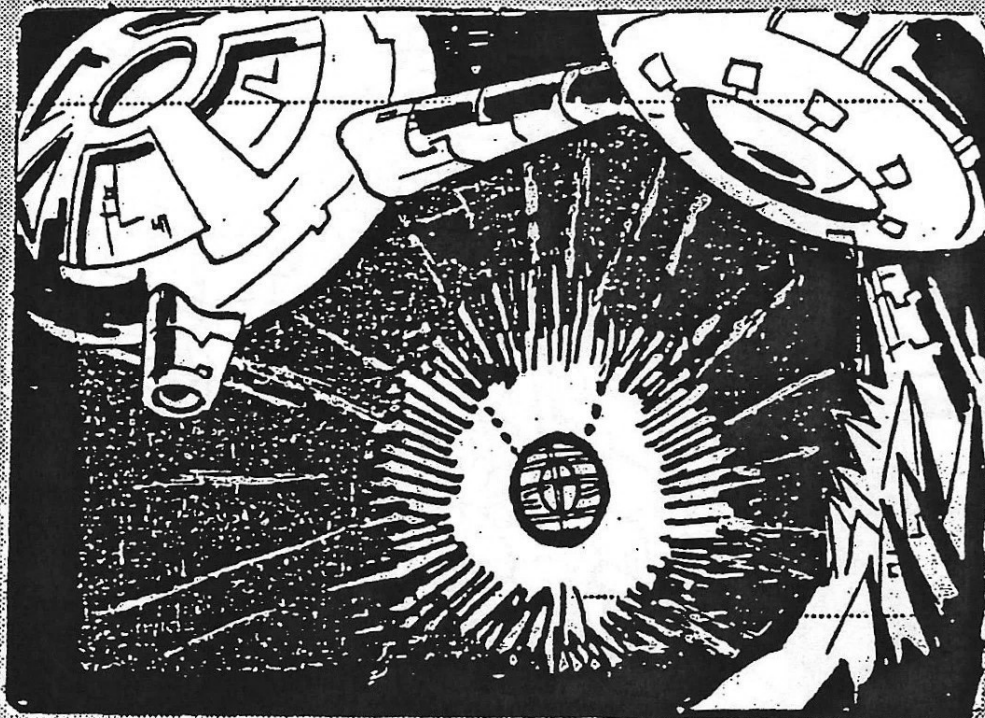


SC. 28-15.

SC.

SEQ.

Page 13



ACTION C.U. MATRIX. ITS PRISMATIC GLOW RADIATES FROM WITHIN  
DARK RECESS. AS IT HANGS, OSTENSIBLY SUSPENDED IN MID-AIR.

DIAL

MUSIC/SFX

CAMERA

ACTION

DIAL

MUSIC/SFX

CAMERA

SC. 28-16



ACTION C.U. HOT ROD. HE STARES UP AT MATRIX, MULTI-COLORED RAYS BRUSH ACROSS HIS FACE.

DIAL HOT ROD

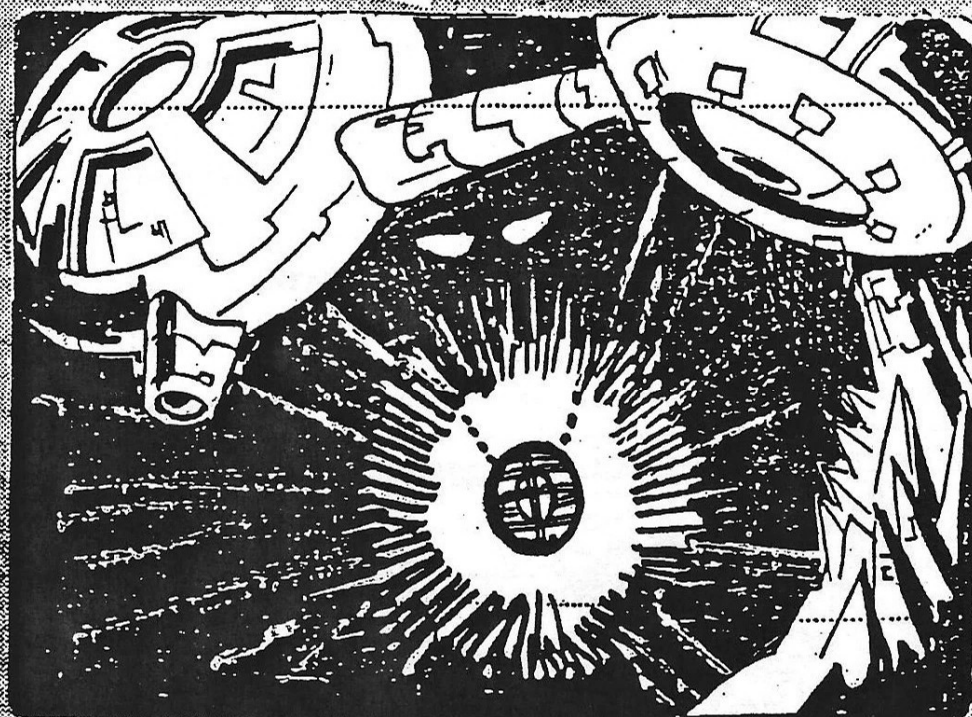
The Matrix!

MUSIC/SFX

CAMERA

SC. 28-17

SEQ. 28 Page 14



ACTION SHOT OF MATRIX, SUDDENLY, TWO RED, BURNING EYES LIGHT UP ABOVE THE BRILLIANT DIADEM.

DIAL GALVATRON

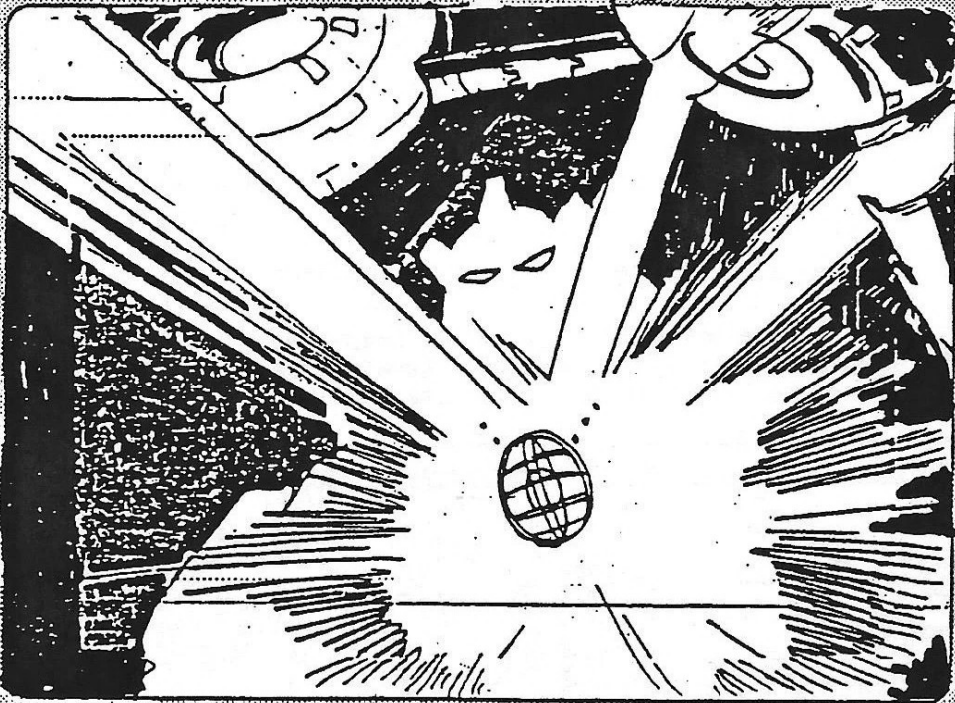
It will do you no good, Autobot.

MUSIC/SFX

CAMERA



SC. CONT 28-18



ACTION GALVATRON APPEARS BEHIND MATRIX.

DIAL GALVATRON (CONT). It can not be opened.

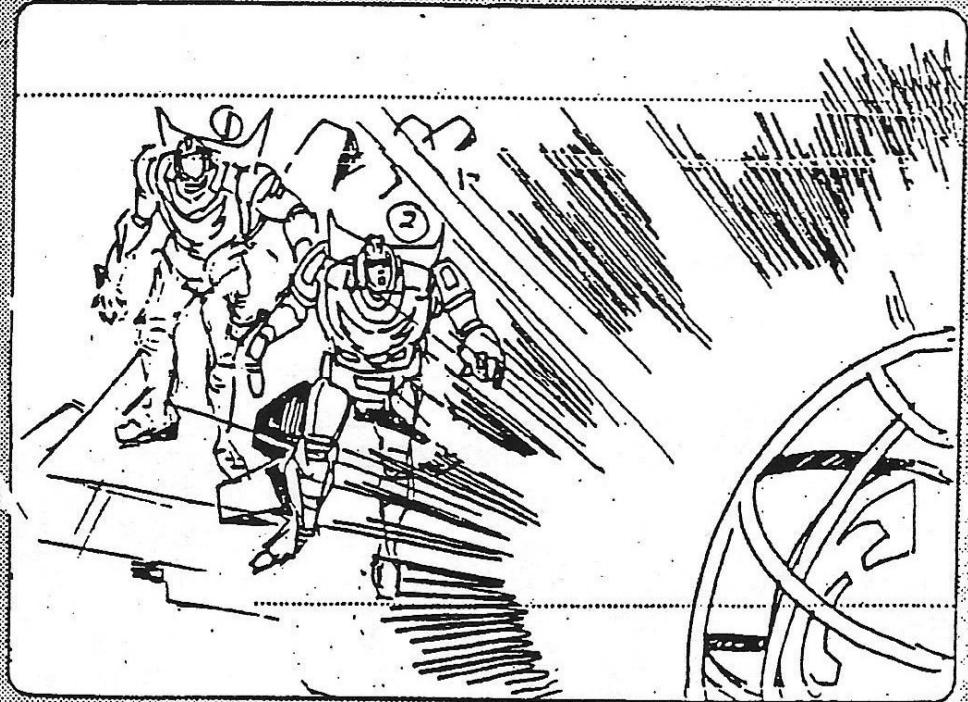
MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 28-19

SEQ. 28 Page 15

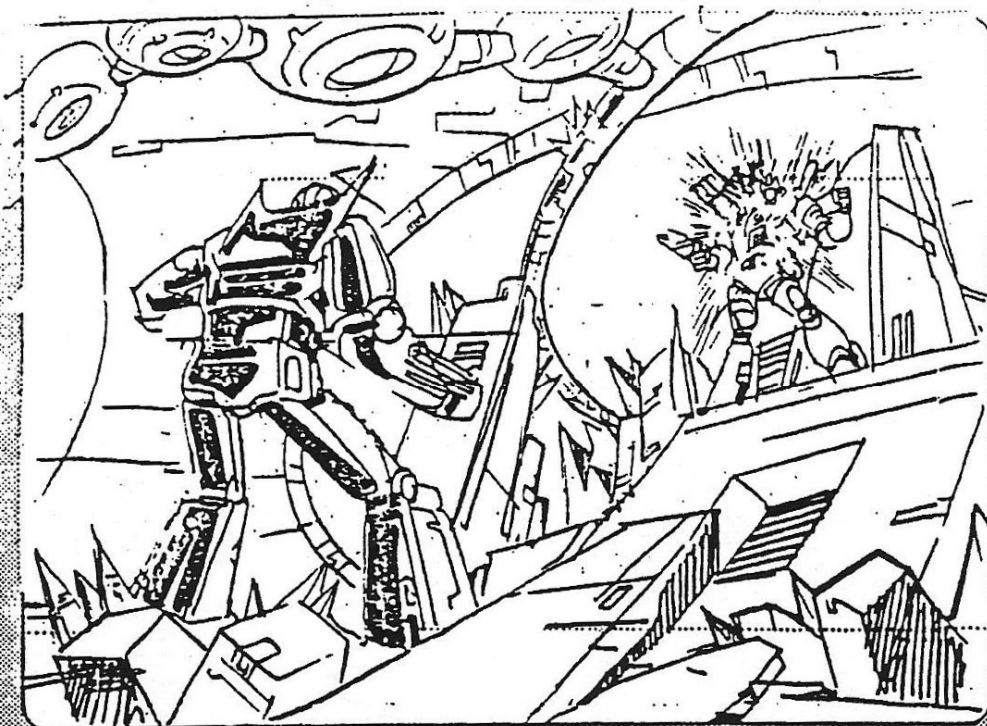


ACTION L. DOWN SHOT. HOT ROD. HE WALKS CAUTIOUSLY TOWARD THE MATRIX AND GALVATRON.

DIAL HOT ROD Not by a Decepticon.

MUSIC/SFX

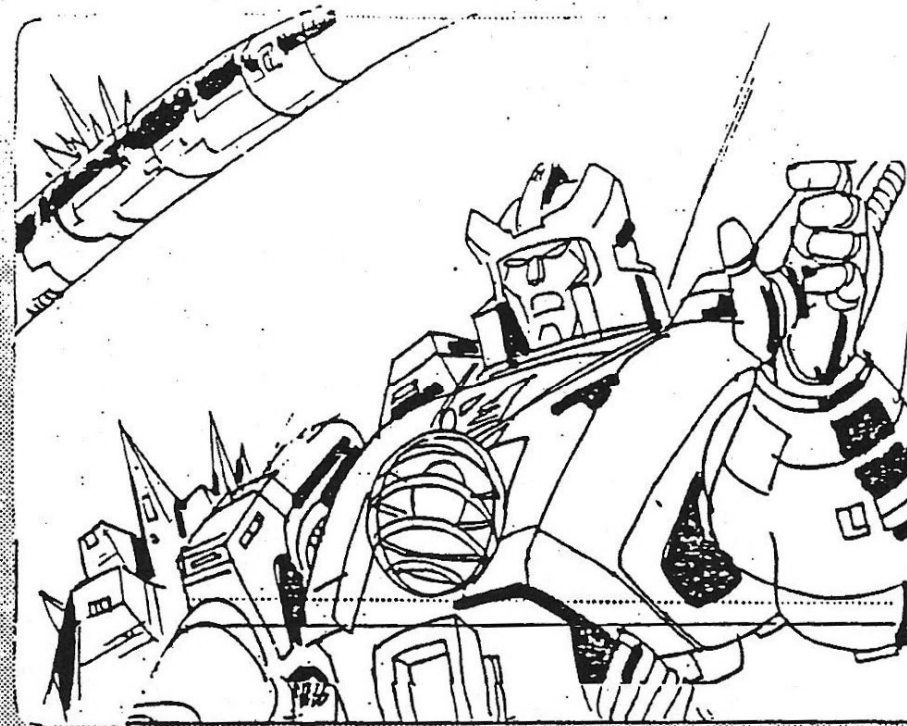
CAMERA



ACTION L.S. HOT ROD AND GALVATRON. HOT ROD ADVANCES ANOTHER STEP TOWARD GALVATRON AND INITIATES TO TAKE YET ANOTHER. GALVATRON SPEAKS AGAIN, HOT ROD HALTS.

DIAL GALVATRON Like it or not,

MUSIC/SFX



ACTION M.S. GALVATRON.

DIAL GALVATRON (CONT) we are allies now

MUSIC/SFX

MUSIC/SFX



SC. 28-22



ACTION C.U. GALVATRON.

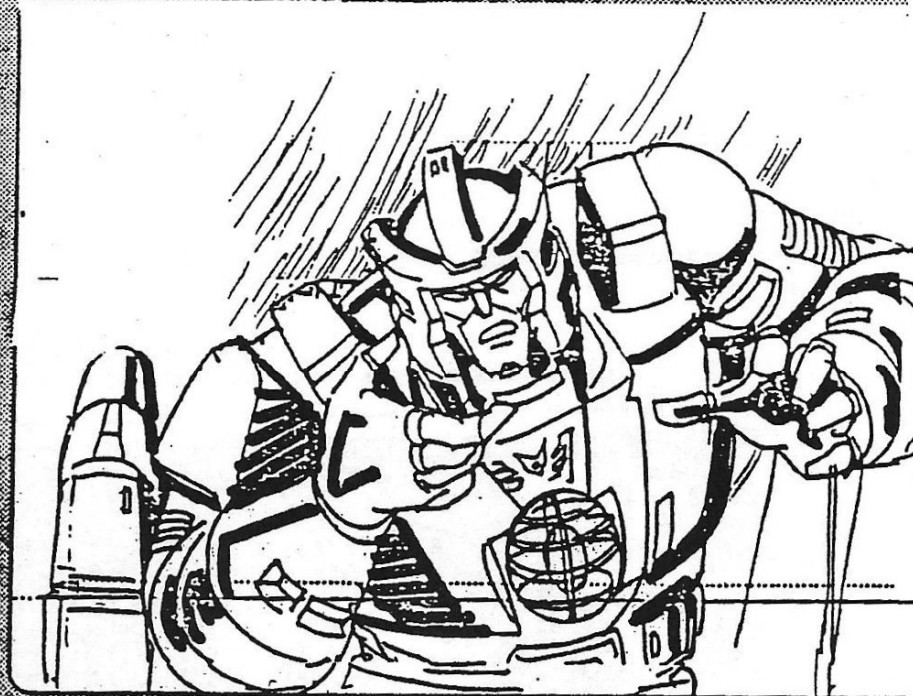
DIAL GALVATRON (CONT) against a common foe.

MUSIC/SFX

CAMERA

SC. 28-23

SEQ. 28 Page



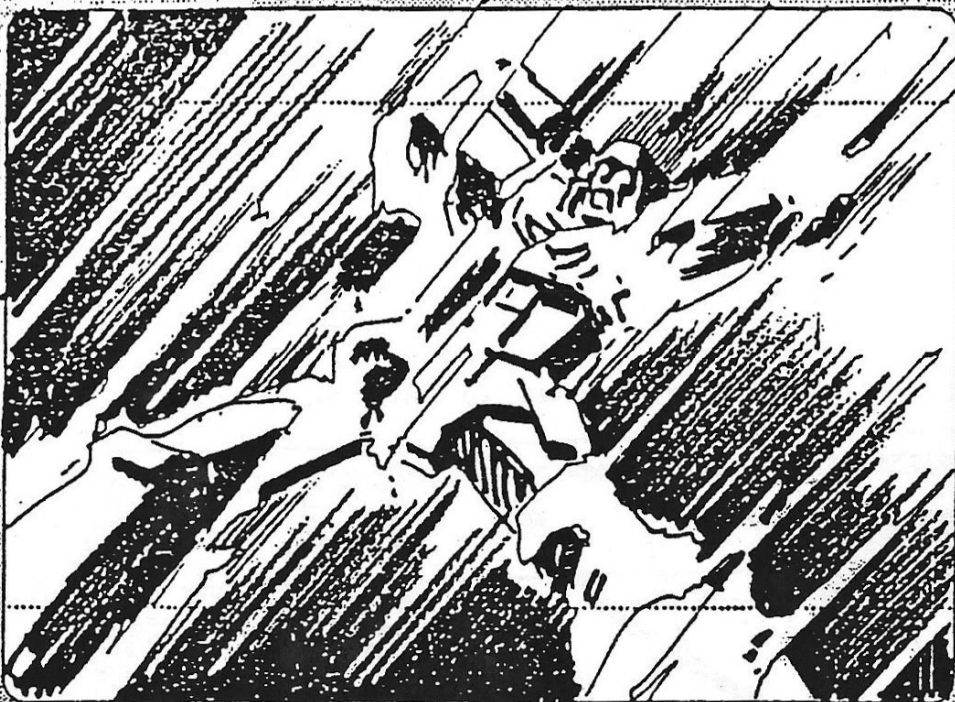
ACTION MED. SHOT GALVATRON. HE WRITHES IN AGONY AS THE FORCE FROM UNICRON OVERTAKES HIM.

DIAL GALVATRON (CONT) Aaaaaahh!!

MUSIC/SFX

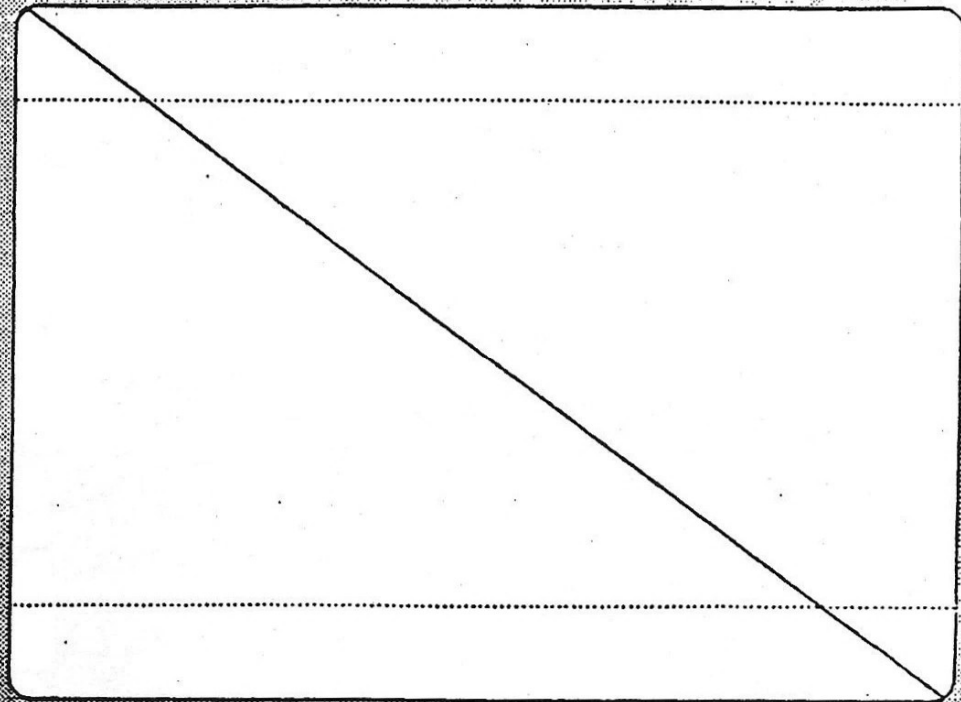
CAMERA

SC. 28-23A



SC.

SEQ. 28 Page 17A



ACTION M.L.S. GALVATRON. HE IS CONTORTED IN PAIN CAUSED BY THE TORTURING POWER OF UNICRON.

DIAL UNICRON Destroy him Galvatron...

MUSIC/SFX



ACTION

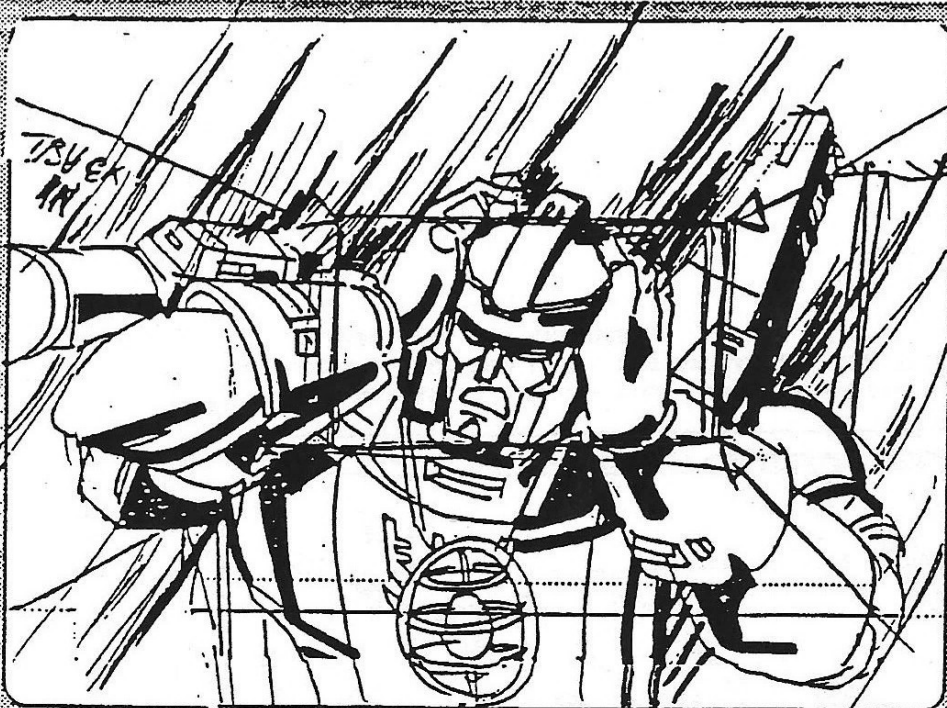
DIAL

MUSIC/SFX

CAMERA

SC. 28-23B

TRUCK IN

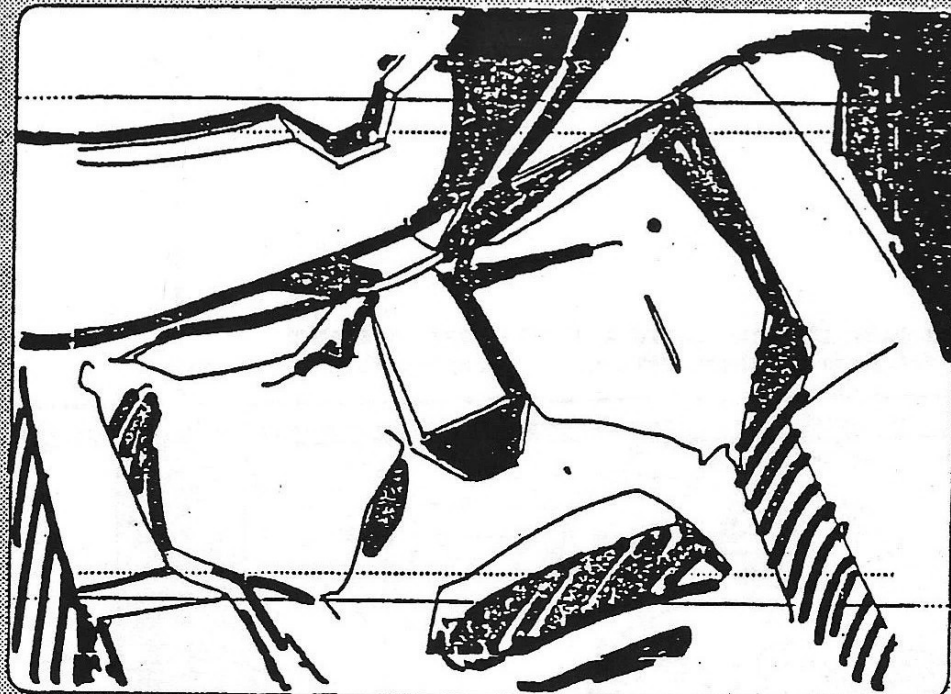


SC. CONT

SEQ. 28

Page

18



ACTION ...HE TWISTS AS IF IN EXCRUCIATING PAIN. TRUCK IN ON GALVATRON'S CONTORTED FACE.

DIAL UNICRON (CONT) ...or you yourself shall be obliterated.

MUSIC/SFX



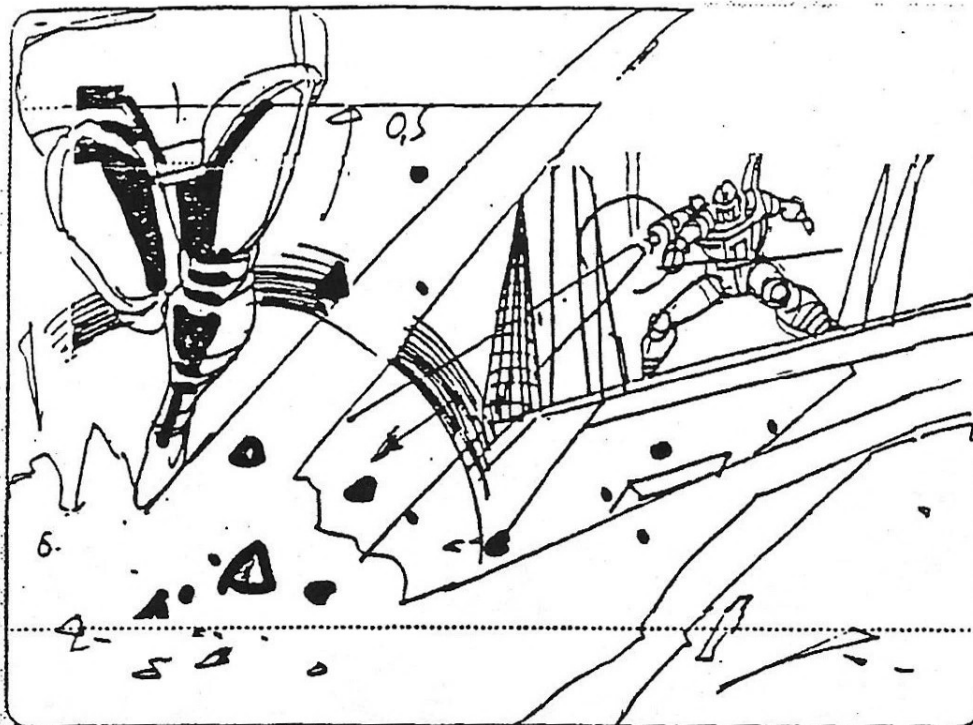
ACTION

DIAL GALVATRON Of course, my master!

MUSIC/SFX

CAMERA

SC. 20 - 24

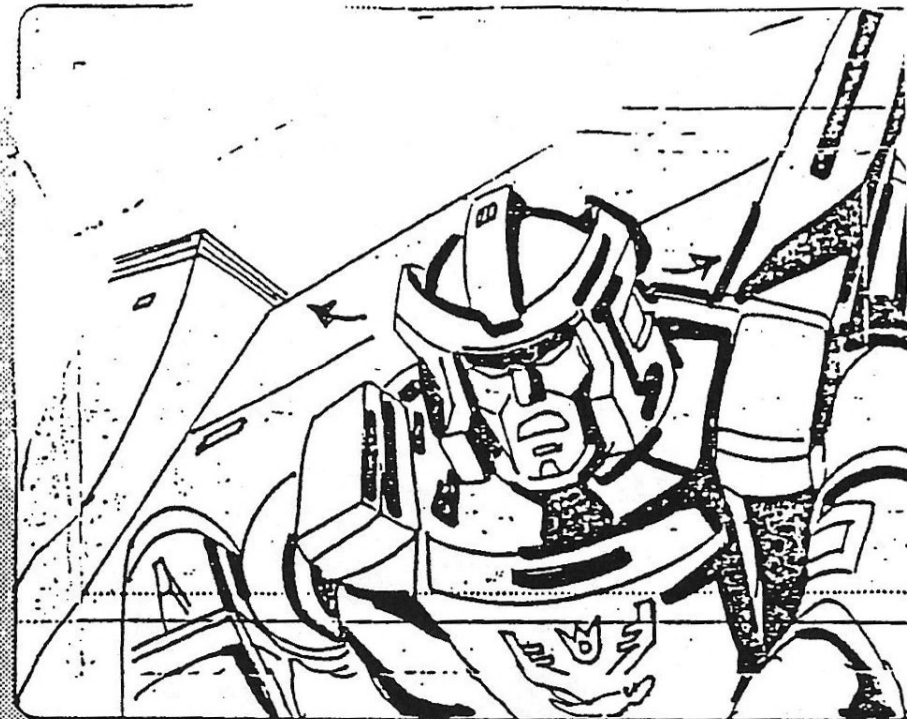


**ACTION** L.S. GALVATRON AND HOT ROD. GALVATRON AIMS A SHOT AT HOT ROD, HOT ROD DIVES OUT OF RANGE. ELECTRIC ENERGY FLASHES FILL THE CHAMBER.

**DIAL**

**MUSIC/SFX**

SC. 25 - 25



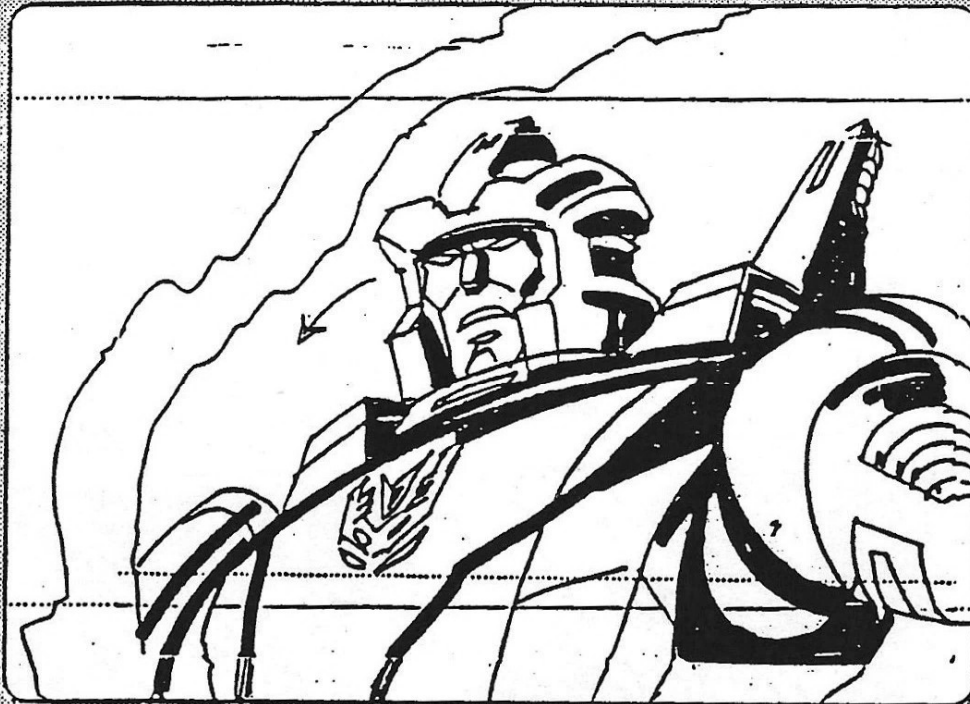
**ACTION** M.S. GALVATRON. A DARKNESS DESCENDS UPON THE GROTTA. GALVATRON PEERS QUICKLY RIGHT AND LEFT INTO THE GLOOM.

**DIAL**

**MUSIC/SFX**

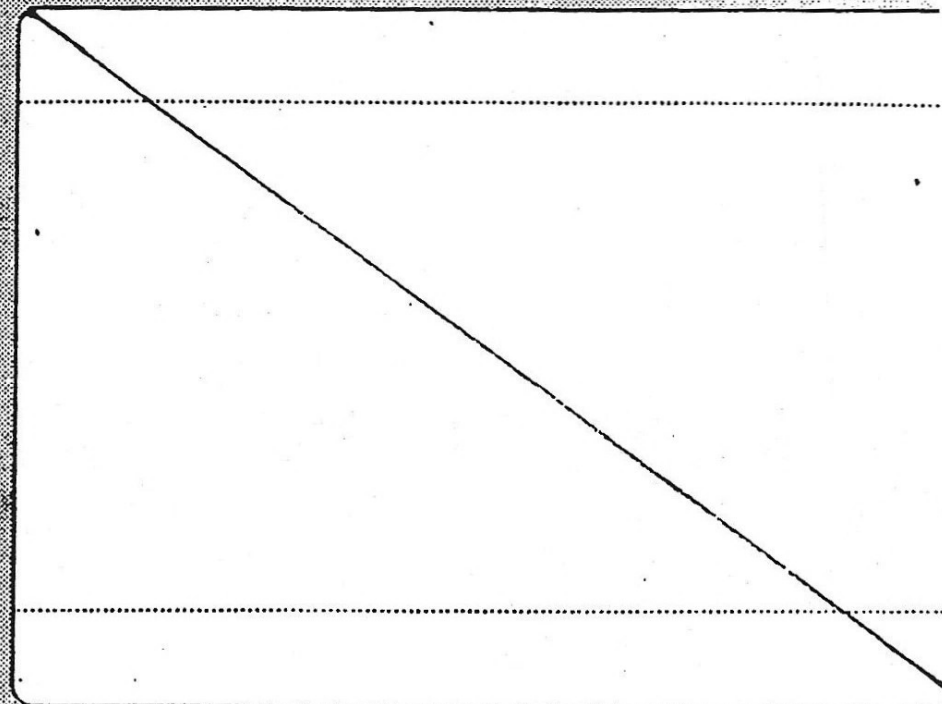


SC. CONT 28 - 26



SC.

SEQ. 28 Page 20



ACTION GALVATRON STANDS UP, STARTS SCAN THE AREA.

DIAL

MUSIC/SFX

CAMERA

ACTION

DIAL

MUSIC/SFX

CAMERA

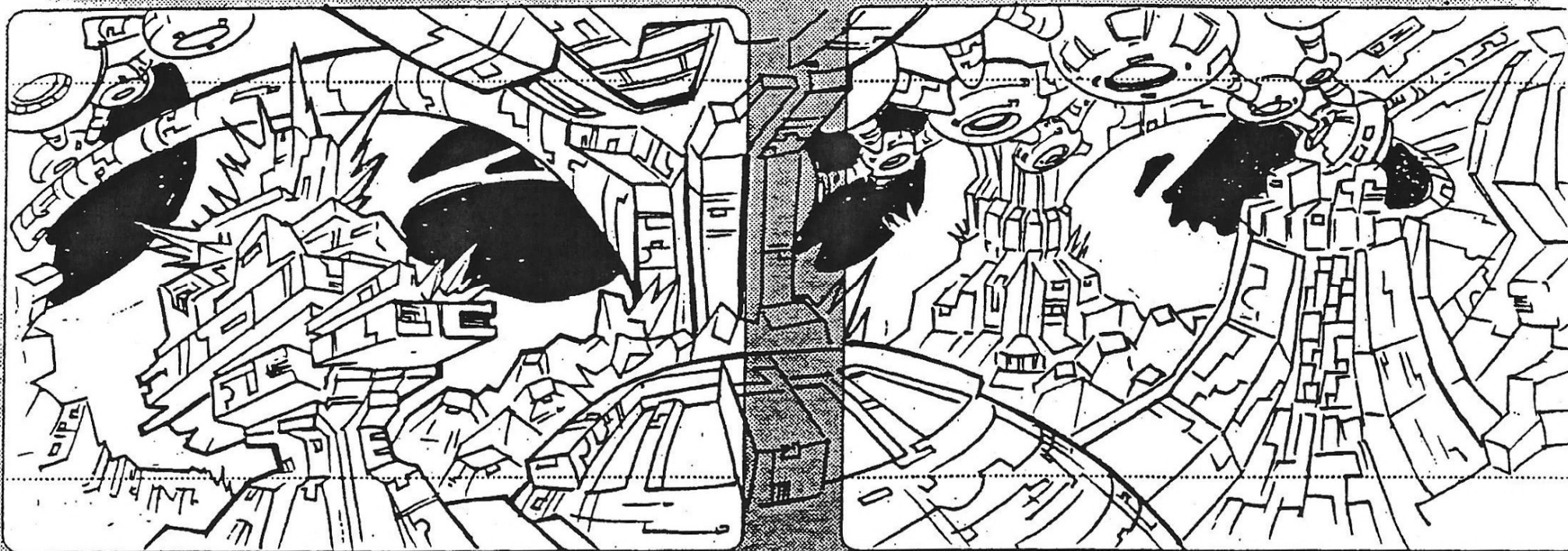
SC. 28-27

START

→ PAN

STOP SEQ.

Page 21



ACTION L.S. THE GROTTO, GALVATRON'S P.O.V. WE PAN ACROSS THE GROTTO.

DIAL

MUSIC/SFX

CAMERA

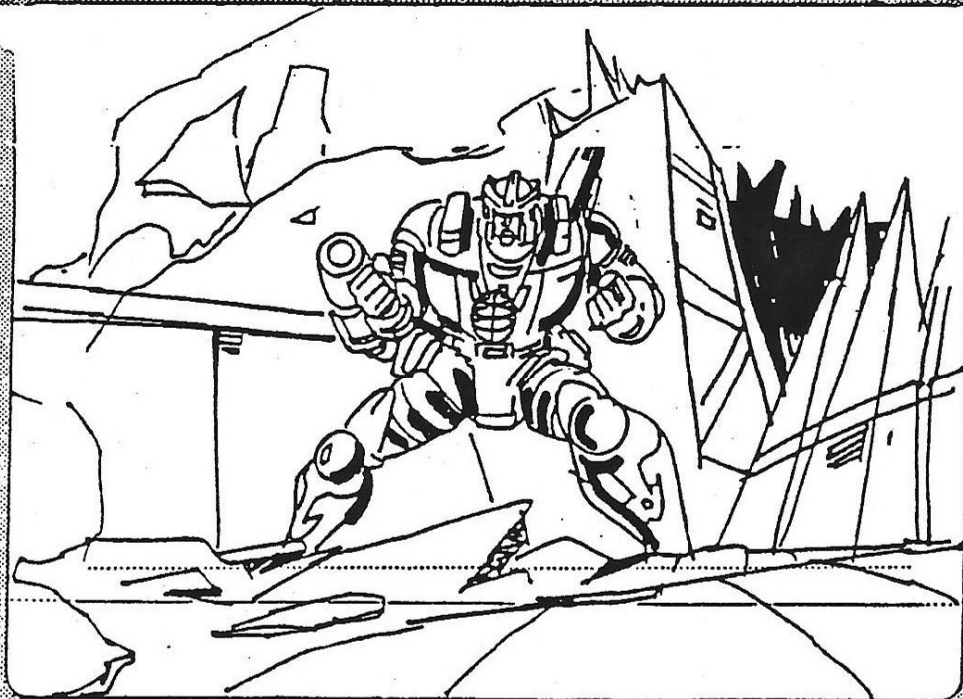
ACTION

DIAL GALVATRON Puny Autobot,

MUSIC/SFX

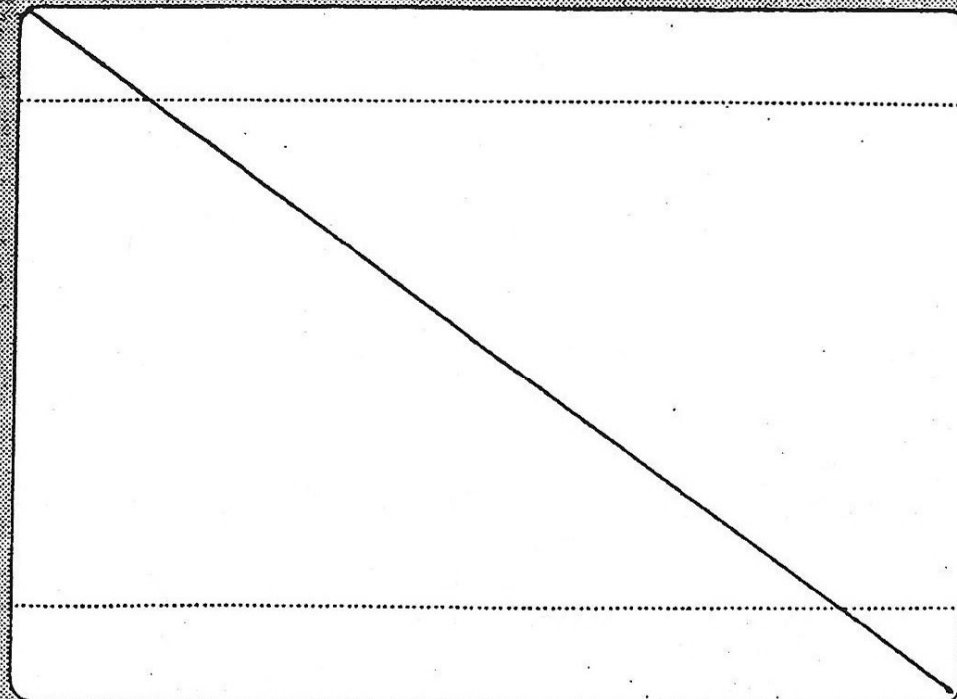
CAMERA

SC. 28-28



SC.

SEQ. 28 Page 22.



ACTION L.S. GALVATRON. GALVATRON CROUCHES IN READINESS FOR HOT  
ROD'S ATTACK AND DRAWS WEAPON.

DIAL GALVATRON (CONT)      you lack even Prime's  
courage.

MUSIC/SFX

CAMERA

**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

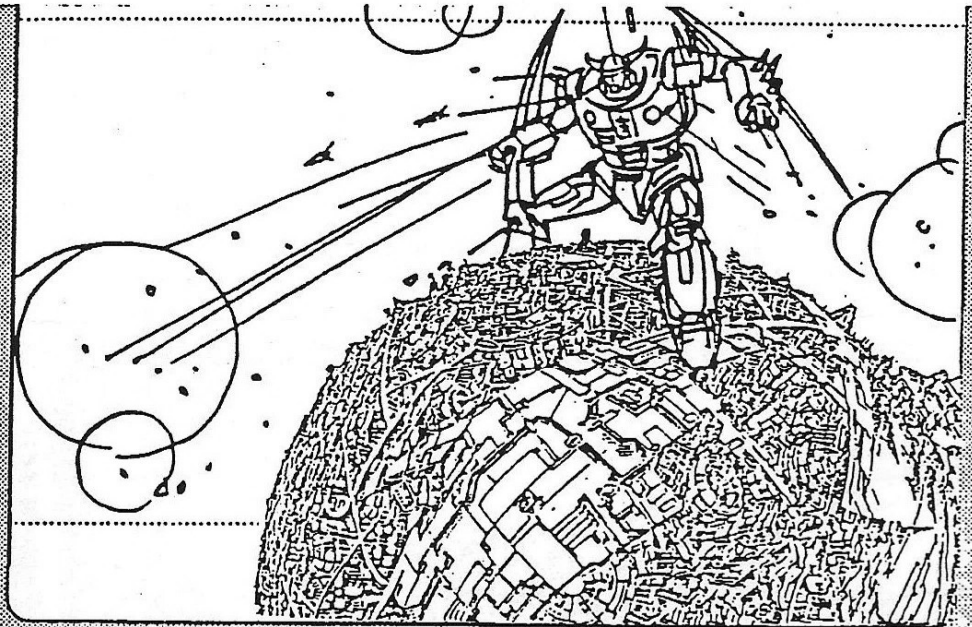
DIAL

MUSIC/SFX

CAMERA



MARVEL PRODUCTIONS LTD.



ON

ACTION X.L.S. UNICRON. HE STANDS ATOP CYBERTRON, FIGHTING VARIOUS SHIPS THAT SWARM AROUND HIM LIKE BEES.

DIAL

MUSIC/SFX

CAMERA

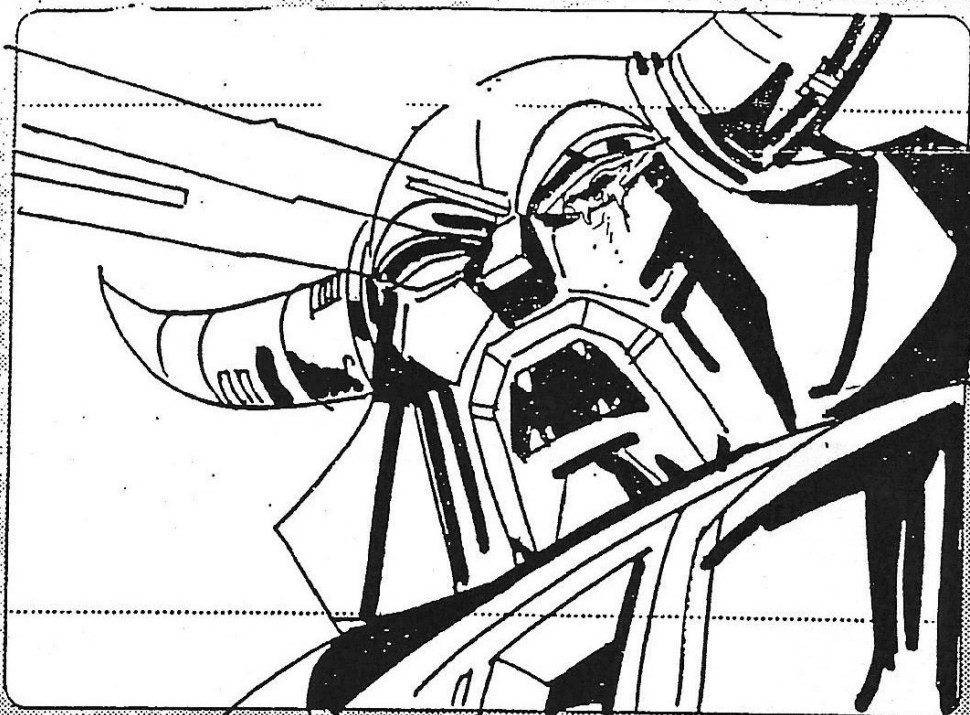
C/SFX

FA

**TFRAW**  
From Generation To Next Hunters and Destroyers



SC. 27-2



ACTION C.U. UNICRON. RAYS SHOOT OUT FROM BOTH EYES.

DIAL

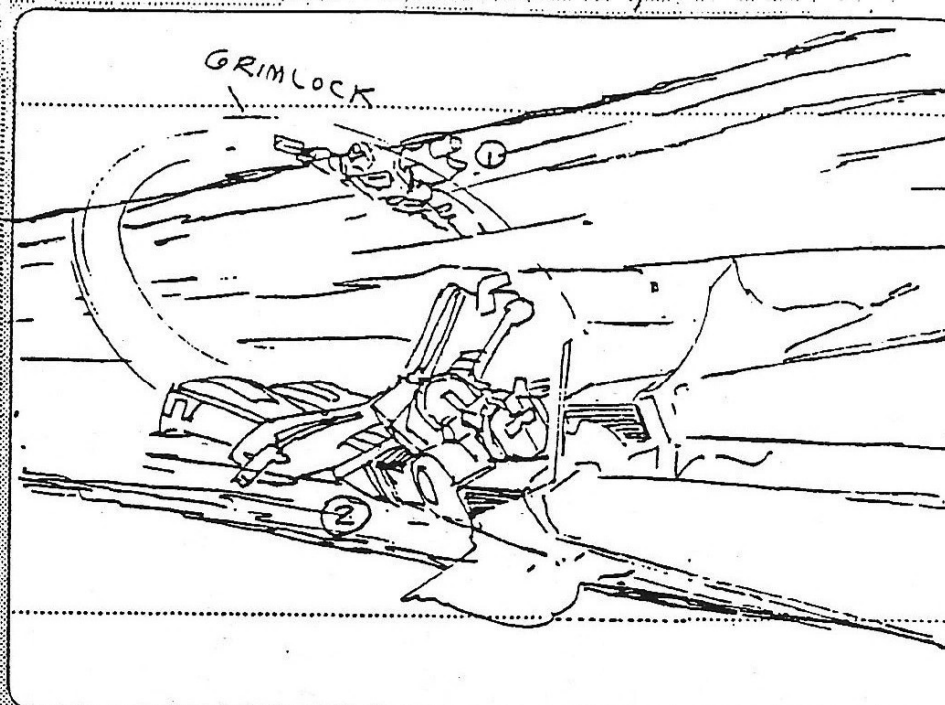
MUSIC/SFX

SC. 29-3

SEQ. 29

Page

2

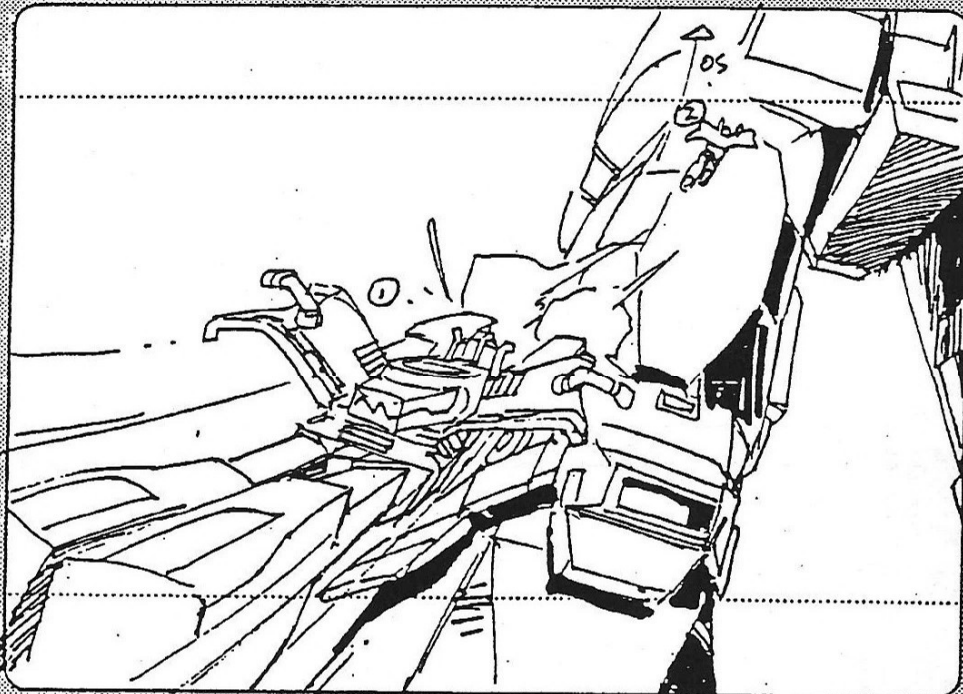


ACTION L.S. GRIMLOCK CIRCLING TOWARD UNICRON. HE FIRES AT HIM.  
AS UNICRON'S BLAST RIPS THROUGH THE SCENE.

DIAL

MUSIC/SFX

SC. 29-4



ACTION L.S. GRIMLOCK FLYING UP TOWARD UNICRON, WHOSE LEG WE SEE IN THE B.G.

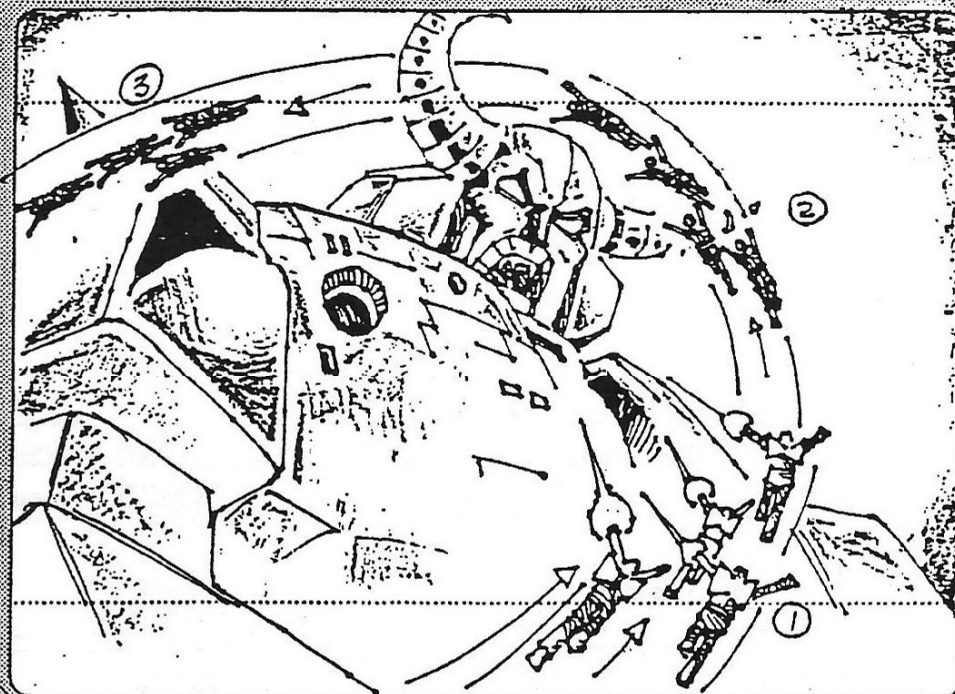
DIAL

MUSIC/SFX

CAMERA

SC. 29-5

SEQ. 29 Page 3



ACTION M.C.U. UNICRON. THE DINOBOOTS ARE ATTACKING HIM. THEN THE DINOBOOTS CIRCLE OVER HIS HEAD.

DIAL

MUSIC/SFX

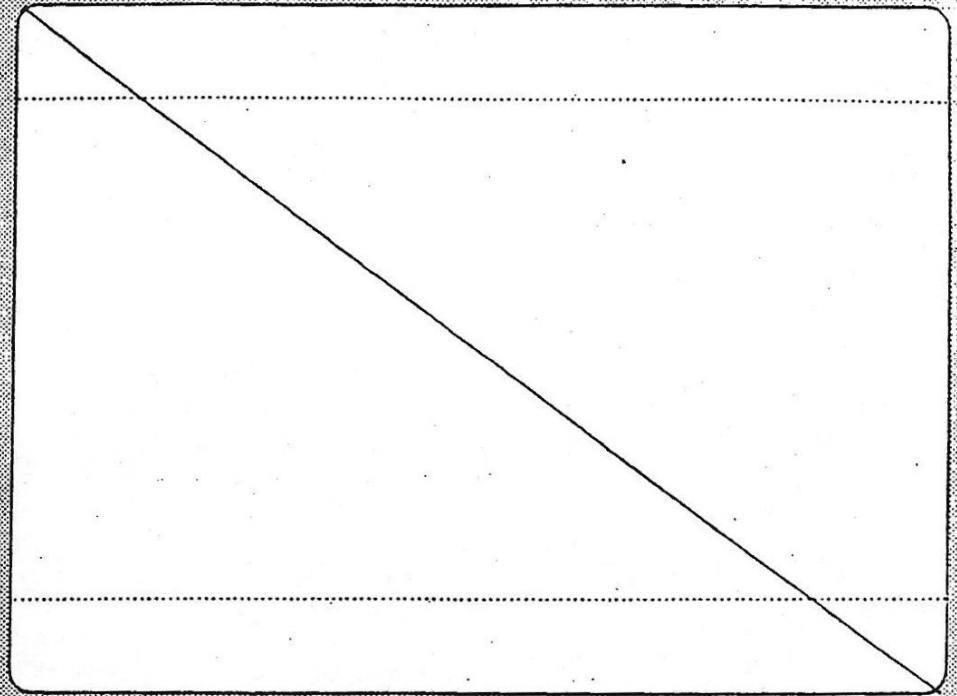
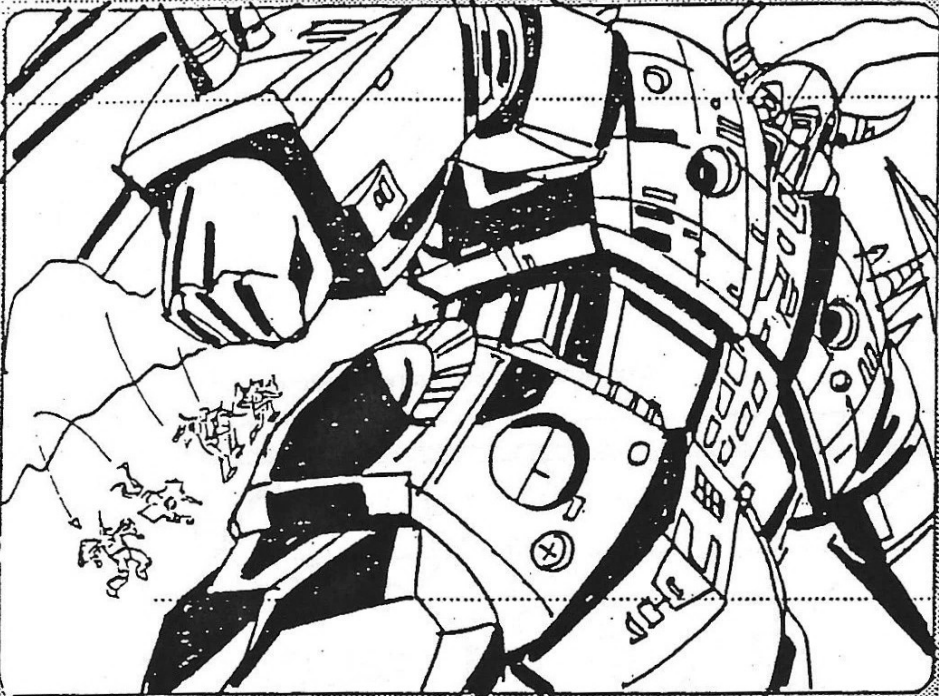
CAMERA

SC. 29-6

SC.

SEQ 29

Page 3-A



ION M.S. UNICRON. DINOBOOTS GOING TOWARDS HIS BUTT.

ACTION

DIAL

MUSIC/SFX

CAMERA

IC/SFX

**TFRAW**

From Generation 1 to Beast Hunters and Beyond!!!!

SC. 28-7A



ICON M.C.U. GRIMLOCK. WE FOLLOW HIM AS HE FLIES TOWARD UNICRON.

GRIMLOCK Me, Grimlock, kick butt.

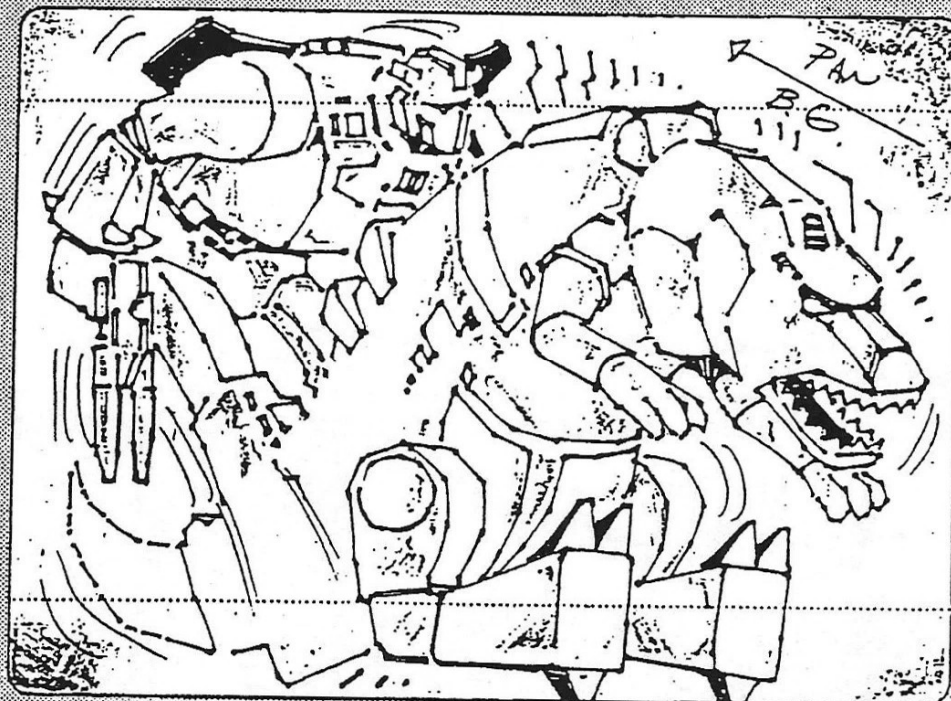
MUSIC/SFX



SC. 29-7B

SEQ. 29

Page 3-B



ACTION M.L.S. GRIMLOCK. WE FOLLOW HIM AS HE TRANSFORMS FROM ROBOT TO DINOSAUR MODE...

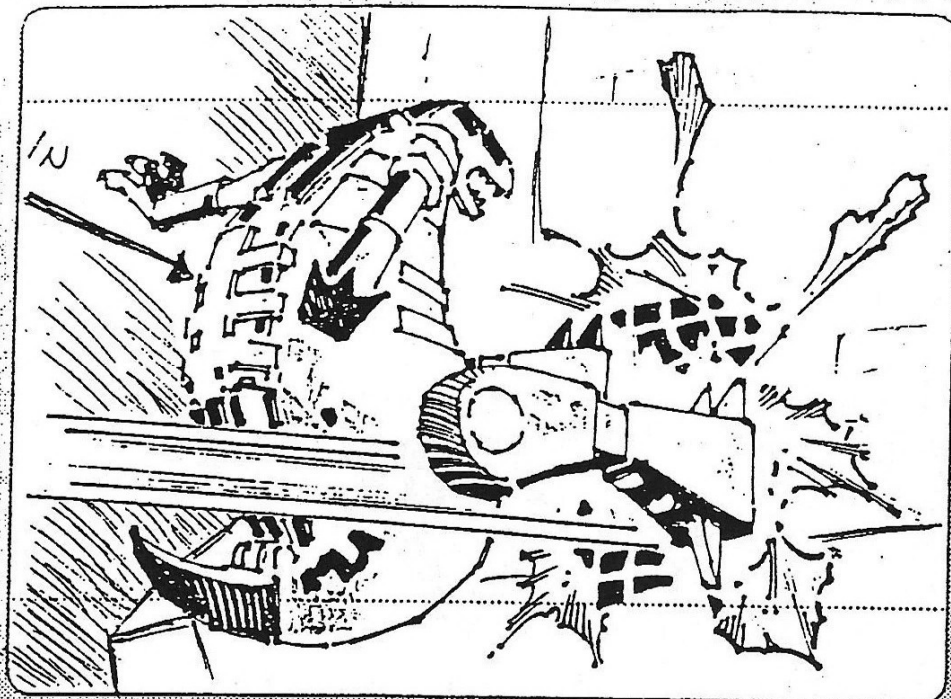
DIAL

MUSIC/SFX

CAMERA



SC.



SC.

SEQ 29

Page 7



ACTION M.L.S. GRIMLOCK AS HE FLIES IN AND KICKS UNICRON.

DIAL

MUSIC/SFX

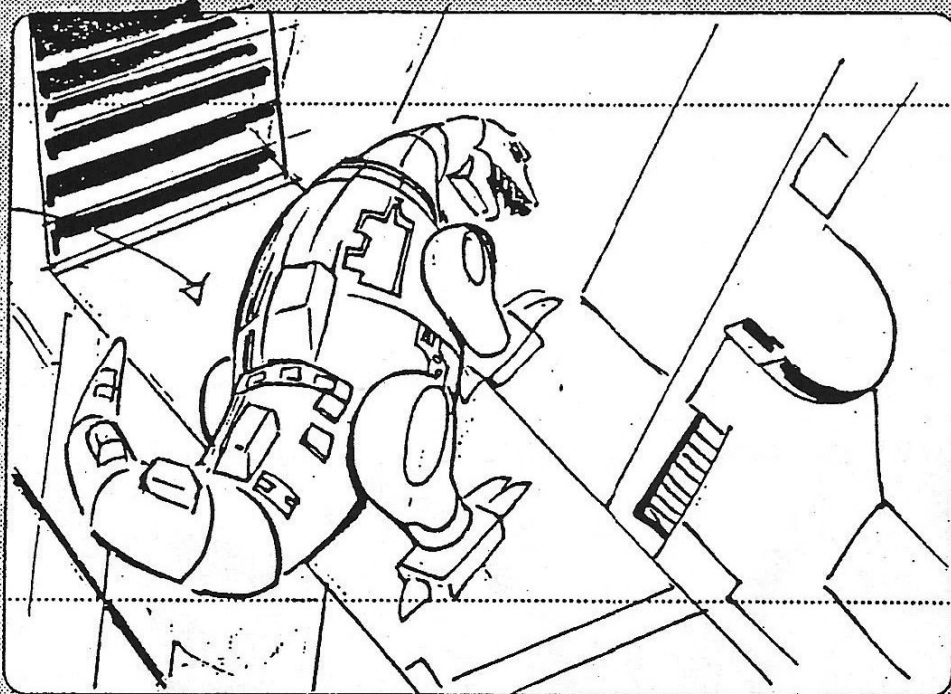
**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION L.S. GRIMLOCK, SLUDGE, SLAG, AND SWOOP. GRIMLOCK KICKS UNICRON AS THE OTHER THREE DINOBOTS TRANSFORM.

DIAL

MUSIC/SFX

SC. 29-8



ACTION M.L.S. SLUDGE LANDS ON UNICRON AND...

DIAL

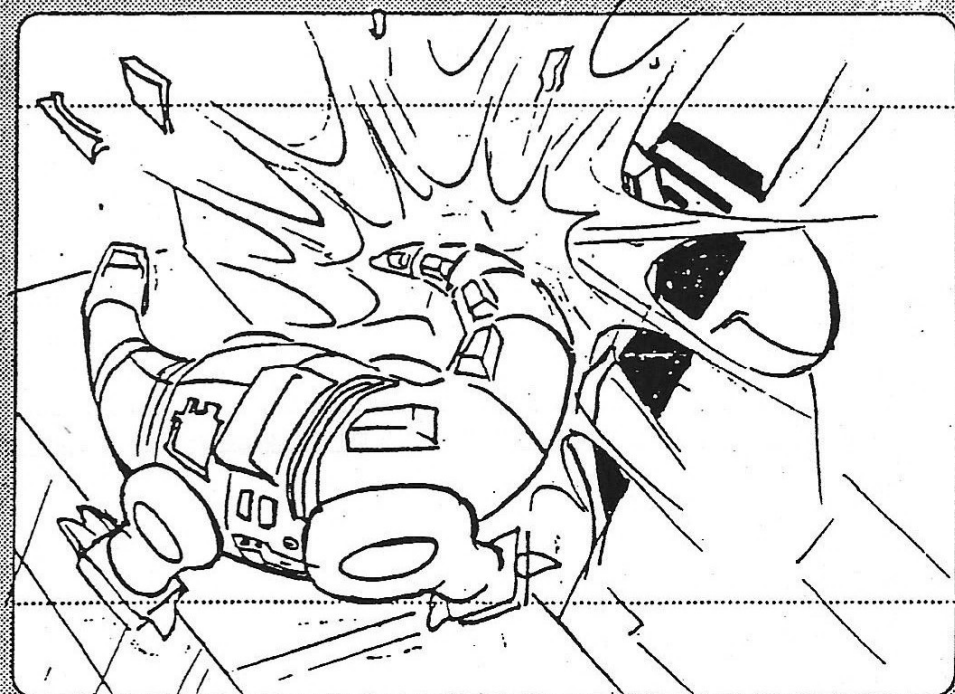
MUSIC/SFX

CAMERA

**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT.

SEQ. 29 Page 5



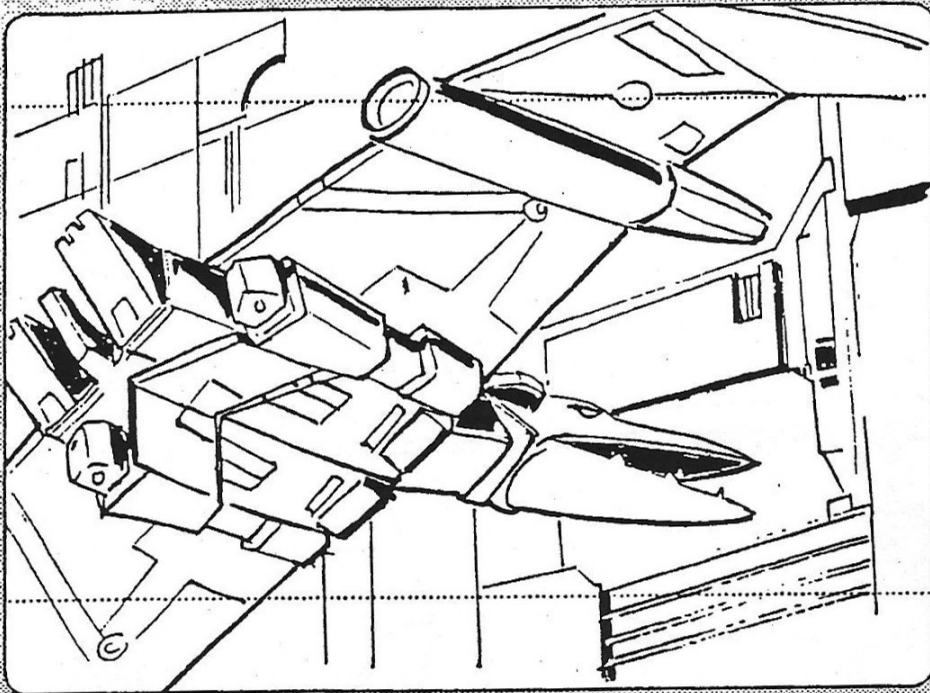
ACTION ...BASHES HIM WITH HIS TAIL.

DIAL

MUSIC/SFX

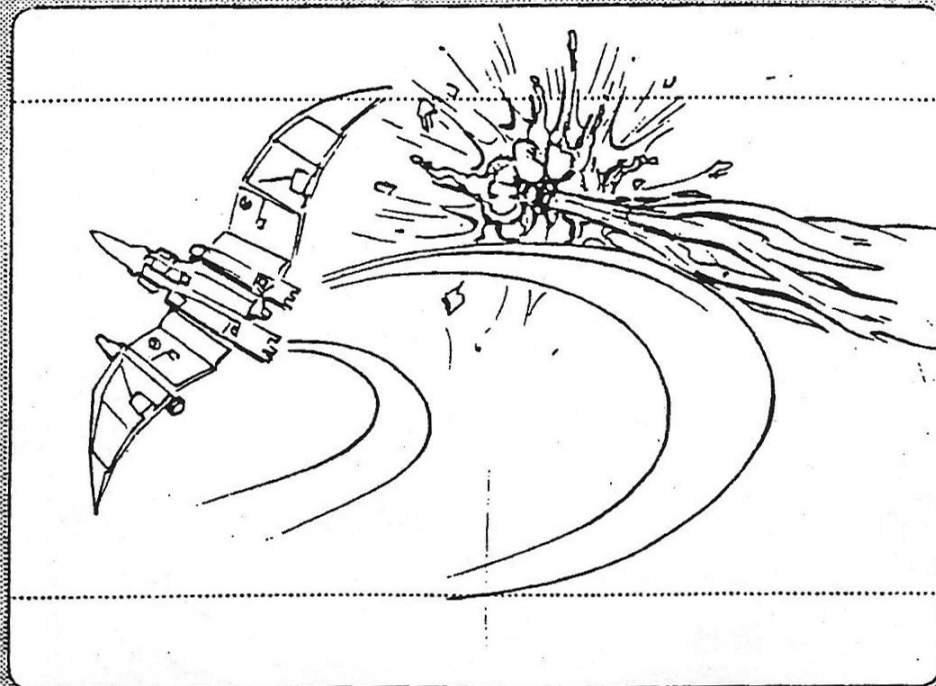
CAMERA

SC. 29- 9



SC. CONT

SEQ. 29 Page 6



CTION M.S. SWOOP. HE FLIES IN BANKS...

ACTION ...AND FIRES A MISSILE WHICH HITS UNICRON AND EXPLODES.

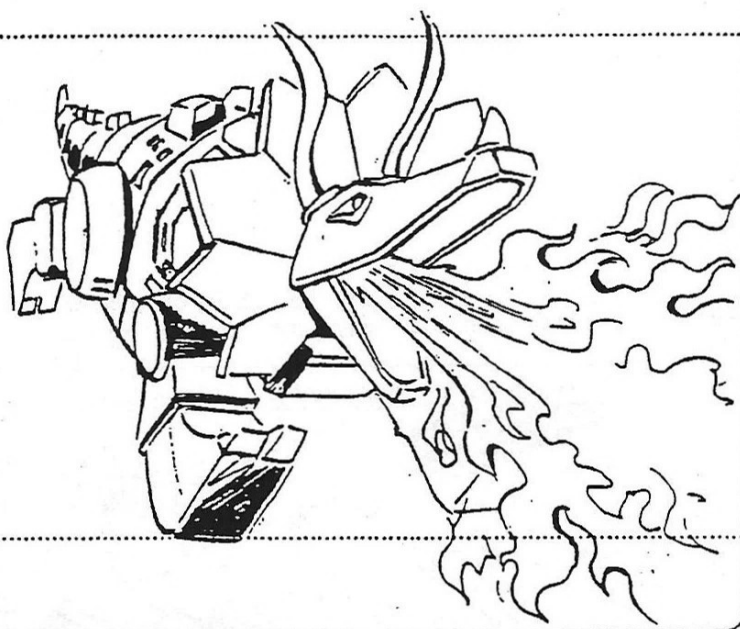
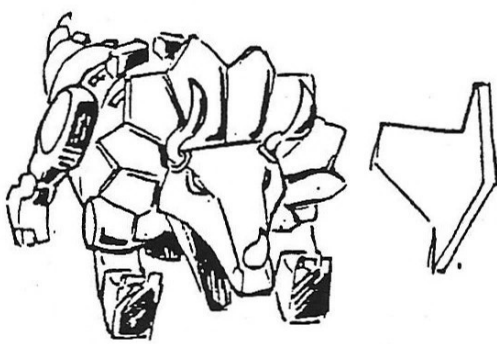
DIAL

MUSIC/SFX

SC. 29-10

SC. CONT

SEQ. 29 Page 7



TION L.S. SLAG. HE FLIES FORWARD AND...

.L

SIC. SFX

ACTION ...SENDS OUT A BLAST OF HIS FIRE BREATH.

DIAL

MUSIC/SFX

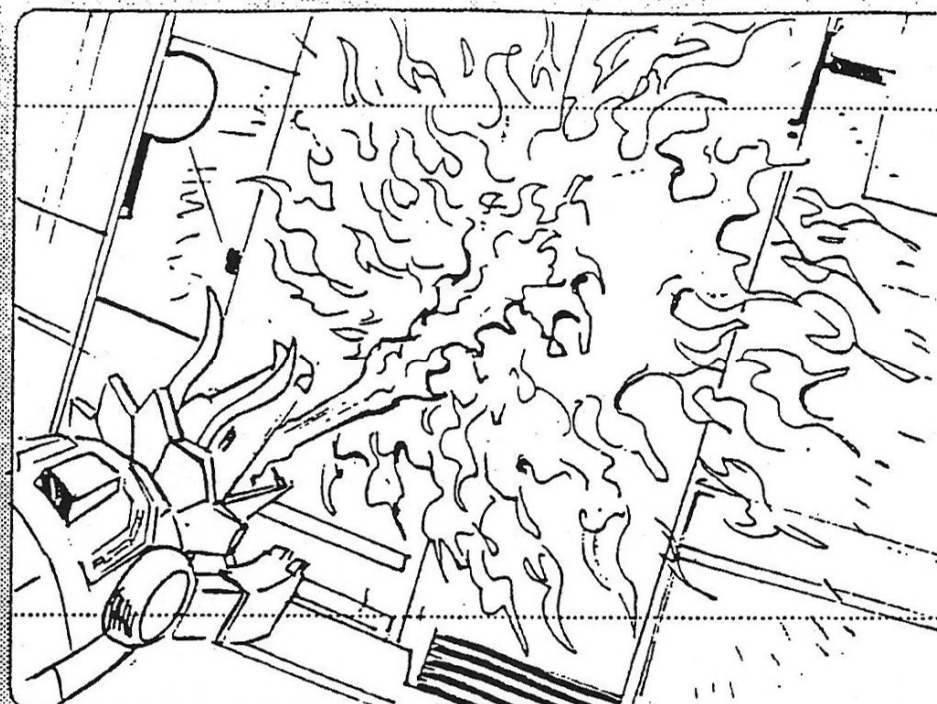
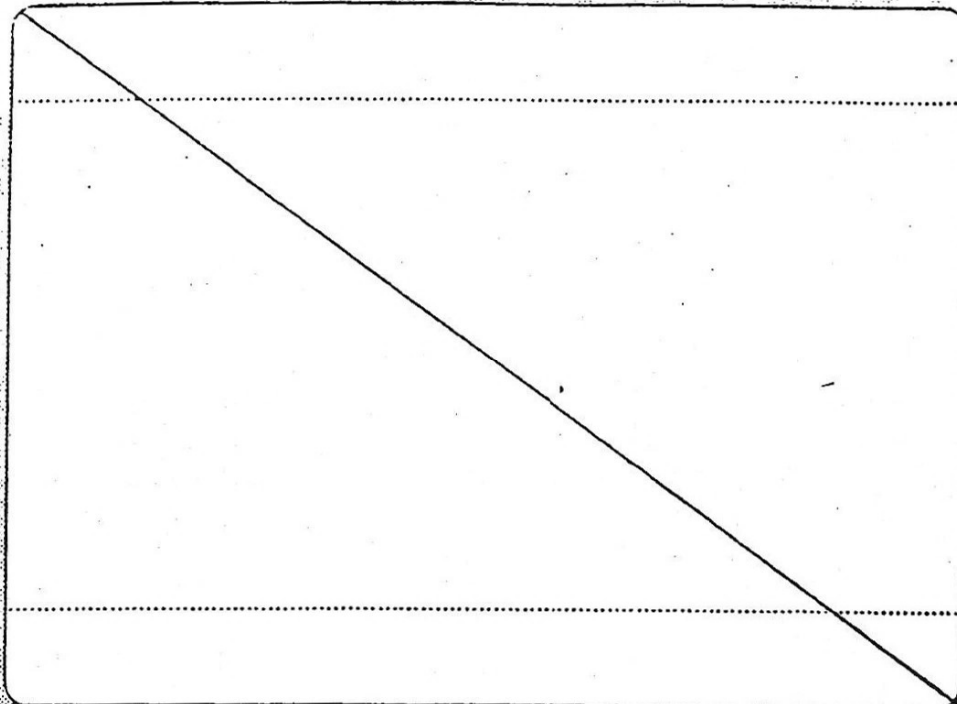
CAMERA



SC.

SC. 29-11

SEQ. 27 Page 8



ACTION

DIAL

MUSIC/SFX

CAMERA

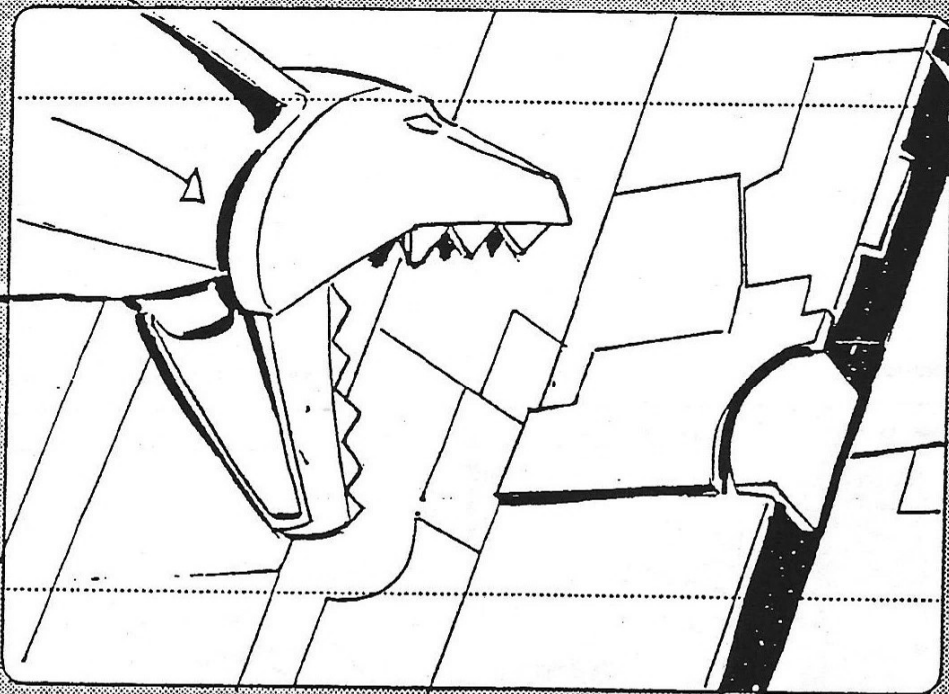
ACTION M.L.S. SLAG. THE FIRE HITS UNICRON, CAUSING AN AREA OF HIM TO GLOW RED HOT.

DIAL

MUSIC/SFX

CAMERA

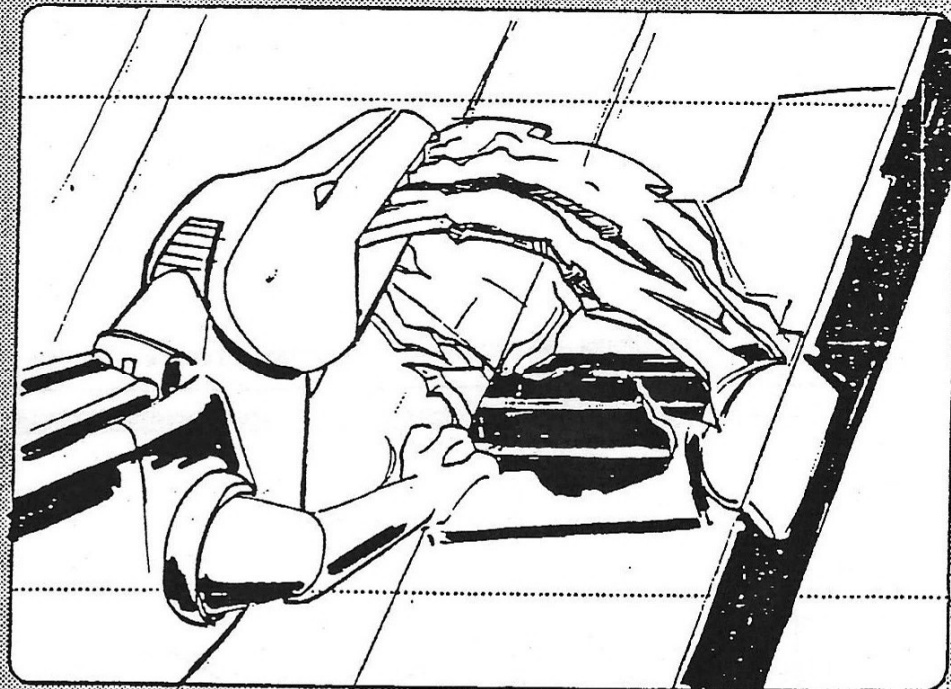
SC. 29-12



SC. CONT

SEQ.

Page 9.



ACTION M.C.U. GRIMLOCK MOVES IN AND...

DIAL

MUSIC/SFX

CAMERA

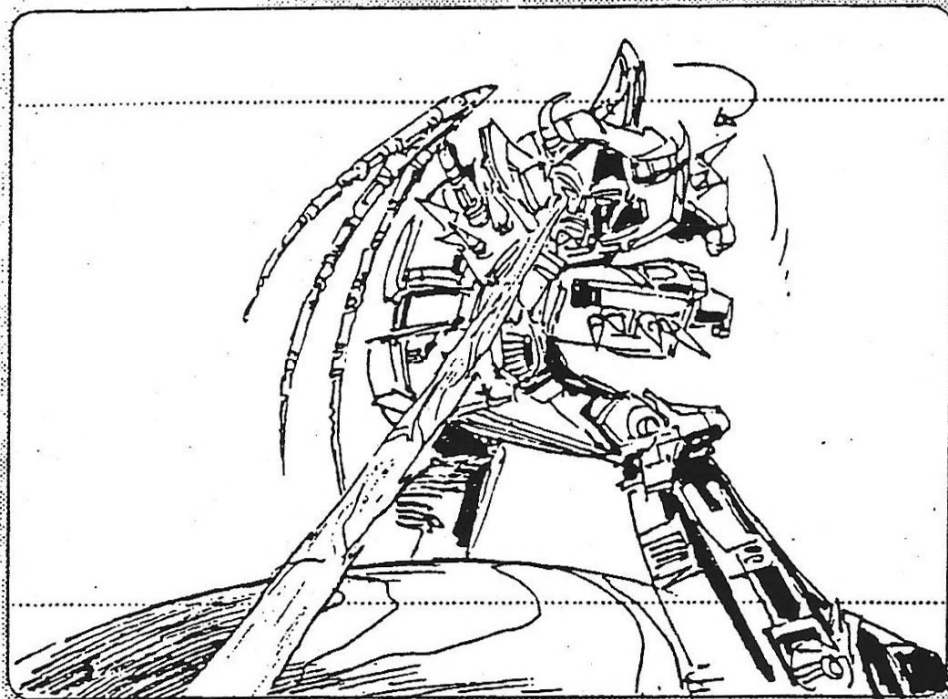
ACTION ...RIPS A CHUNK OUT OF UNICRON.

DIAL

MUSIC/SFX

CAMERA

SC. 29-13



FROM M.L.S. UNICRON TURNING HIS HEAD AROUND TOWARDS HIS BUTT.  
HE SEES DINOBOTS KICKING.

L

MUSIC/SFX

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 29-14

SEQ. 29 Page 10



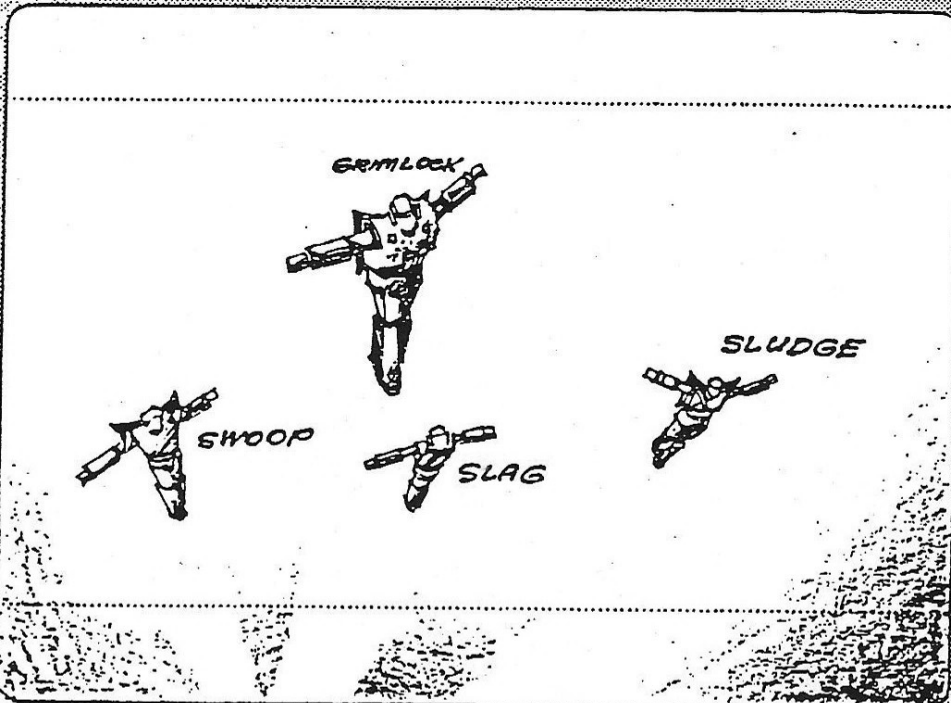
ACTION C.U. UNICRON'S BUTT. DINOBOTS, TRANSFORMING INTO ROBOT  
MODE, FLYING AWAY, AVOIDING THE BLAST FROM UNICRON'S  
MOUTH.

DIAL

MUSIC/SFX

CAUSING

SC. 29-15



ION L.S. DINOBOTS IN ROBOT MODE FLY UP TOWARD US.

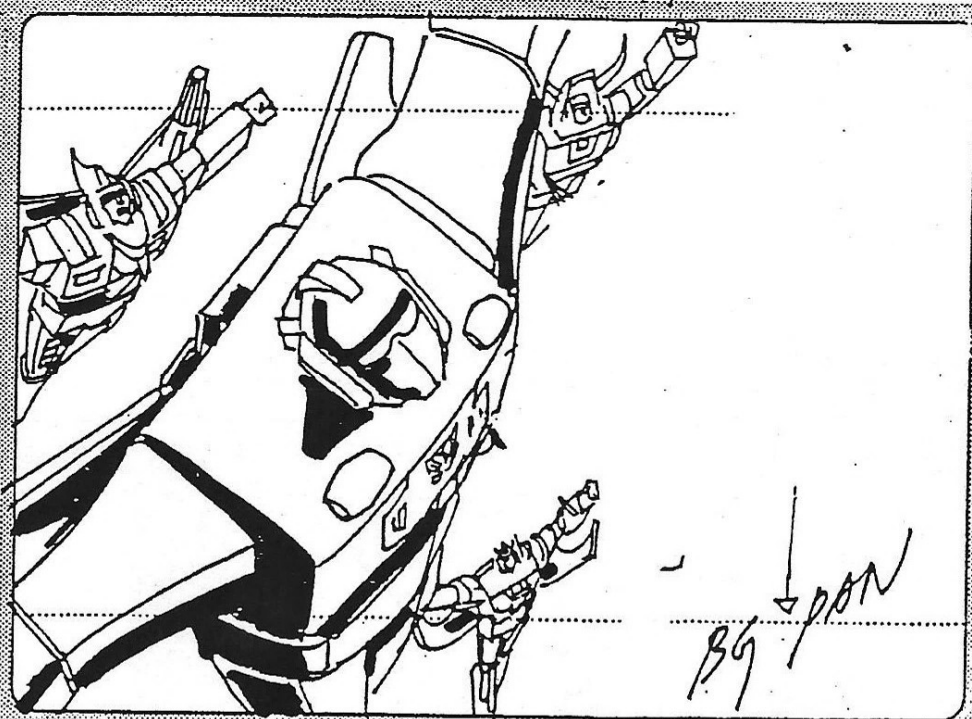
L GRIMOCK Me, Grimlock, need new strategy.

IC:SFX



SC. 29-16

SEQ. 29 Page 11



ACTION C.U. DINOBOTS. WE FOLLOW THEM FLYING UP. (IN ROBOT MODE.)

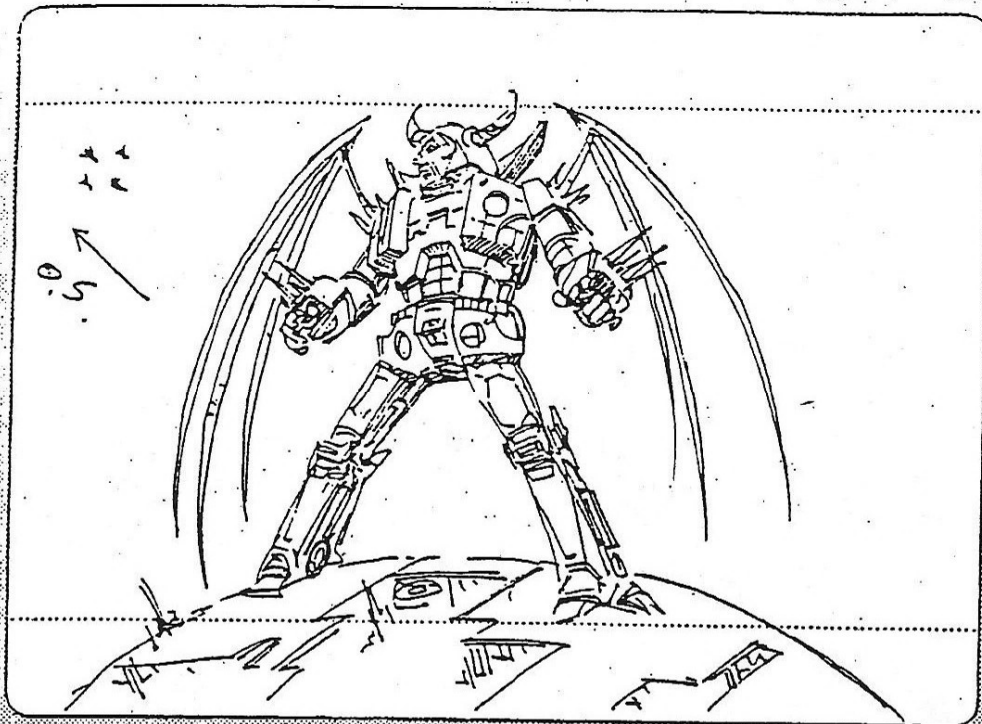
DIAL

MUSIC/SFX

CAMERA



SC. 1



ACTION M.L.S. UNICRON. HE SEES DINOBOTS FLYING AWAY O.S.

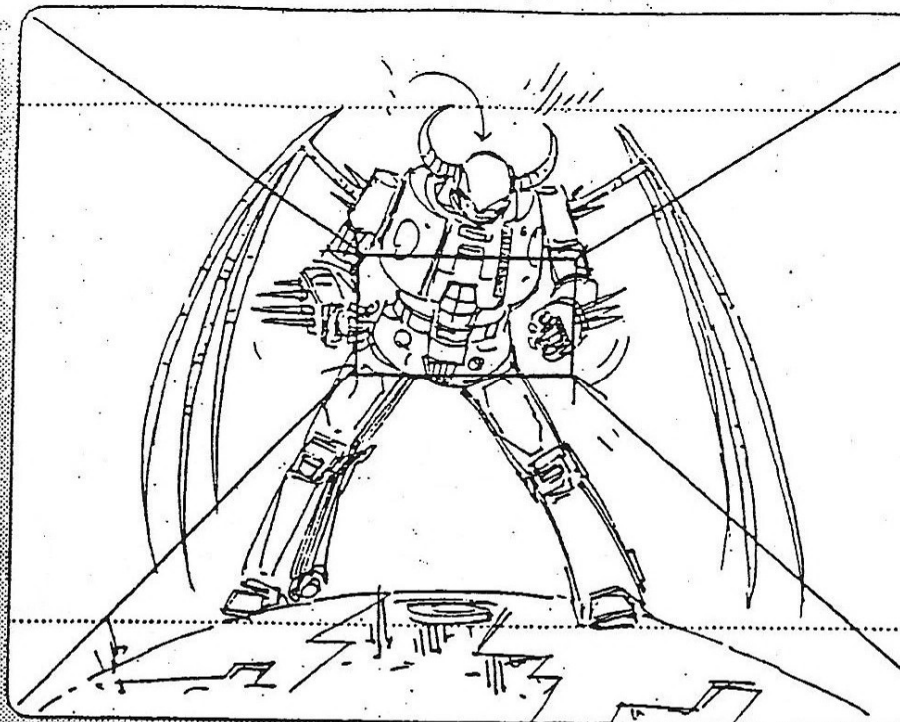
DIAL

MUSIC/SFX

CAMERA

SC. CONT. TRUCK IN SEQ. 27

Page 1



ACTION SUDDENLY HE LOOKS DOWN TO HIS STOMACH AREA, WHERE HE FEELS SOMETHING GOING ON. WE TRUCK IN ON HIS STOMACH.

DIAL

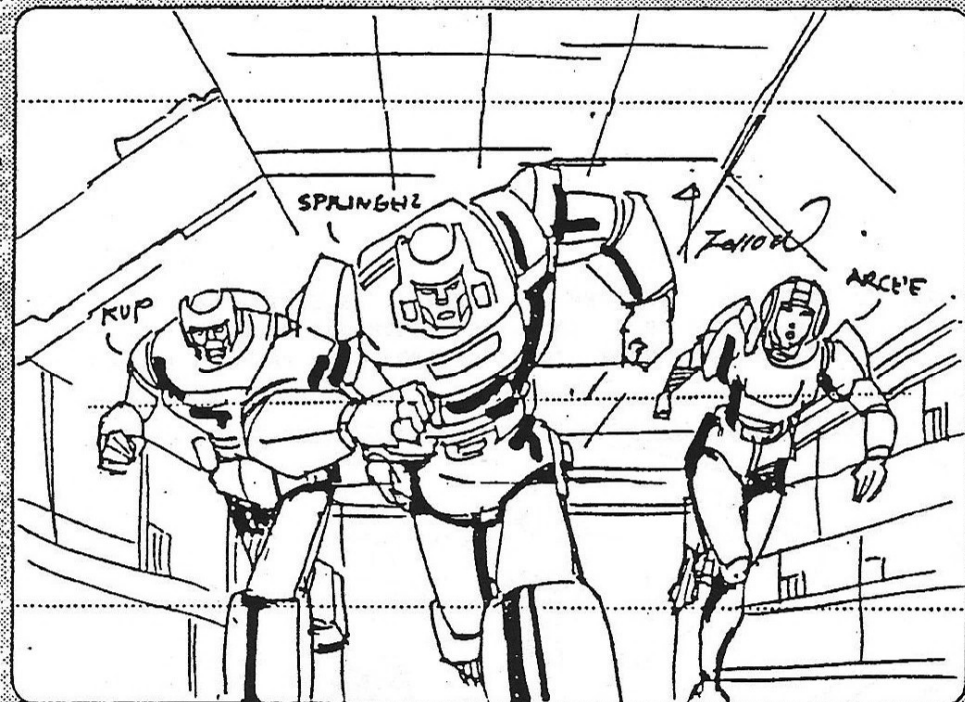
MUSIC/SFX

CAMERA

CAMERA

SC. 30-1

B6 ANIM



M.L.S. KUP, SPRINGER, AND ARCEE. WE MOVE WITH THEM AS THEY RACE FORWARD ALONG A HALLWAY INSIDE UNICRON.

AL

MUSIC/SFX

CAMERA



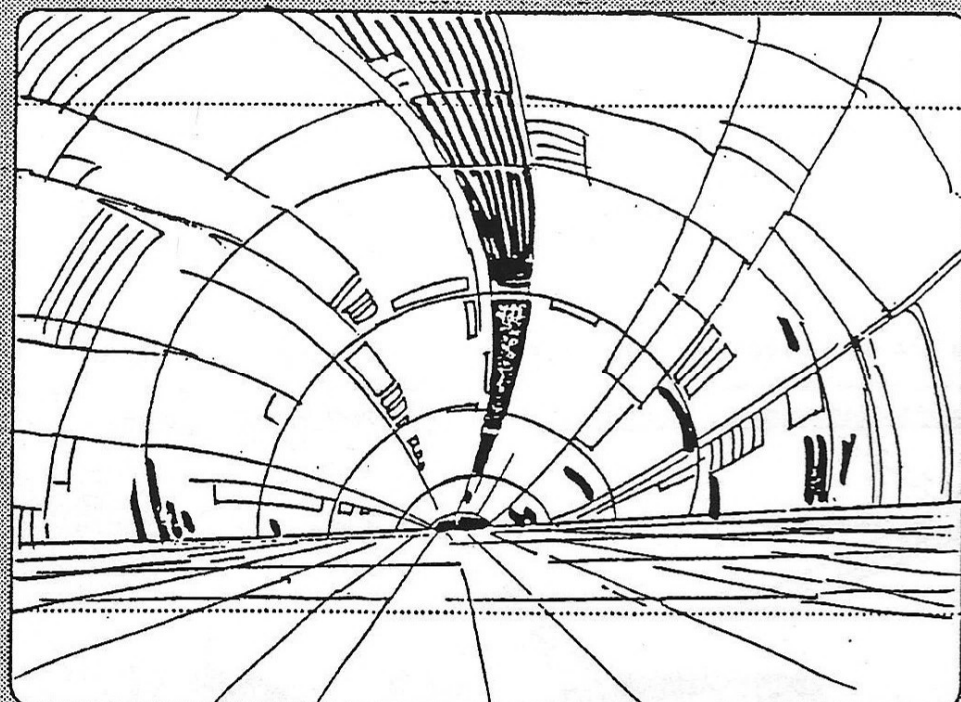
SC. 30-2

STAGGER  
TRUCK-1

SEQ. 30

Page

1



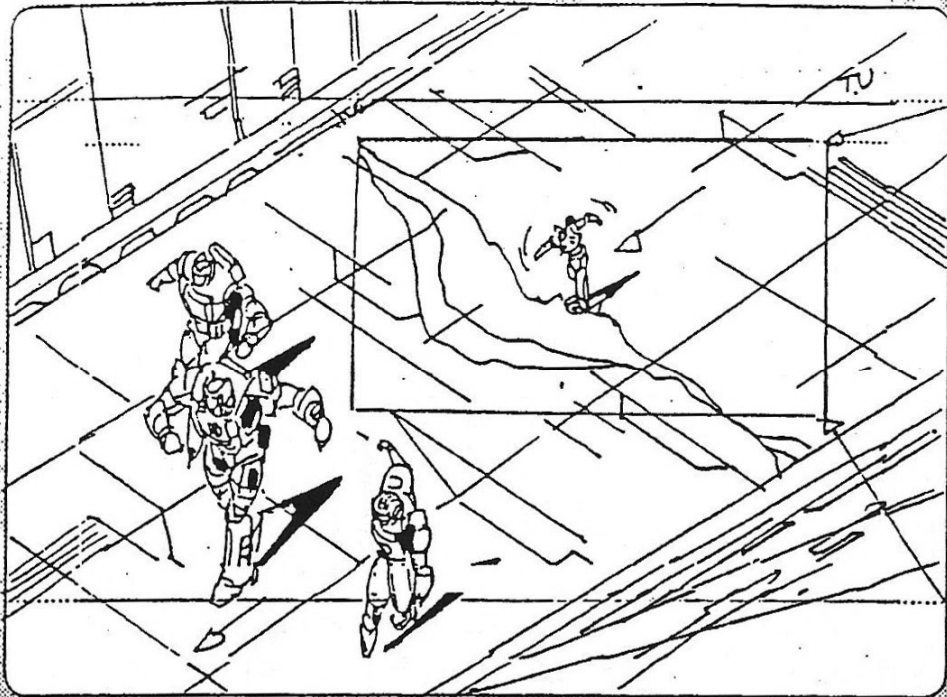
ACTION P.O.V. THE HALLWAY IN UNICRON AS THE THREE AUTOBOTS RUN FORWARD O.S.

DIAL

MUSIC/SFX

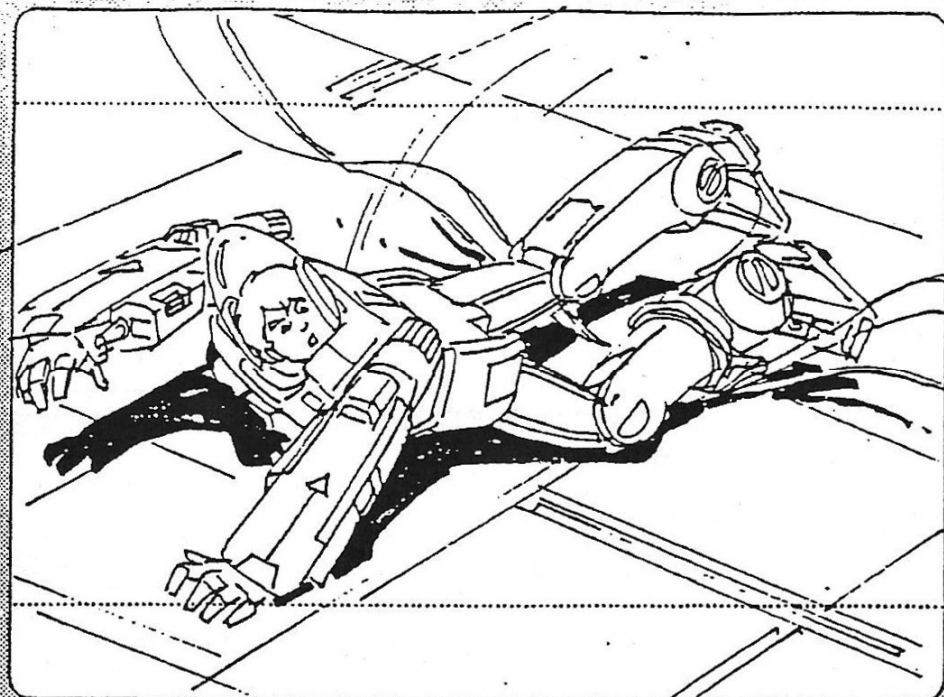
CAMERA

SC. 30-3



SC. CONT

SEQ. 30 Page 2



ACTION L. DOWN SHOT KUP, SPRINGER, ARCEE AND DANIEL. THE AUTOBOTS RUN THROUGH THE HALL. WE TRUCK IN ON DANIEL IN HIS EXO SUIT. HE IS MAKING EVERY EFFORT TO KEEP UP. SUDDENLY HE TRIPS.

DIAL

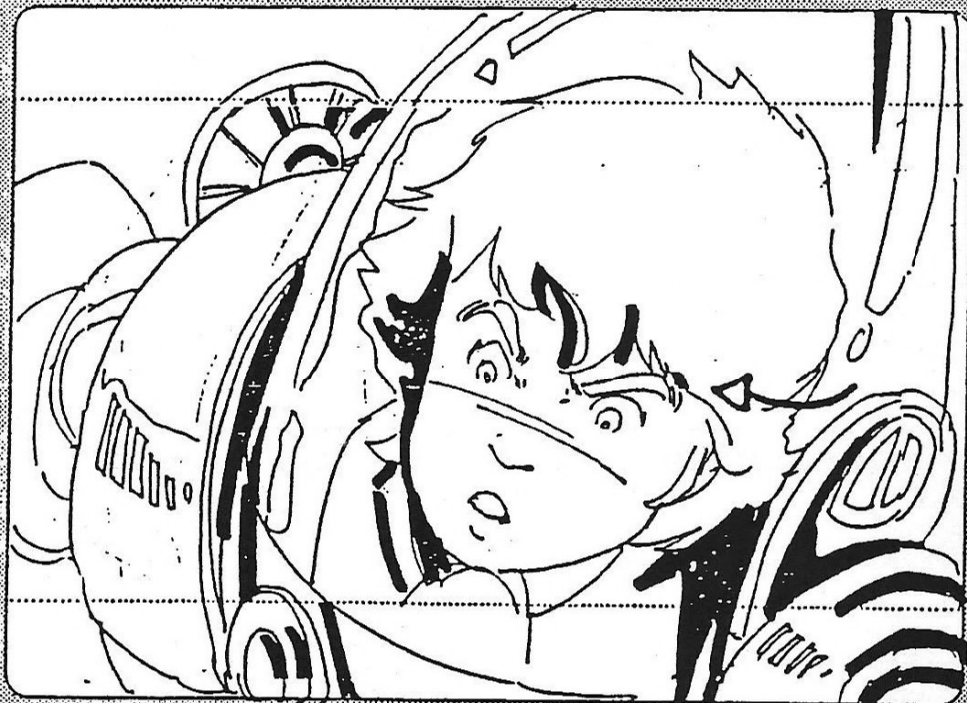


ACTION WE TRUCK IN HE FALLS FORWARD AND CRASHES TO THE GROUND.

DIAL

MUSIC/SFX

SC. 30-5



ACTION C.U. DANIEL'S FACE. HE LOOKS UP AT THE O.S. AUTOBOTS.

DIAL

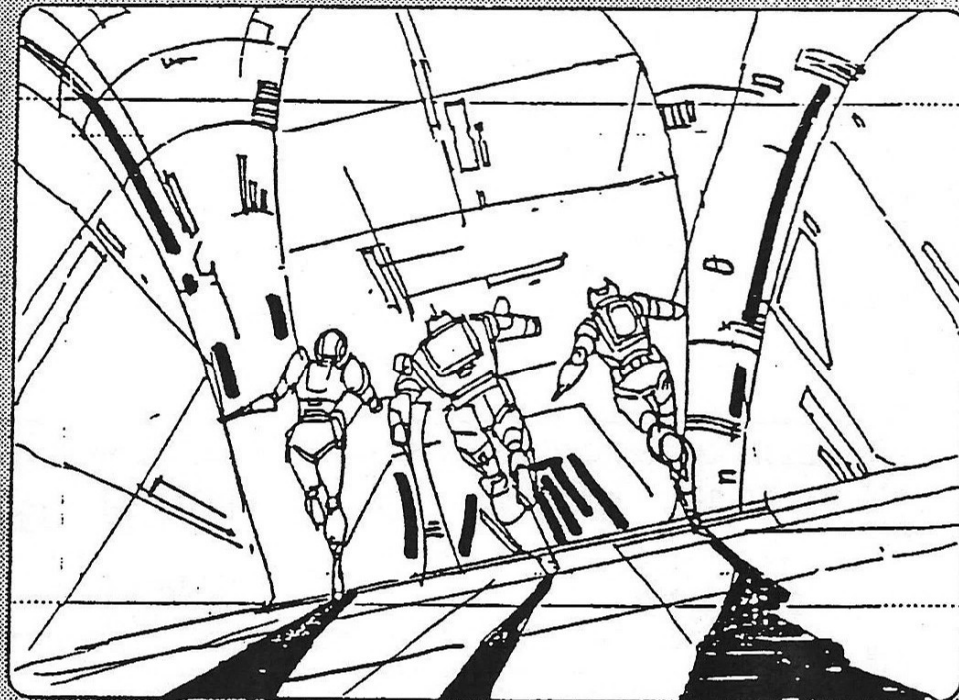
MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 30-6

SEQ. 30 Page 3



ACTION P.O.V. ARCEE, SPRINGER AND KUP RETREAT INTO THE DISTANCE.

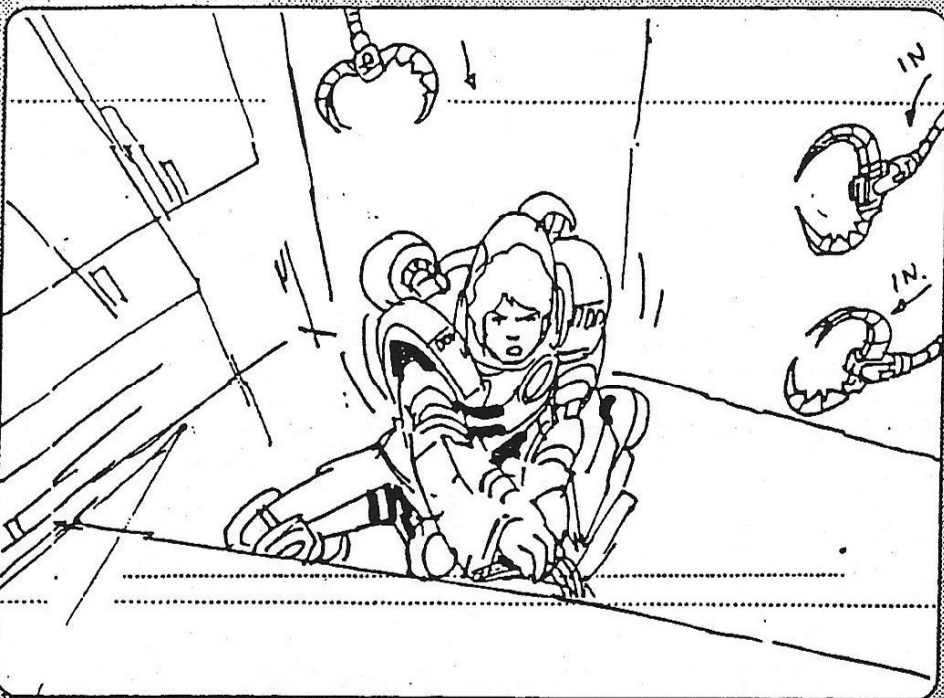
DIAL

MUSIC/SFX

CAMERA

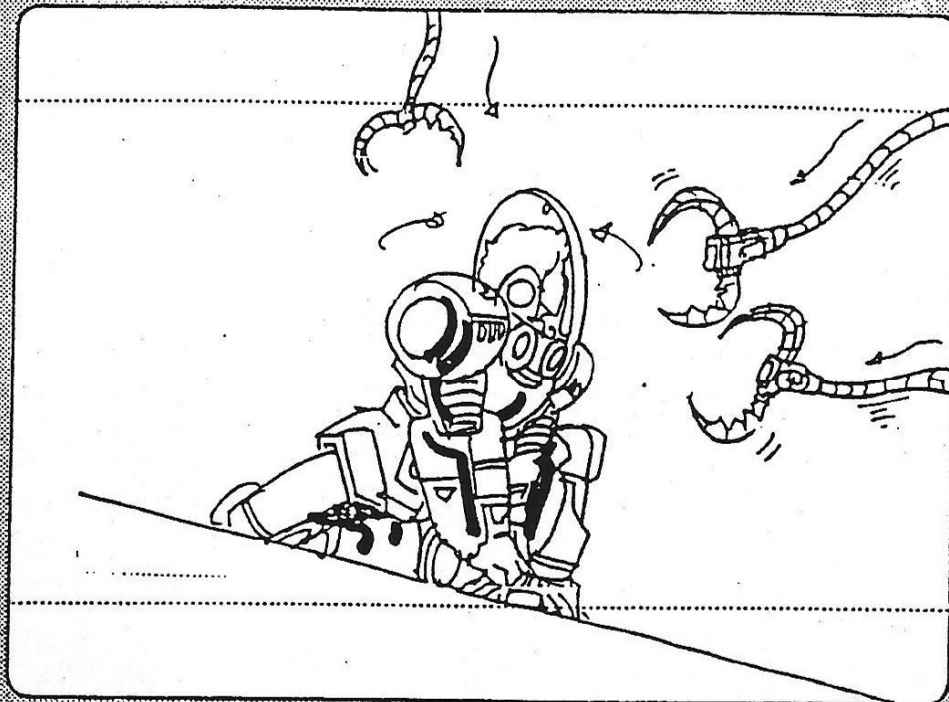


SC. 30-7



SC. CONT

SEQ. 30 Page 4



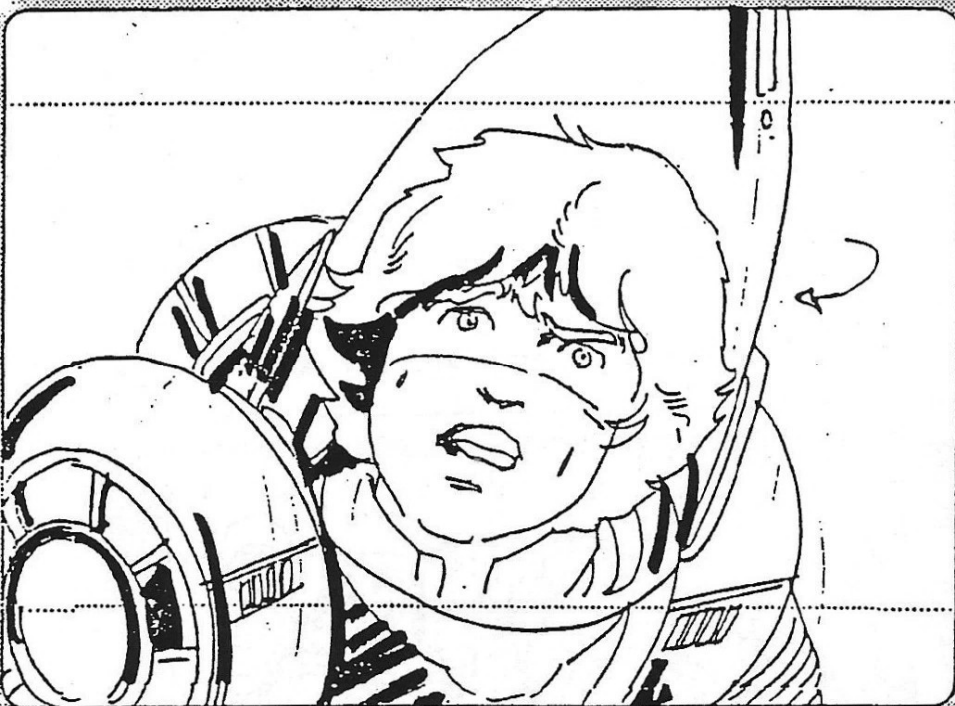
ACTION M.L.S. DANIEL. HE PUSHES HIMSELF UP ONTO HIS KNEES, BUT IS STILL STUCK...

ACTION ...HE LOOKS AROUND TO SEE HOW HE CAN GET OUT OF THIS PREDICAMENT.

DIAL

MUSIC/SFX

SC. 30-8



C.U. DANIEL. HE TURNS BACK TOWARD THE O.S. AUTOBOTS. HE CALLS TO THEM.

DANIEL Help....

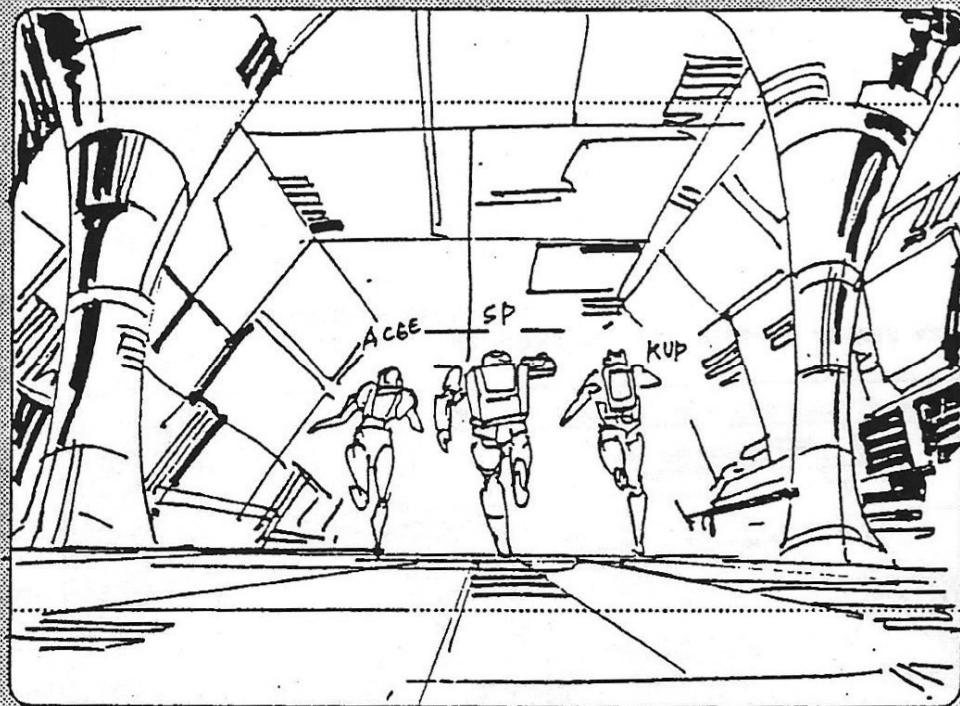
MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!

SC. 30-9

SEQ. 30 Page 5



ACTION X.L.S. ARCEE, SPRINGER AND KUP FLEEING INTO THE DISTANCE. HEARING DANIEL'S CALL THEY STOP, TURN, AND SEEING DANIEL IN TROUBLE, START RUNNING BACK TOWARD HIM.

DIAL

MUSIC/SFX

CAMERA

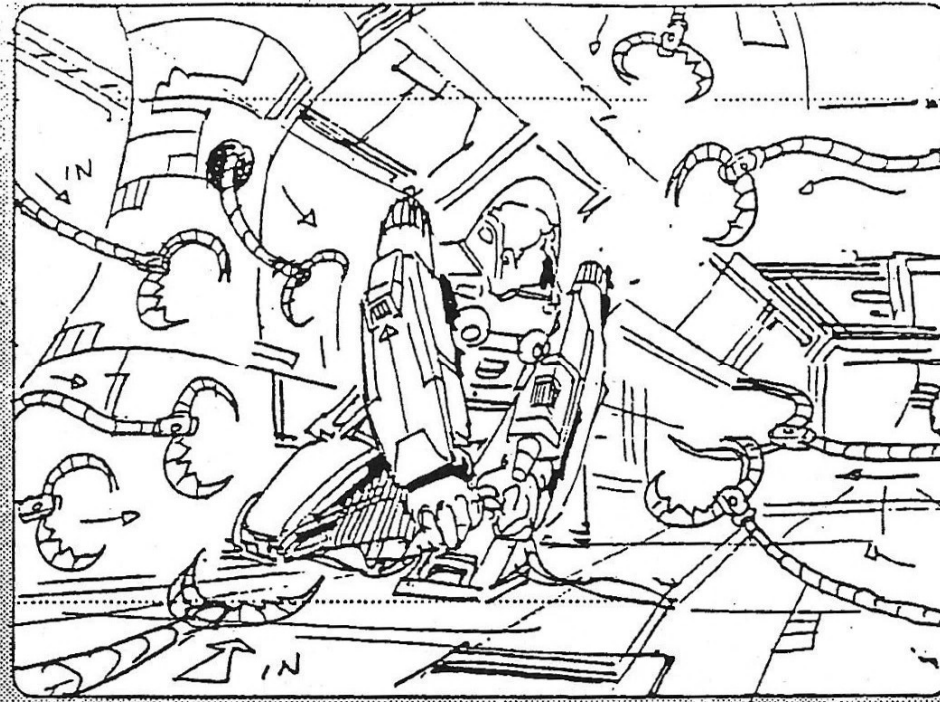
SC. 30-7 CONT.



NO SC. 30-10

SC. 30-11

SEQ. 30 Page 6



ACTION ...THEY ARE DETERMINED TO RESCUE HIM.

DIAL ARCEE Daniel!

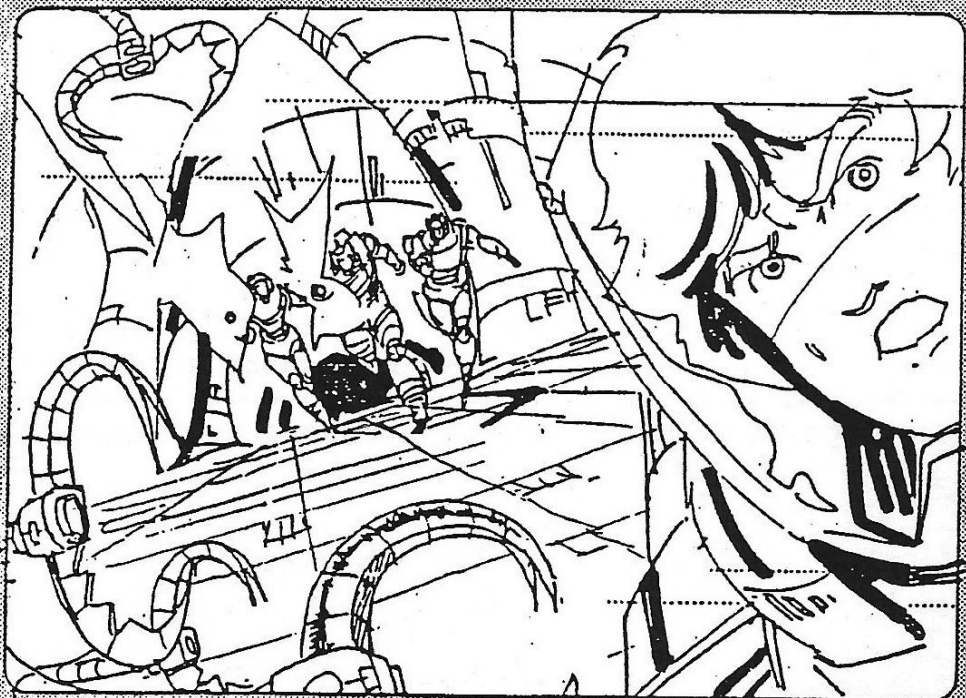
MUSIC/SFX

ACTION L.S. DANIEL. HE WORKS TO FREE HIMSELF AS THE ANTIBODIES OF UNICRON CLOSE IN.

DIAL

MUSIC/SFX

SC. 30-12



ACTION X.C.U. DANIEL WITH THE AUTOBOTS IN THE DISTANCE. AS THE ANTIBODIES CLOSE IN THE THREE AUTOBOTS TAKE AIM AND START TO FIRE LASER BLASTS.

DIAL

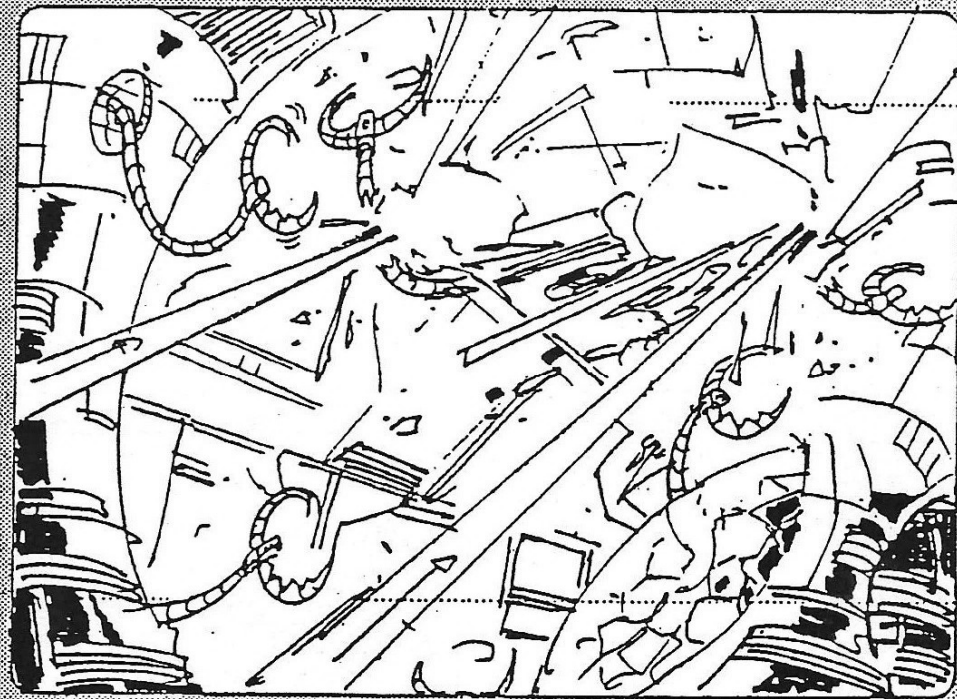
MUSIC/SFX

CAMERA



SC. 30-13

SEQ.30 Page 7



ACTION M.L.S. THE ANTIBODIES OF UNICRON. THE LASER BLASTS RIP INTO THEM, CUTTING THEM TO PIECES.

DIAL

MUSIC/SFX

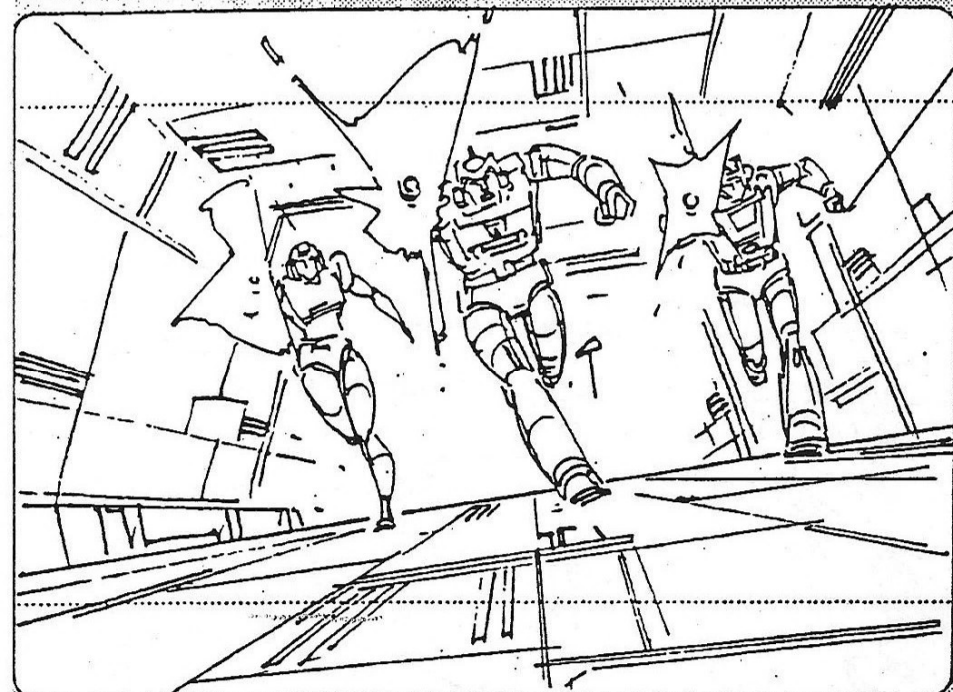
CAMERA



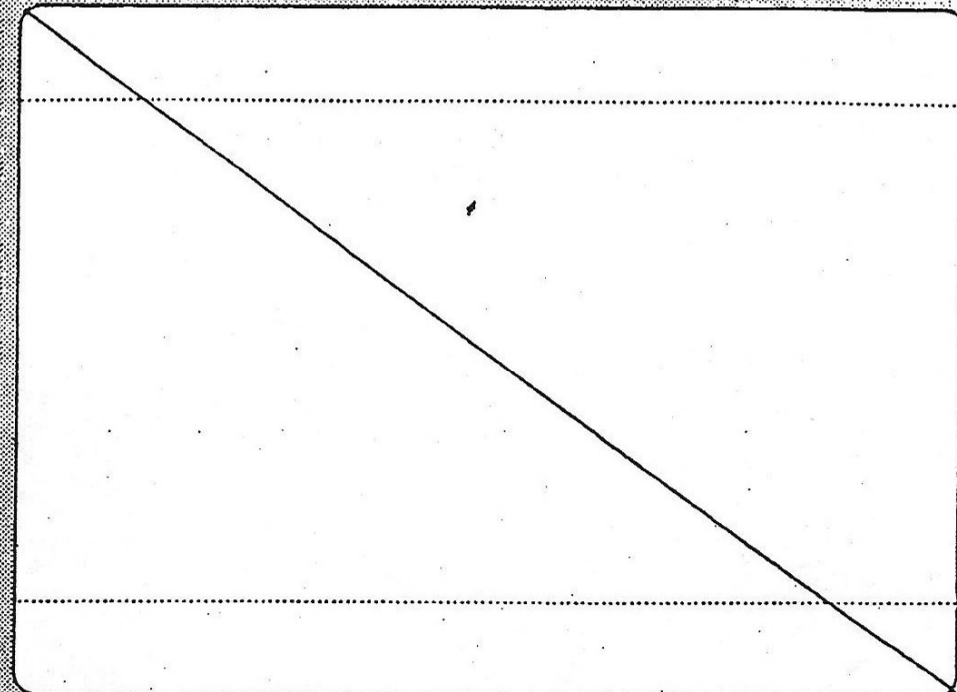
SC. 30-14

SC.

SEQ. 30 Page 8



NO SCENE 30-15



ION

L.S. ARCEE, SPRINGER AND KUP RACE FORWARD, FIRING LASER BLASTS.

L

ACTION

DIAL

MUSIC/SFX

SC. 30-16

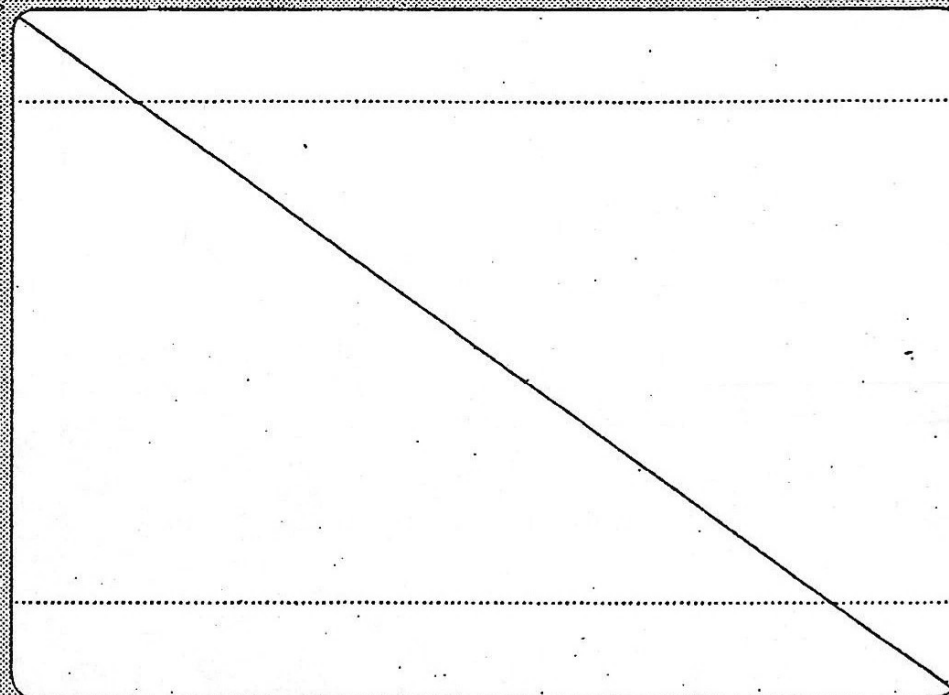


NO SCENE 30-17

SC.

SEQ.30

Page 9



TION M.S. DANIEL. THE AUTOBOTS' LASER BLASTS STRIKE AT THE ANTIBODIES OVERHEAD.

AL

SIC/SFX

CAMERA

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

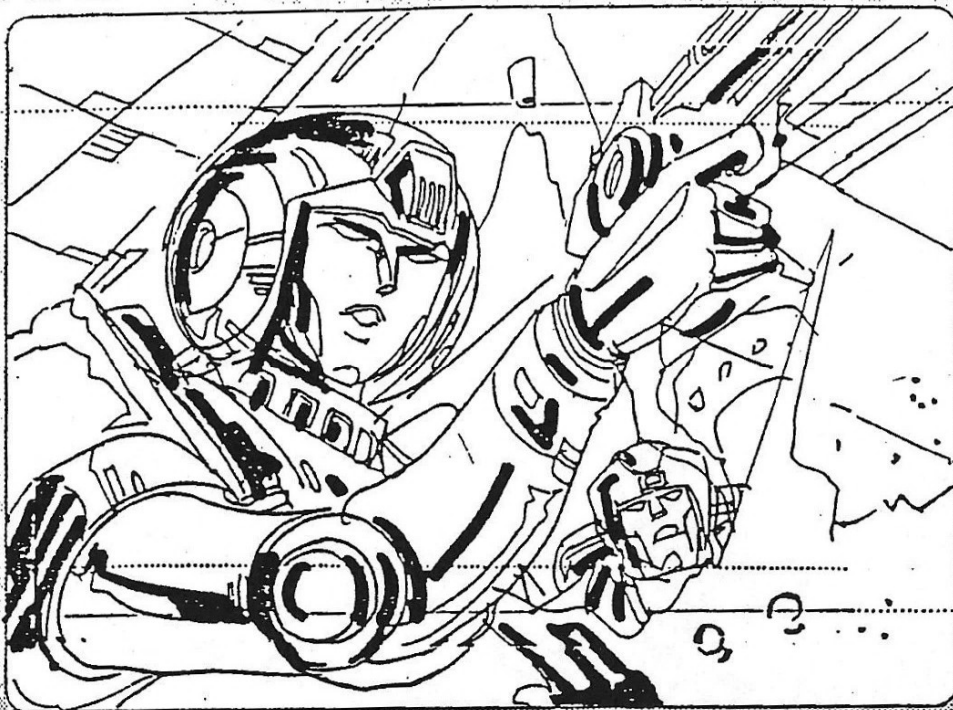
ACTION

DIAL

MUSIC/SFX

CAMERA

SC. 30-18



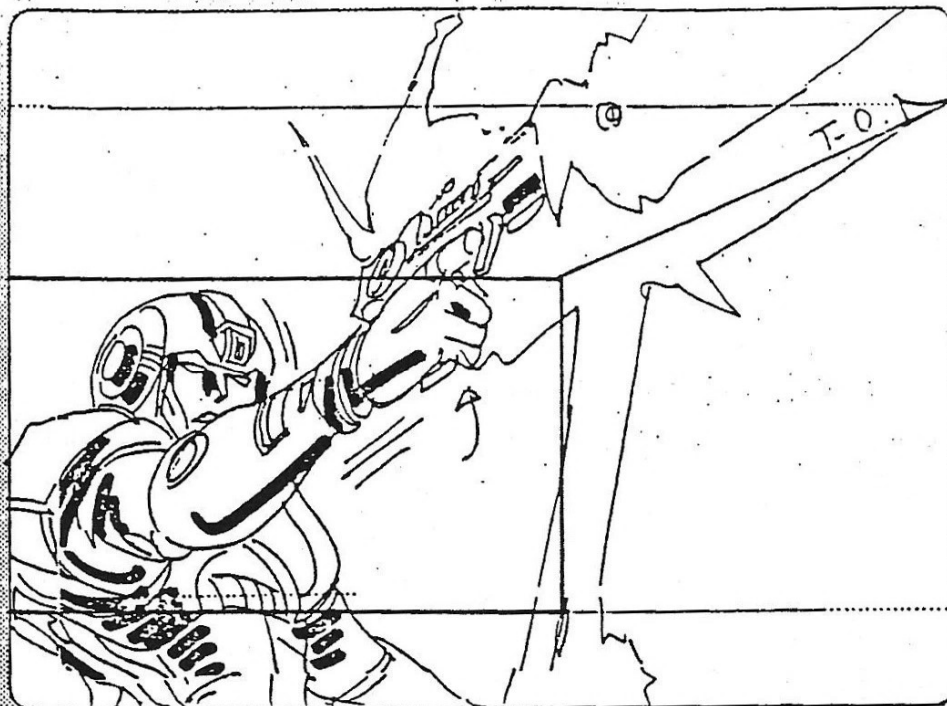
ACTION C.U. ARCEE. KUP IN THE B.G. SHE TAKES AIM...

DIAL

MUSIC/SFX  
**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

SEQ. 30 Page 10

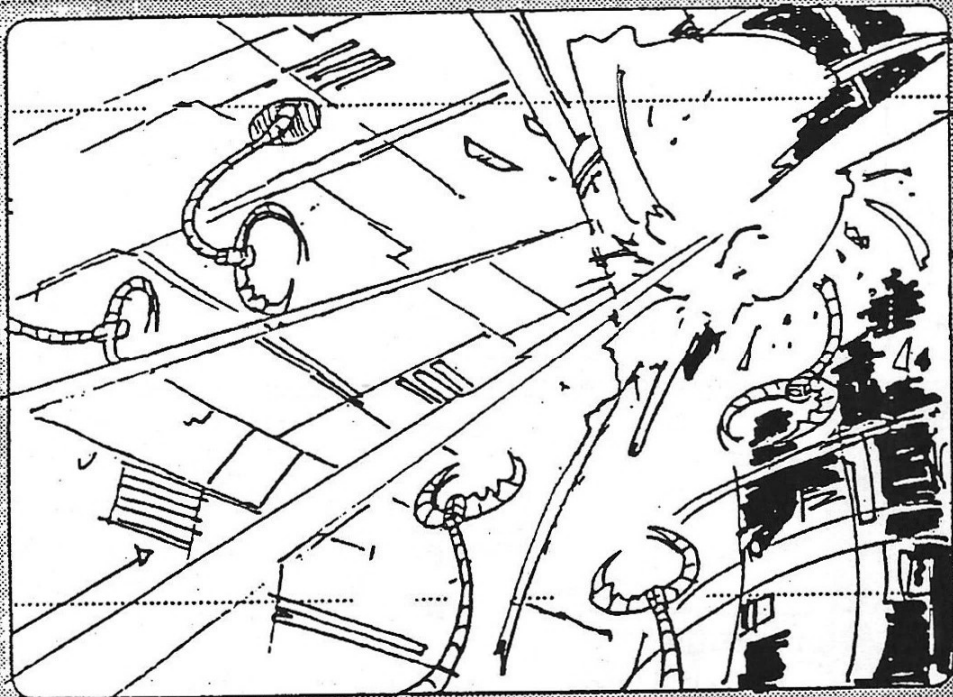


ACTION ...AND FIRES AT THE O.S. ANTIBODIES.

DIAL

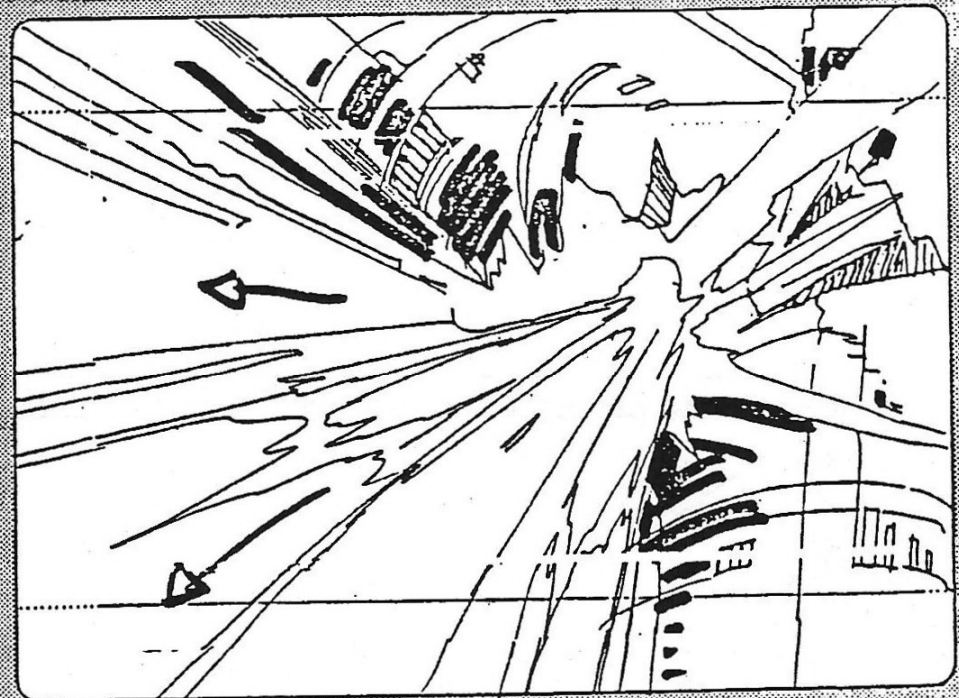
MUSIC/SFX

SC. 30-19



SC. CONT

SEQ. 30 Page 11



ACTION M.C.U. THE ANTIBODIES. ARCEE'S LASER BLAST EXPLODES INTO ONE OF THEM, DESTROYING THE ANTIBODY AND...

DIAL

MUSIC/SFX

CAMERA



ACTION ...SHATTERING A LARGE TUBE IN UNICRON.

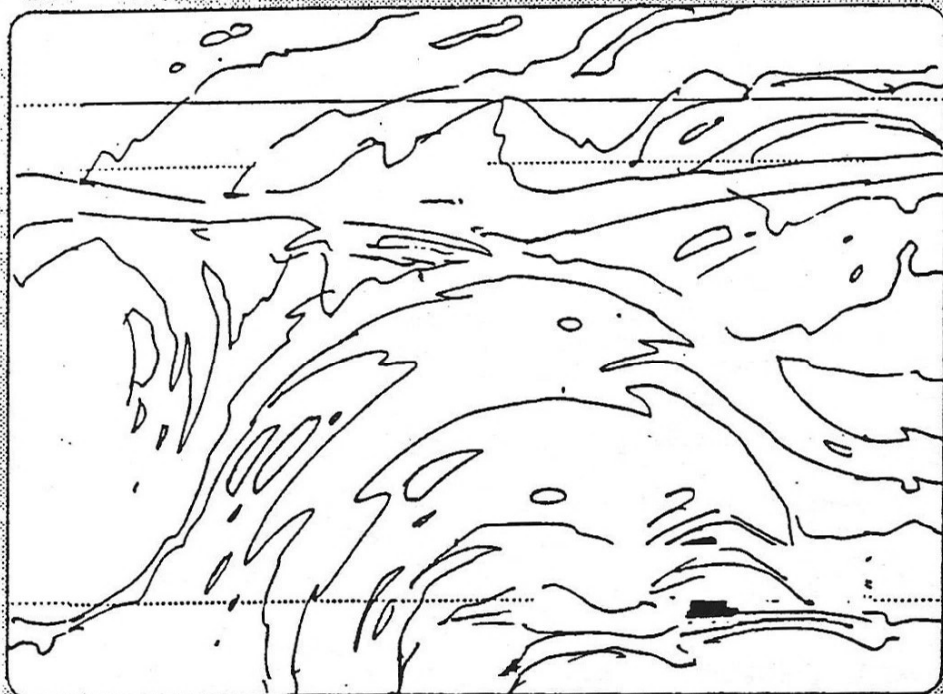
DIAL

MUSIC/SFX

CAMERA

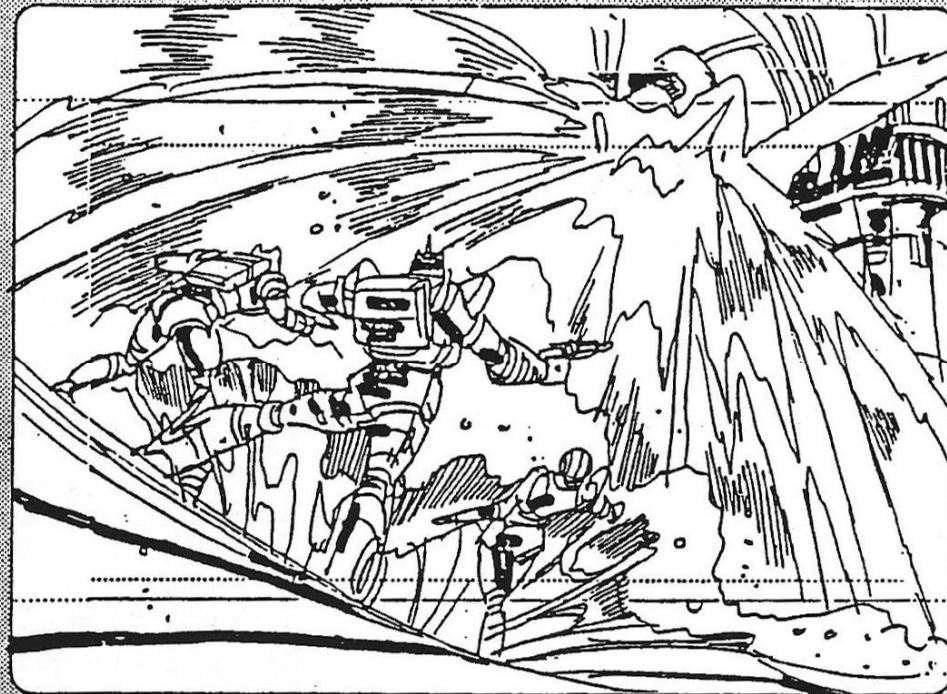


SC. CONT 30-19



SC. 30-20

SEQ. 30 Page 12



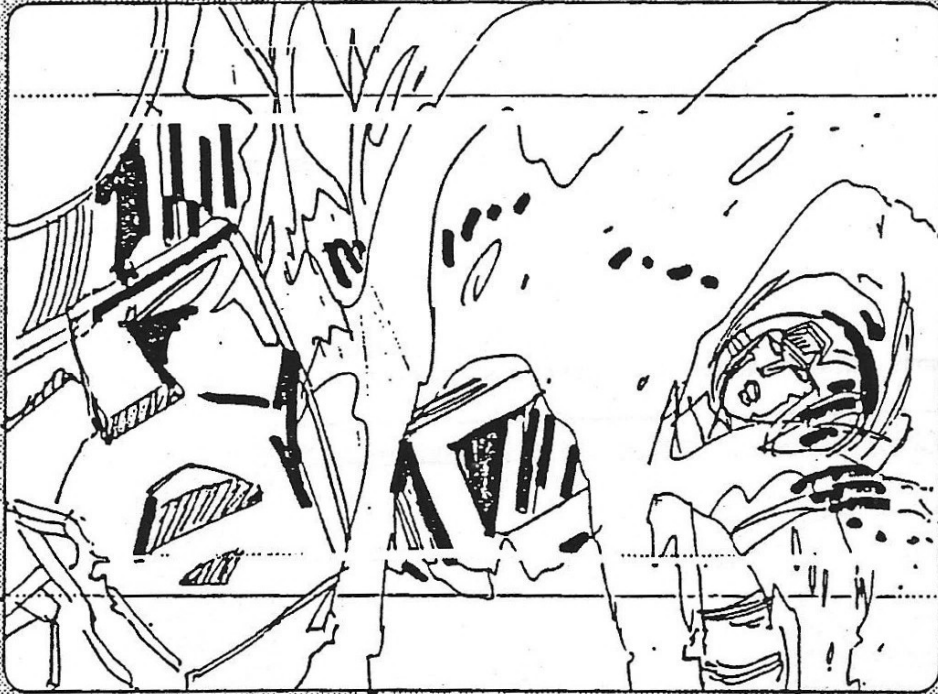
...A TORRENT OF LIQUID POURS OUT, FILLING THE SCENE.  
THE LIQUID IS COLOR RP-3.

ACTION X.L.S. KUP, SPRINGER AND ARCEE. THE VIOLENT RIVER OF  
LIQUID SPLASHES TO THE FLOOR AND...

DIAL

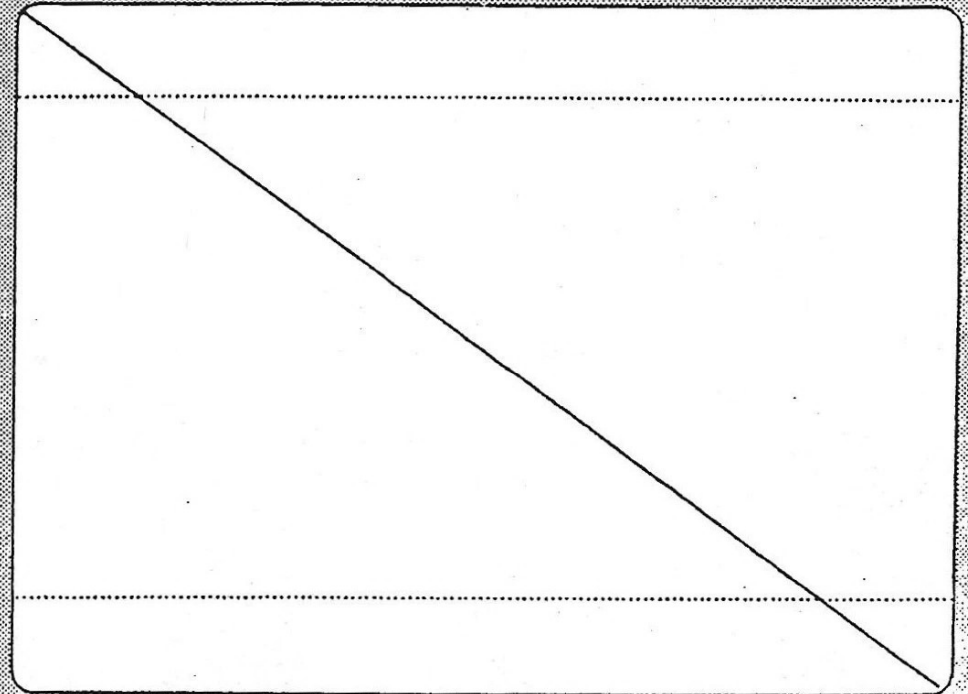
MUSIC/SFX

SC. CONT 30-20



SC.

SEQ. 30 Page 13



TION ...FLOODS OVER THE AUTOBOTS CARRYING THEM O.S. BEHIND  
THEM...

L

SIC/SFX

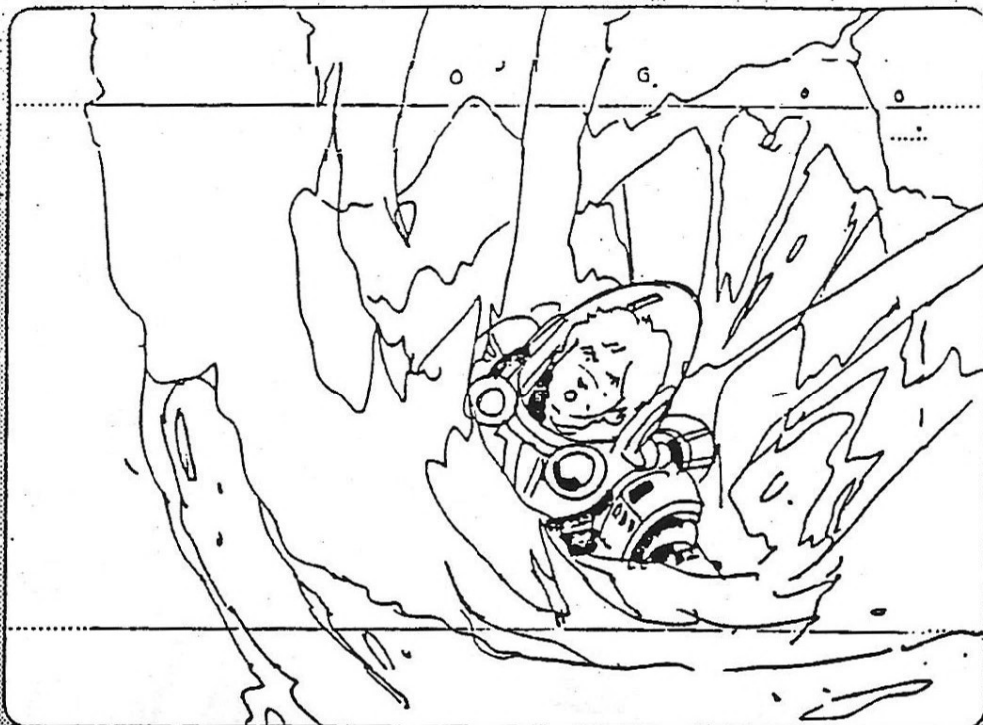
ACTION

DIAL

MUSIC/SFX

CAMERA

SC. 30-21



ACTION ...DANIEL IS WASHED INTO SCENE CARRIED ALONG IN THE SWIFT  
CURRENT...

DIAL

MUSIC/SFX

**TFRAW**  
From *Beast Hunters and Beyond!!!!*

SC. CONT 30-21

REQ.30 Page \_\_\_\_\_



ACTION ...AND INTO CAMERA.

DIAL DANIEL Arcee. Kup.

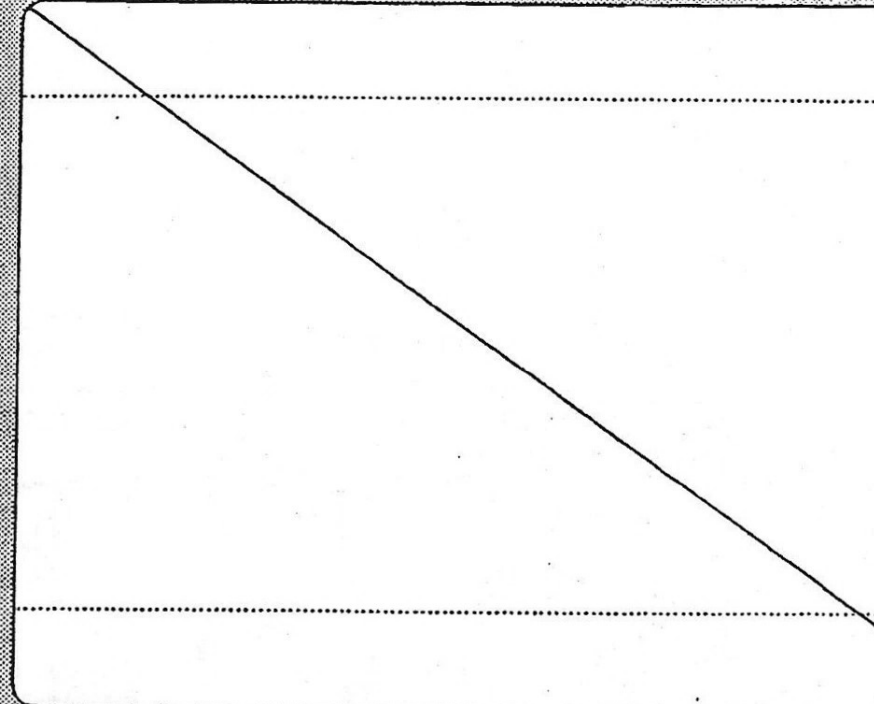
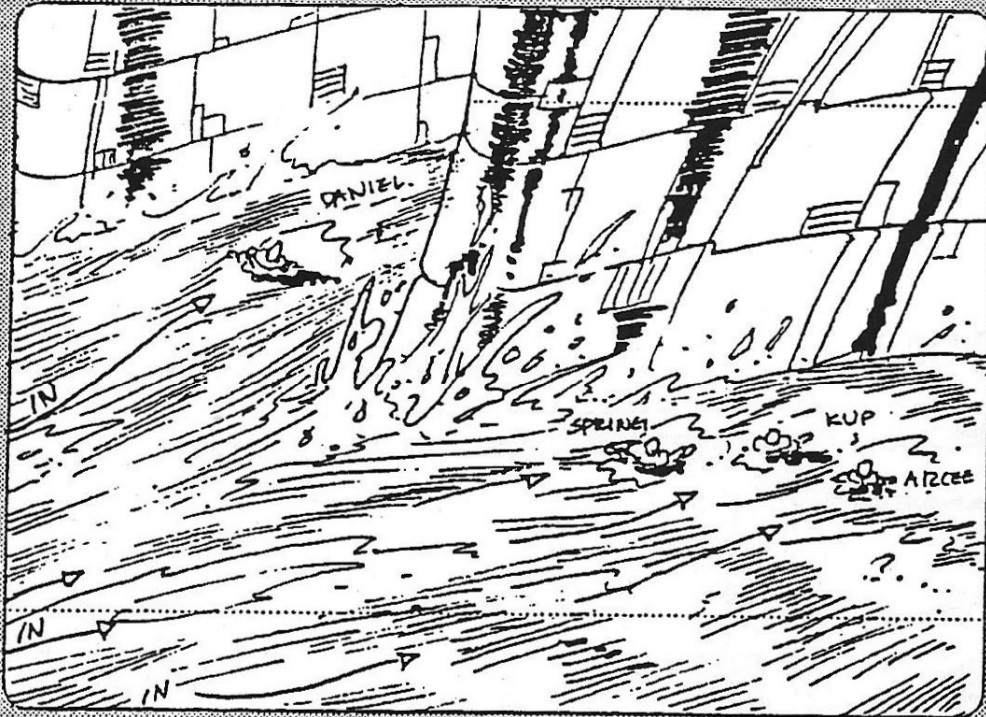
MUSIC/SFX

CAMERA

SC. 30-22

SC.

SEQ 30 Page 1



ACTION X.L. DOWN SHOT. DANIEL, ARCEE, KUP, SPRINGER. THEY ARE CARRIED ALONG IN THE TORRENT OF LIQUID. AT A JUNCTION IN THE TUNNEL, ARCEE, SPRINGER AND KUP ARE WASHED DOWN ONE CHANNEL, DANIEL IS WASHED DOWN THE OTHER.

DIAL

MUSIC/SFX

CAMERA

ACTION

DIAL

MUSIC/SFX

CAMERA



SC. 30-23

TRUCK IN.

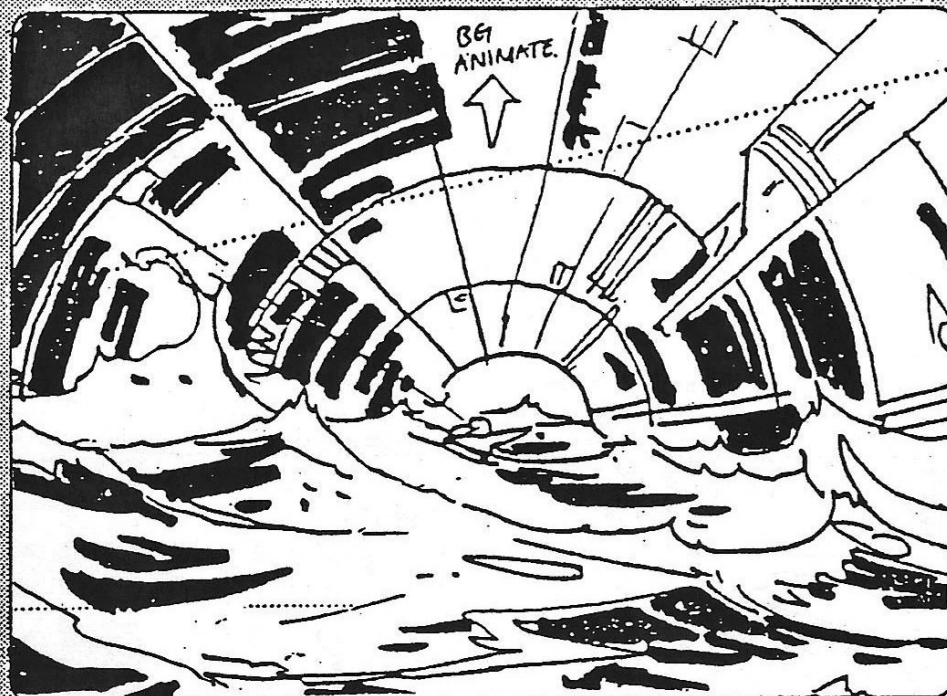


FROM M.C.U. DANIEL. HE IS CARRIED ALONG IN THE STRONG CURRENT. WE TRUCK IN. HE LOOKS TERRIFIED!

SC. 30-24

ANIMATE BG. SEQ 30 Page

16



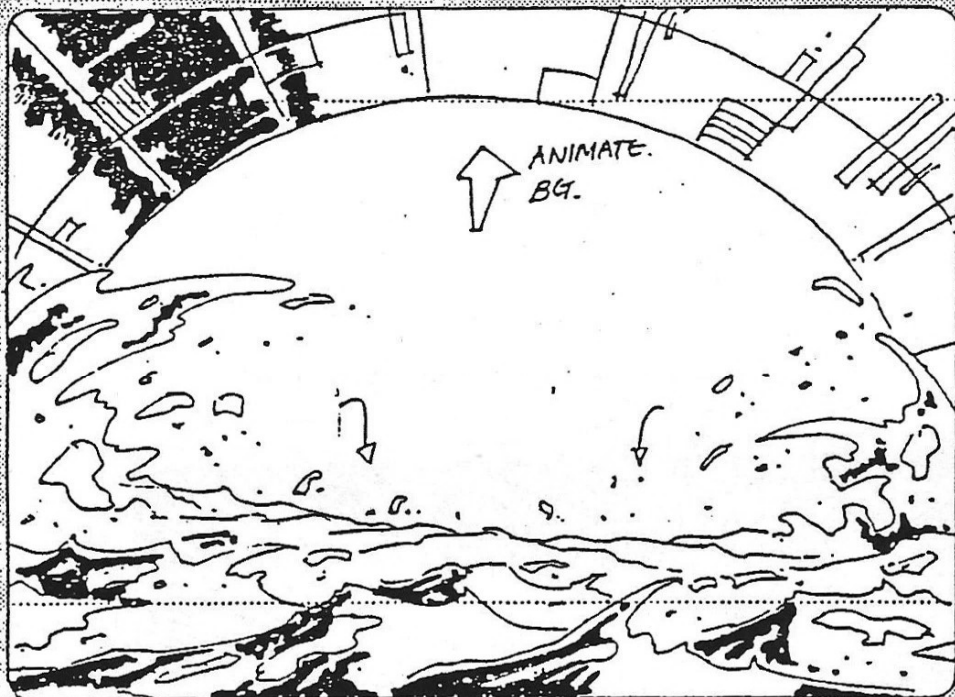
ACTION L.S. DANIEL'S P.O.V. OF THE TUNNEL. IN THE DISTANCE IS AN OPENING. AS WE MOVE TOWARD IT, THE SOUND OF A HUGE WATERFALL INCREASES.

DIAL

MUSIC/SFX

SC. CONT 30-24

ANIMATE BG.



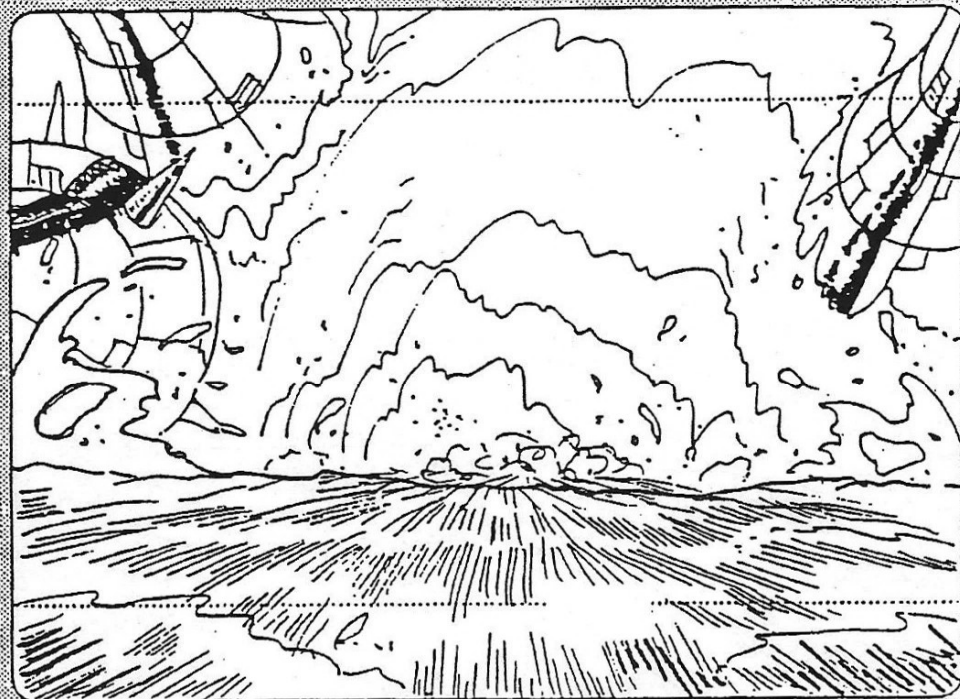
SC. CONT

ANIMATE BG.

SEQ 30

Page

17



TION WE APPROACH THE OPENING AND THE BRINK OF THE FALLS WHICH THUNDERS.

ACTION ...WE MOVE OUT OF THE TUNNEL AND TIP OVER THE EDGE OF THE WATERFALL, LOOKING STRAIGHT DOWN.

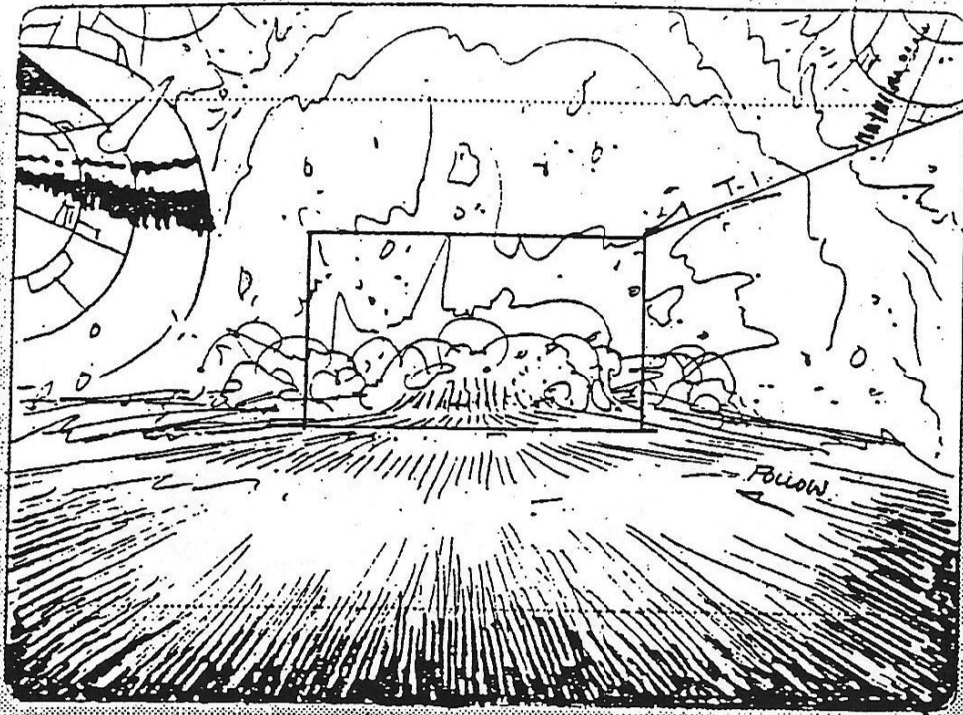
DIAL

MUSIC/SFX

CAMERA

SC. CONT 30-24

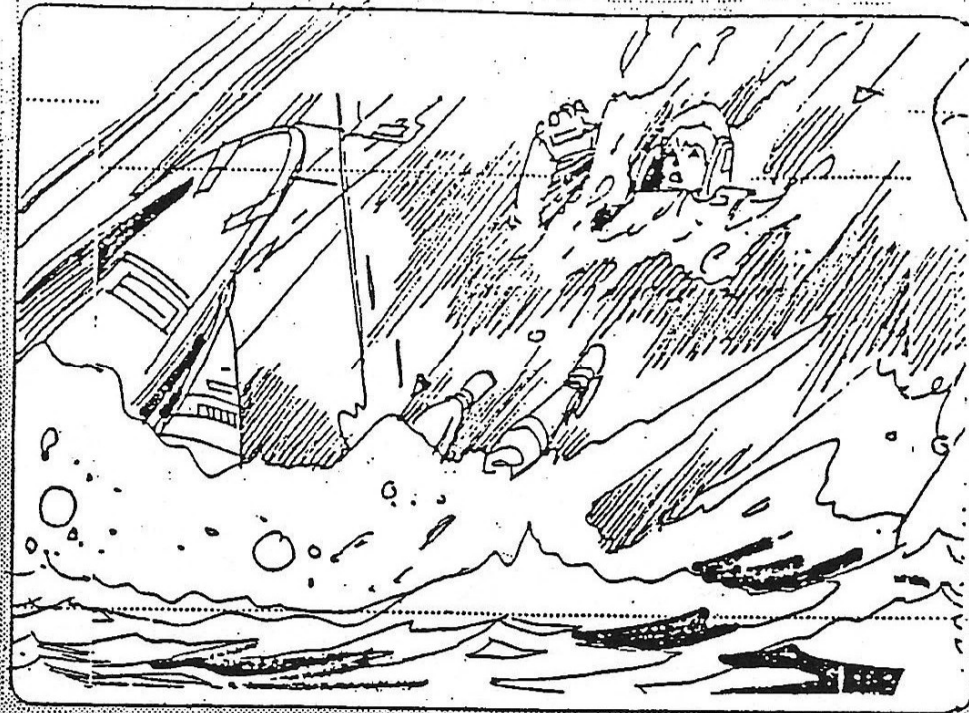
FAST TRUOLIN.



NO SCENE 30-25

SC. 30-26

SEQ 30 Page 18



ACTION ...WE PLUNGE DOWN THE FACE OF THE FALLS.

DIAL

MUSIC/SFX

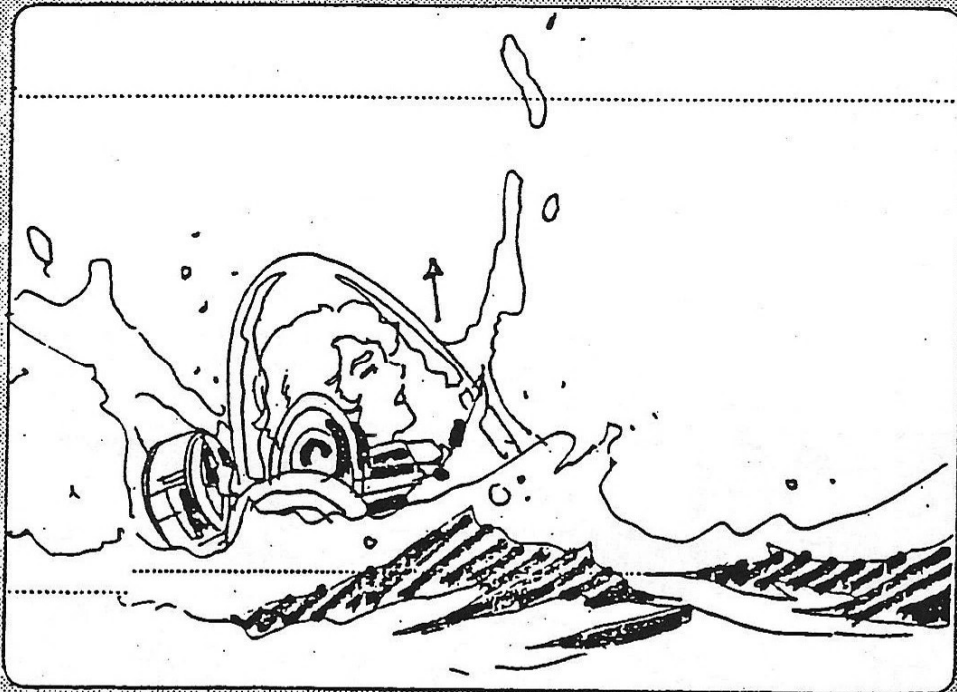
**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION L.S. DANIEL. HE IS WASHED INTO A GLOWING LAKE AND PULLED UNDER BY THE FORCE OF THE FALLING LIQUID...

DIAL

MUSIC/SFX

SC. CONT 30-26



ACTION ...THEN HE POPS UP, TO THE SURFACE LIKE A BOBBING CORK...

DIAL

MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

SEQ. 30 Page 19



ACTION ...AND IS WASHED ALONG TOWARD CAMERA.

DIAL

MUSIC/SFX

CAMERA

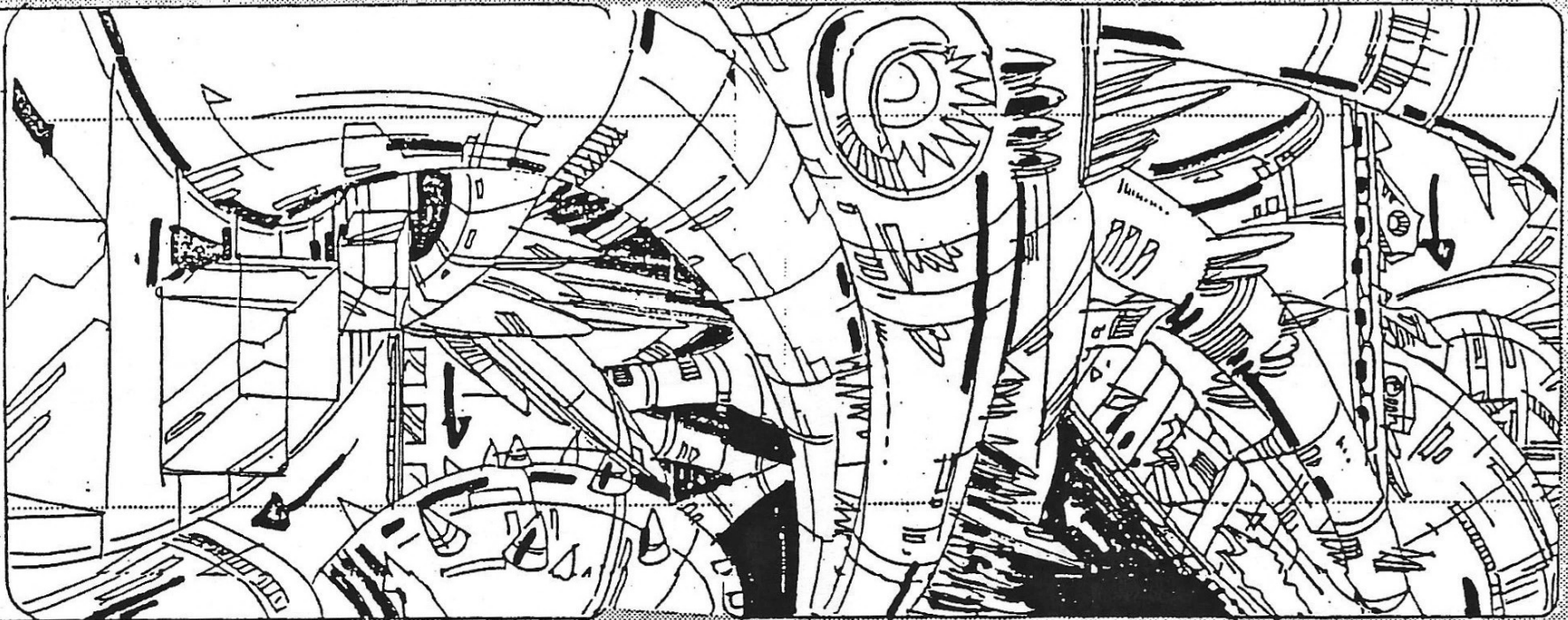


SC. 30 -27

STOP

PAN DOWN.

SEQ 30  
START Page 20



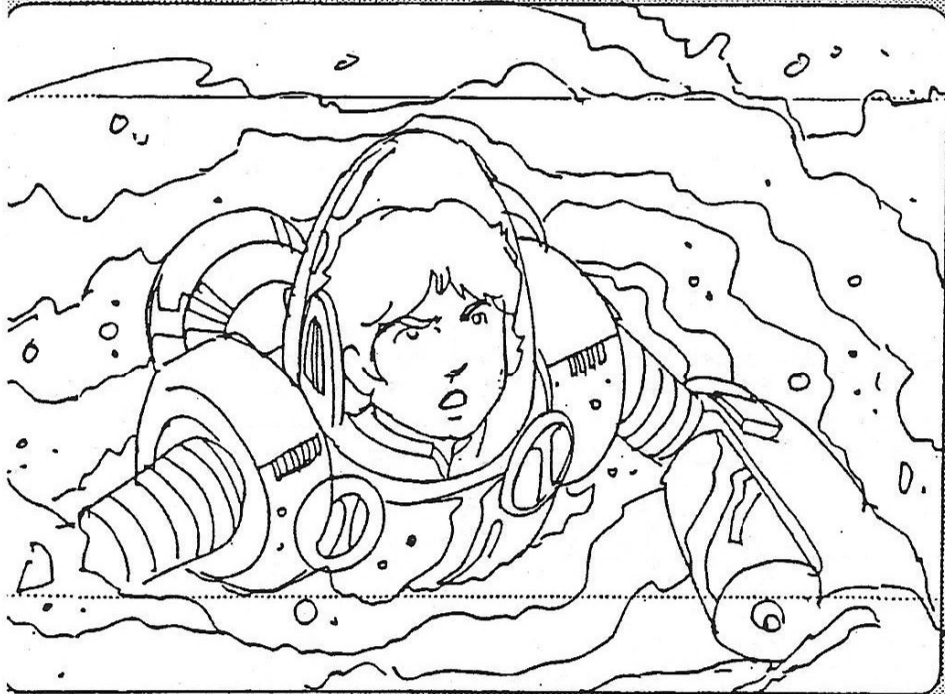
FROM L.S. THE INTERIOR OF UNICRON'S STOMACH. THIS IS THE CENTRAL PROCESSING FOR UNICRON'S ENERGY. A LONG CONVEYOR BELT CARRIES ALONG PIECES OF MATERIAL...

ACTION WE PAN DOWN TO SEE THE PIECES OF MATERIAL CARRIED DOWN, CRUNCHED IN AN ENERGY VICE AND FORMED INTO PULSATING ENERGY CUBES.

DIAL

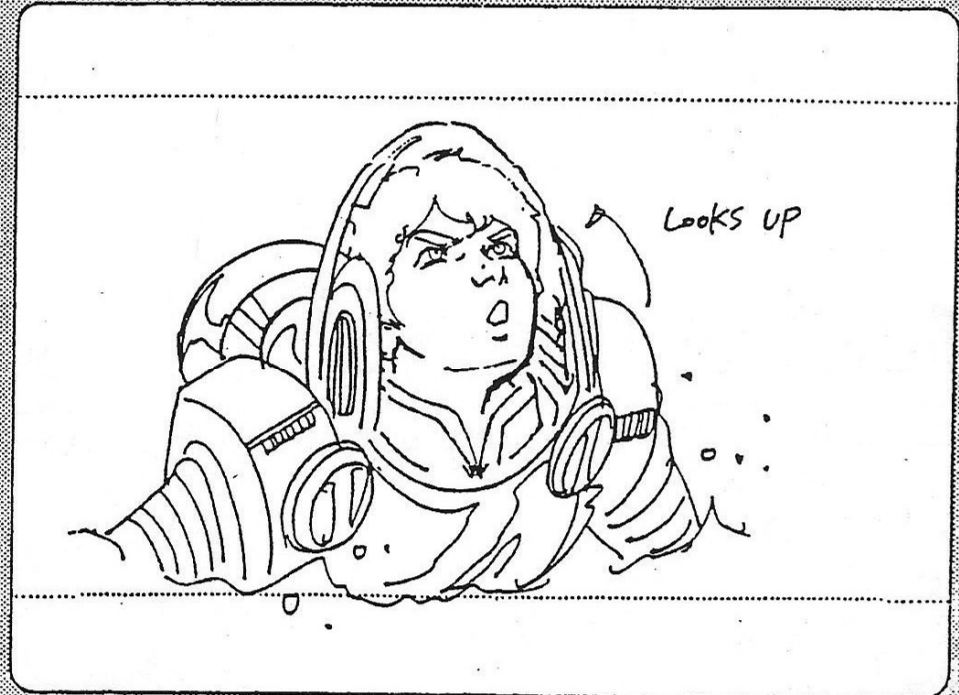
MUSIC/SFX

SC. 30-28



SC. CONT

SEQ. 30 Page 21



ON M.S. DANIEL. HE FLOATS ABOUT IN THE SWIRLING LIQUID...

ACTION ...HIS ATTENTION IS DRAWN UP. HE LOOKS UP.

DIAL

MUSIC/SFX

CAMERA

C/SFX

50. 30-31



ACTION X.L.S. THE VAULT OF UNICRON'S STOMACH. HIGH ABOVE, SEVERAL DECEPTICONS HANG FROM A LONG CABLE THAT CARRIES THEM ALONG TOWARD A HUGE VAT.

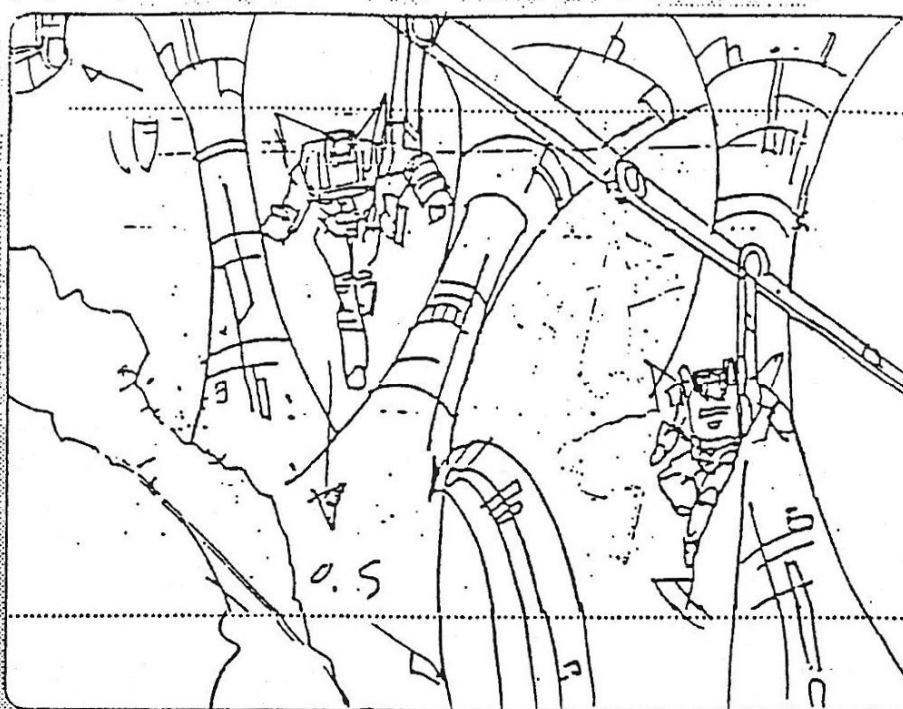
DIAL

MUSIC/SFX

CAMERA

50. 30-30

Page 22



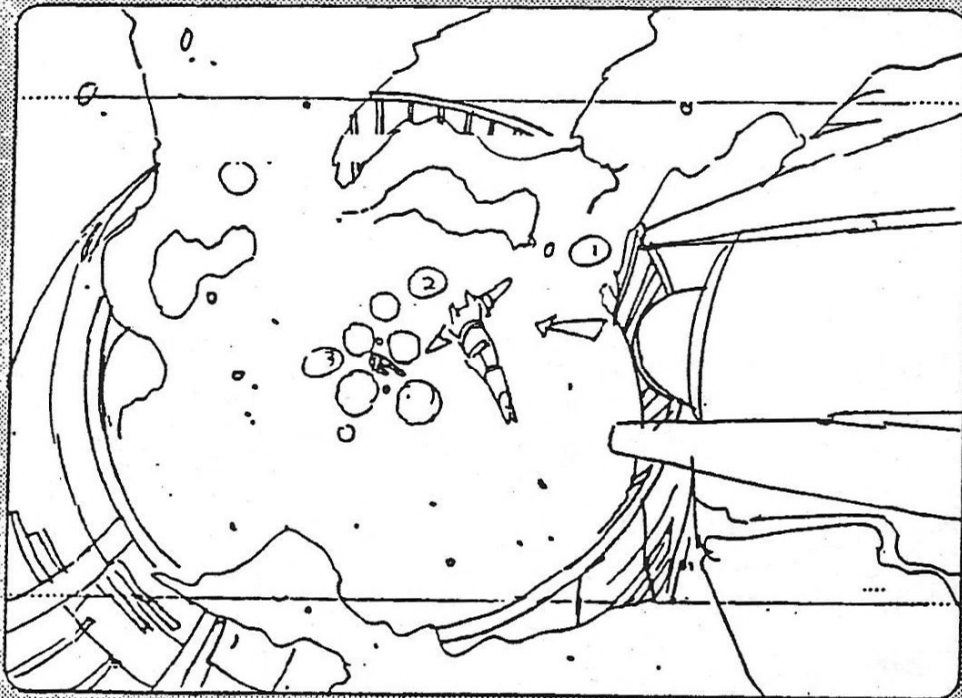
ACTION L.S. TWO DECEPTICONS ARE CARRIED DIRECTLY OVER THE STEAMING VAT. FUMES CLOUD THE AIR. THE FIRST DECEPTICON IS LET LOOSE AND DROPS O.S. THESE ARE UNIDENTIFIED DECEPTICONS COLOR PURPLE.

DIAL

MUSIC/SFX

CAMERA

SC. 30-31



ACTION DOWN SHOT. THE DECEPTICON FALLS AND SPLASHES INTO THE VAT FAR BELOW.

DIAL

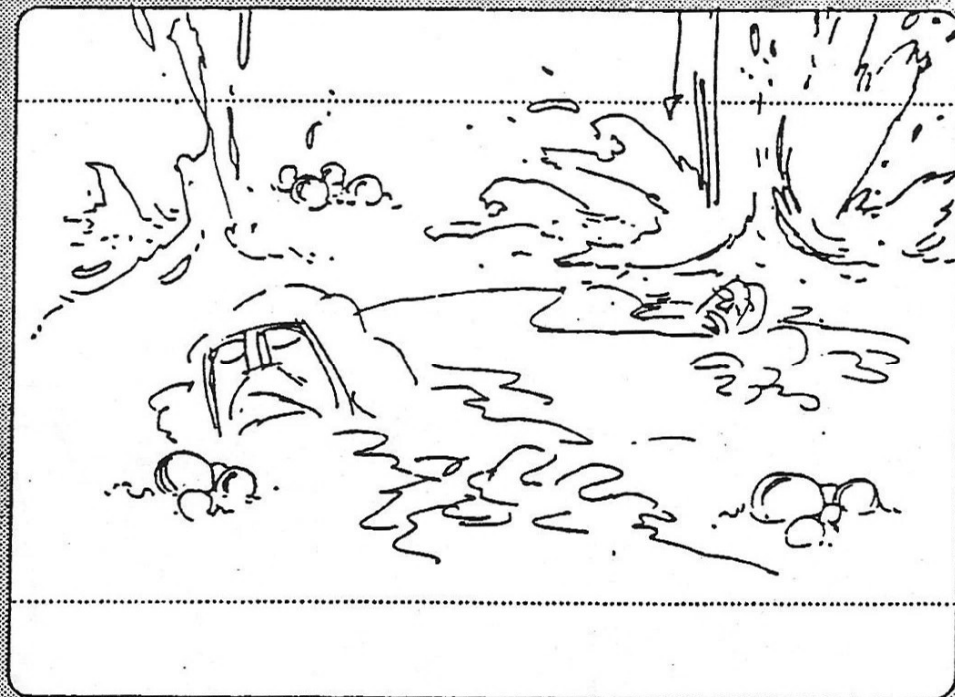
MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 30-32

SEQ. 30 Page 23



ACTION M.S. THE DECEPTICON AS HE SPLASHES ABOUT AND IS DISSOLVED BY THE STRONG ACID IN THE VAT.

DIAL

MUSIC/SFX

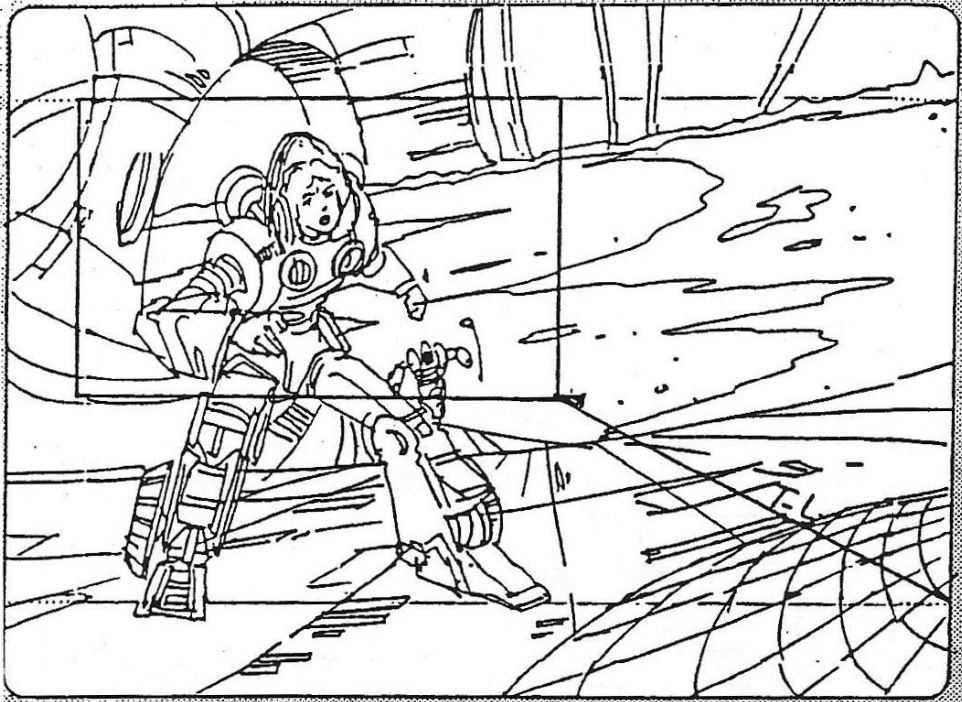
CAMERA



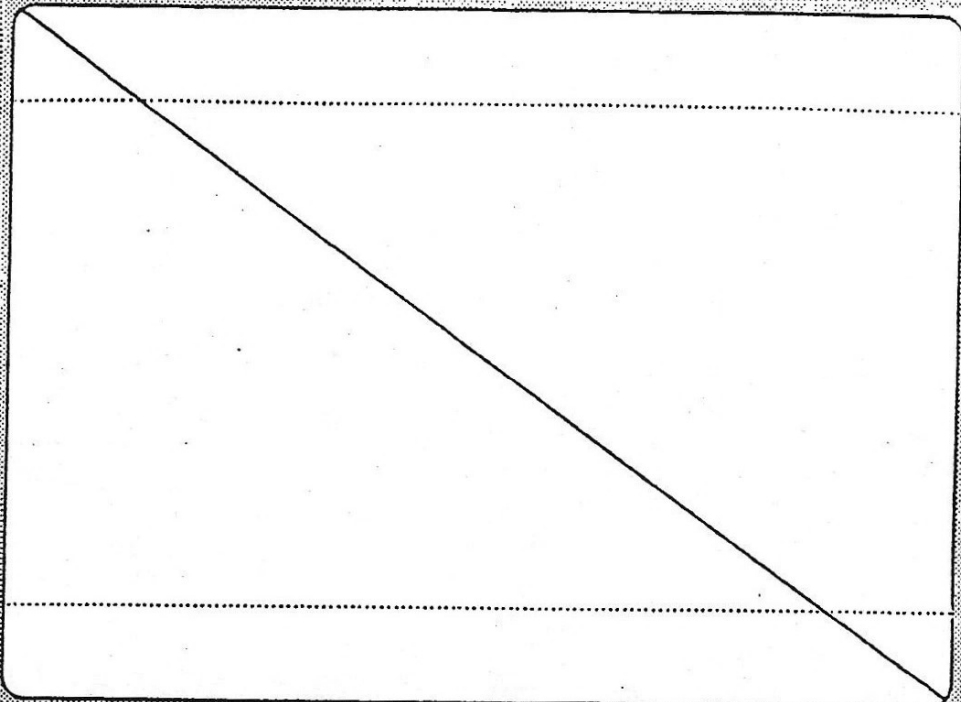
SC. 30-33

SC.

SEQ. 30 Page 24



NO SCENE 30-34  
NEXT SCENE 30-35



ION X.L.S. DANIEL. HE COMES UP OUT OF THE LAKE OF LIQUID  
AND RUNS TOWARD CAMERA. HE STOPS AND LOOKS UP.

DANIEL Cliffjumper! Jazz!...

ACTION

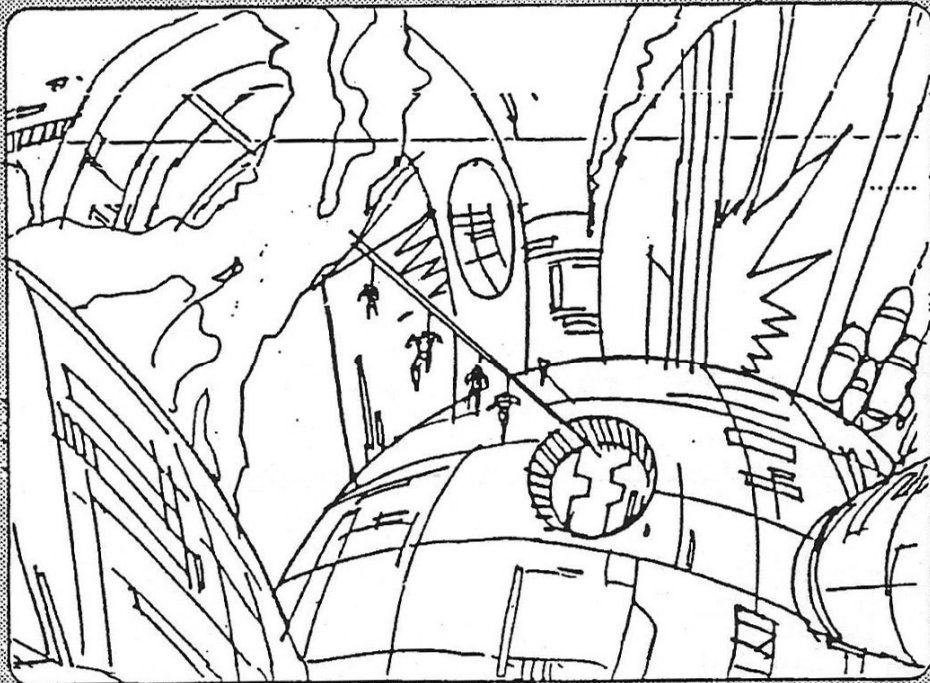
DIAL

MUSIC/SFX

CAMERA

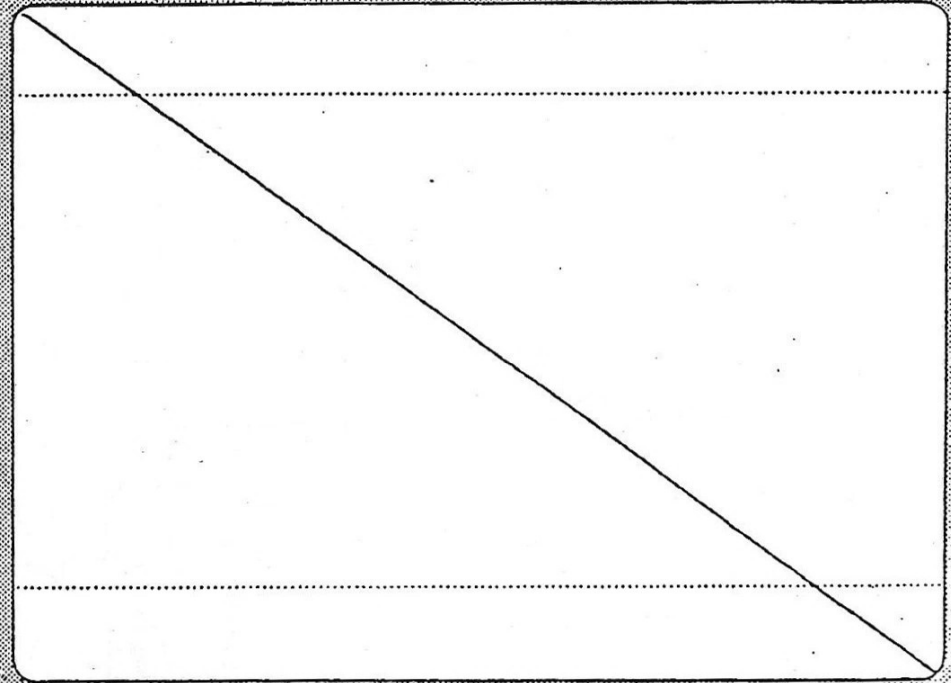


SC. 30-35



SC.

SEQ. 30 Page 25



NO SCENE 30-36

ACTION X.L.S. DANIEL, SPIKE, BUMBLEBEE AND JAZZ INSIDE UNICRON'S STOMACH CHAMBER. DANIEL WATCHES HELPLESSLY AS HIS FRIENDS ARE CARRIED CLOSER AND CLOSER TO THE ACID VAT.

DIAL DANIEL (CONT) Bumblebee!

MUSIC/SFX

CAMERA

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

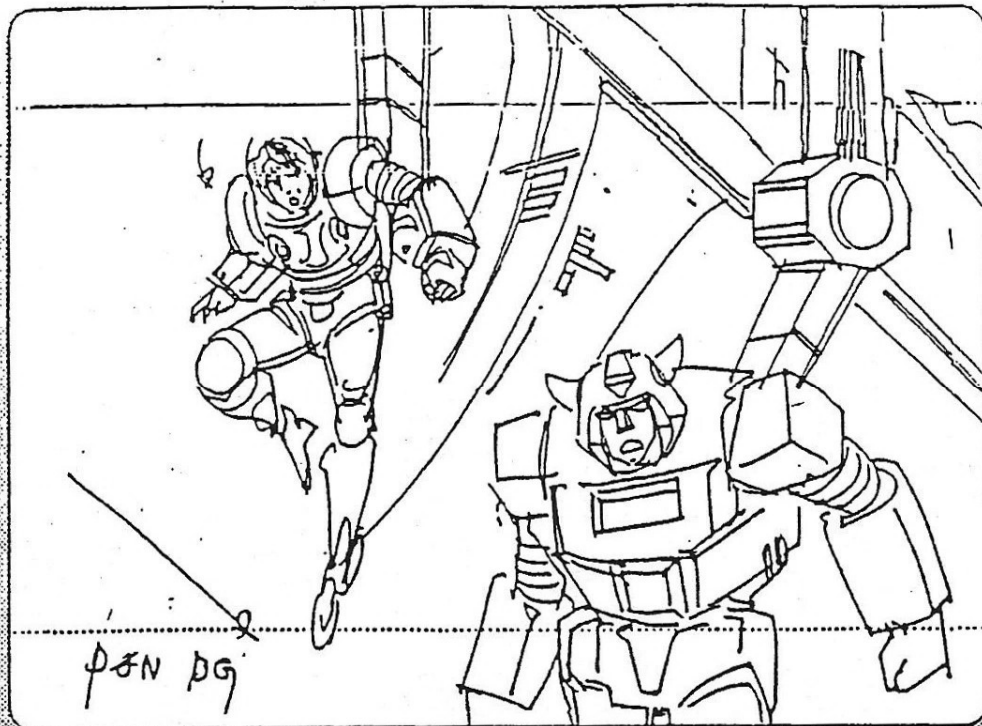
ACTION

DIAL

MUSIC/SFX

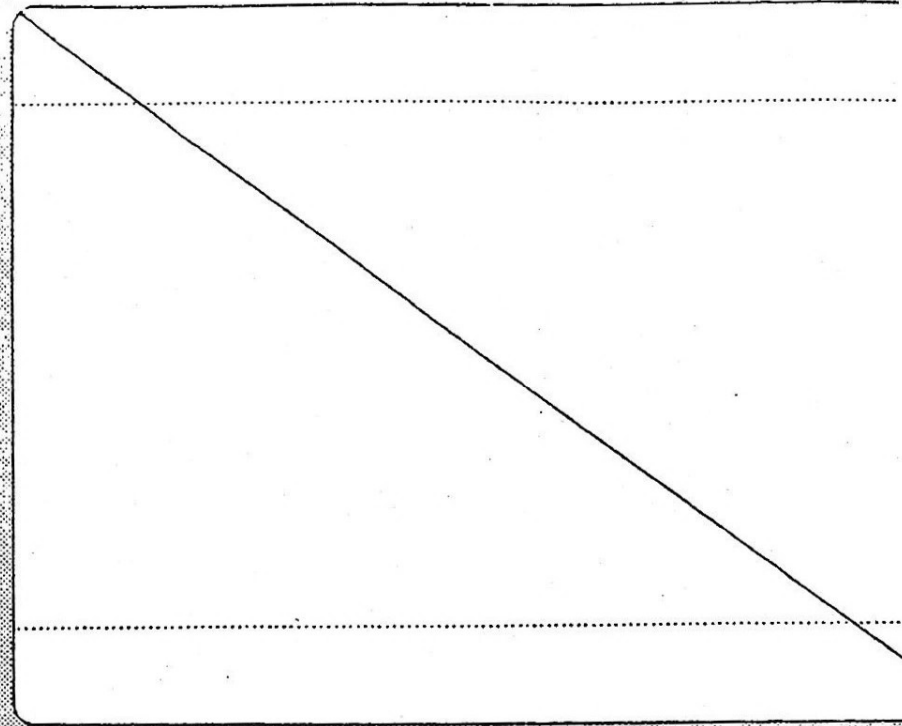
CAMERA

SC. 00-0



SC.

SEQ. 00 Page 2



ACTION

M.L.S. SPIKE AND BUMBLEBEE. WE MOVE ALONG WITH THEM.  
THEY ARE HELD HELPLESS IN THE GRIP OF MASSIVE PINCERS.

DIAL

DANIEL (VC)

Dad!

MUSIC/SFX

ACTION

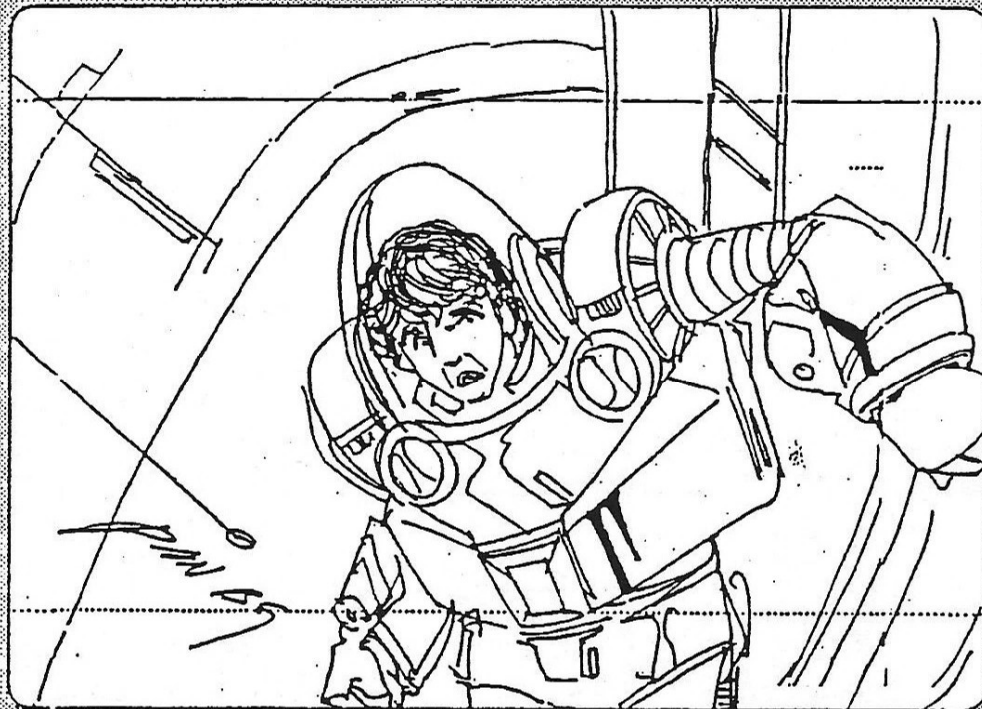
DIAL

MUSIC/SFX

TFRAW

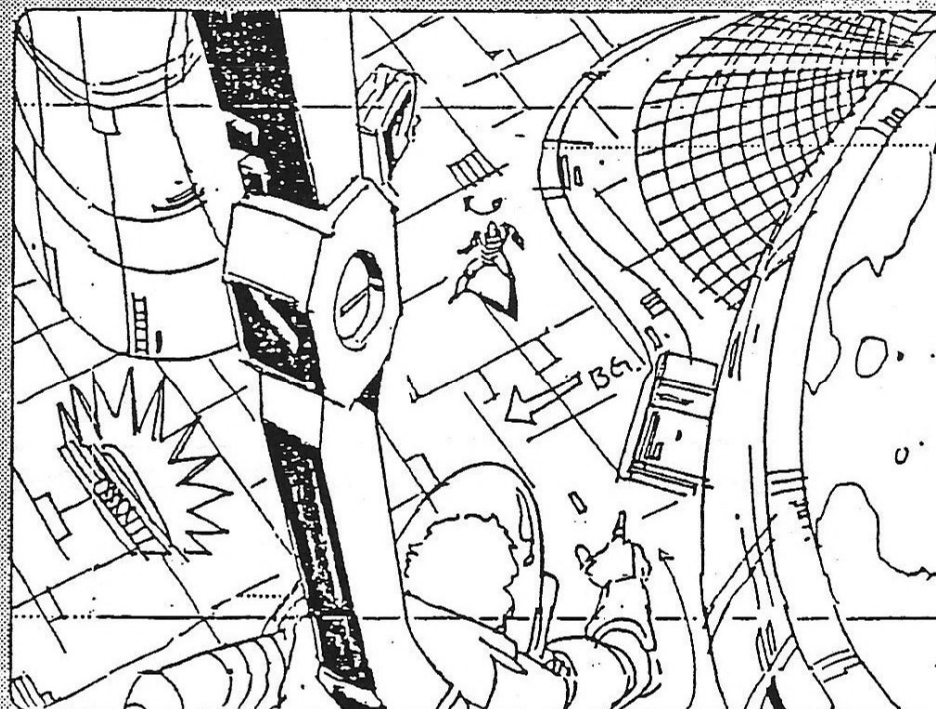
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 30-38



SC. 30-39

SEQ 30. Page 27



ACTION M.S. SPIKE. HE CALLS OUT TO HIS SON DANIEL.

DIAL SPIKE Daniel!

MUSIC/SFX

CAMERA

**IFRAW**  
From Generation 1 to Reast Hunters and Beyond!!!!

ACTION DOWN SHOT DANIEL AND SPIKE ON THE FLOOR BELOW. DANIEL LOOKS AROUND FOR THE CONTROLS HIGH ABOVE HIM. SPIKE POINTS IT OUT.

DIAL DANIEL What can I do?

SPIKE Stop the acid pump!

MUSIC/SFX

CAMERA

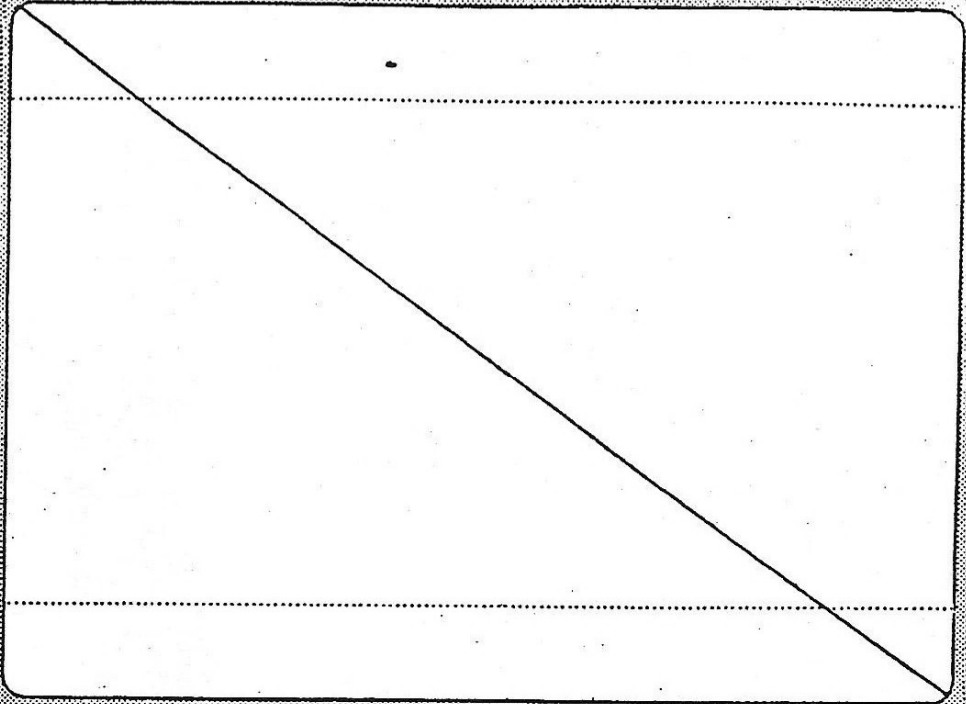


SC. 30-40

SC.



NO SCENE 30-41  
NEXT SCENE 30-42



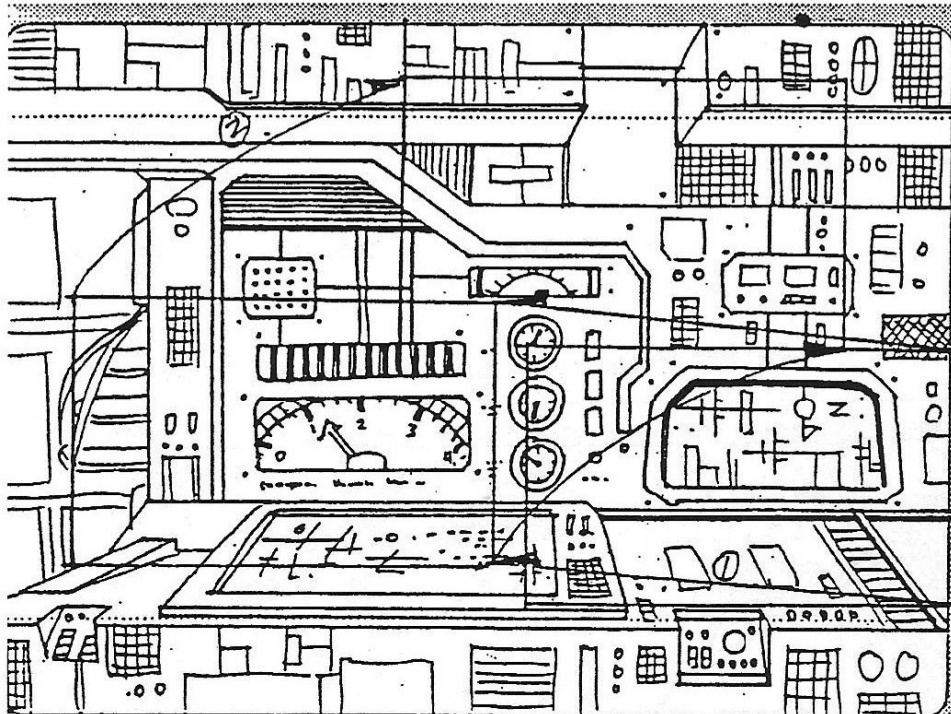
ON M.L.S. DANIEL. HE TAKES OFF AND RUNS OVER TO THE VAT.

ACTION

DIAL

MUSIC/SFX

SC. 30-42



ION C.U. THE CONTROLS TO THE ACID VAT.

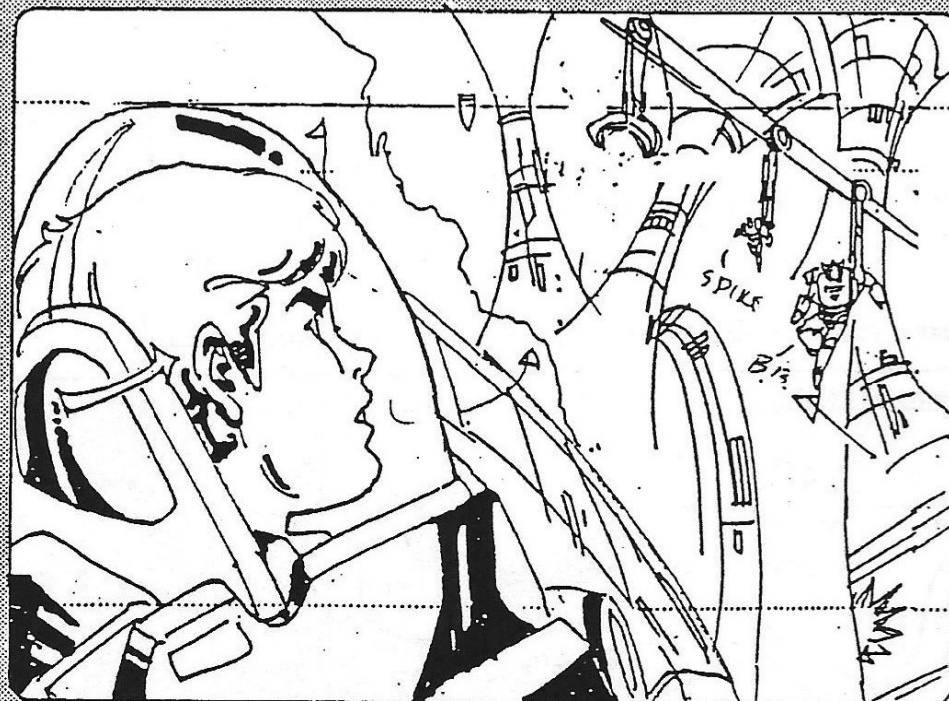
DANIEL'S P.O.V. WE PAN AROUND IN AN ARC TO VARIOUS PLACES ON THE CONTROLS, TRYING TO DISCOVER HOW TO TURN OFF THE PUMP.

IC/SFX



SC. 30-43

SEQ. 30 Page 29



ACTION

C.U. DANIEL. HE TURNS AND LOOKS UP TO HIS FATHER AND AUTOBOT FRIEND HANGING HELPLESSLY HIGH ABOVE HIM.

DIAL

DANIEL How?

MUSIC/SFX

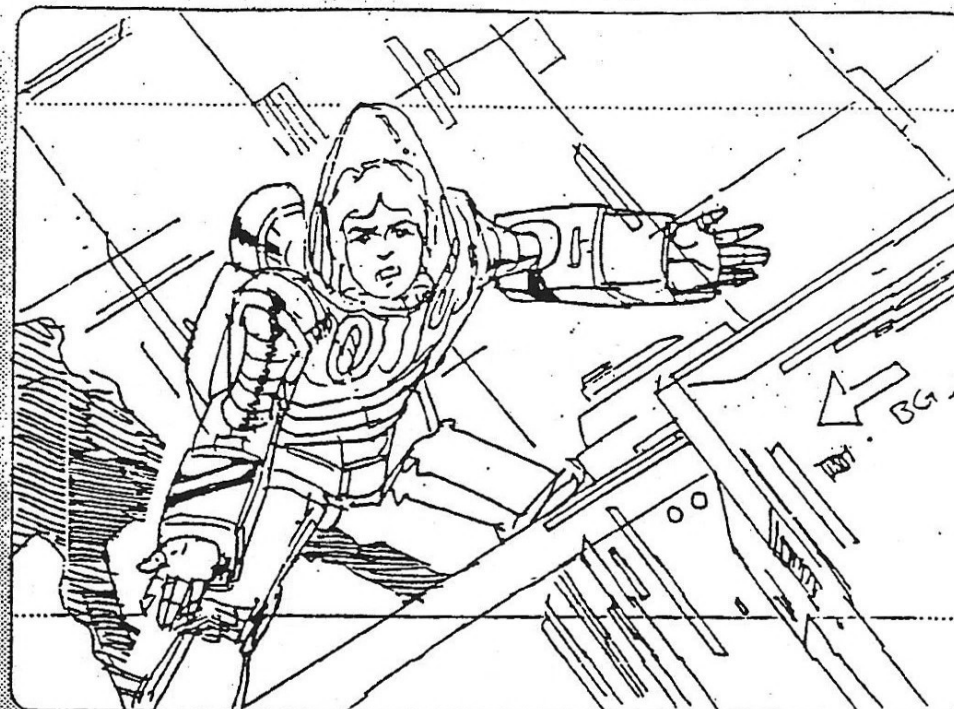
CAMERA

SC. 30-44



SC. 30-45

SEQ. 30 Page 30



ACTION C.U. SPIKE. HE CALLS OUT TO HIS SON.

DIAL SPIKE Blast it, Son.

MUSIC/SFX

CAMERA

from Generation 1 to Reast Hunters and Beyond!!!!

ACTION DOWN SHOT DANIEL LOOKING UP RESPONDS TO HIS FATHER.

DIAL DANIEL But I don't have a gun.

MUSIC/SFX

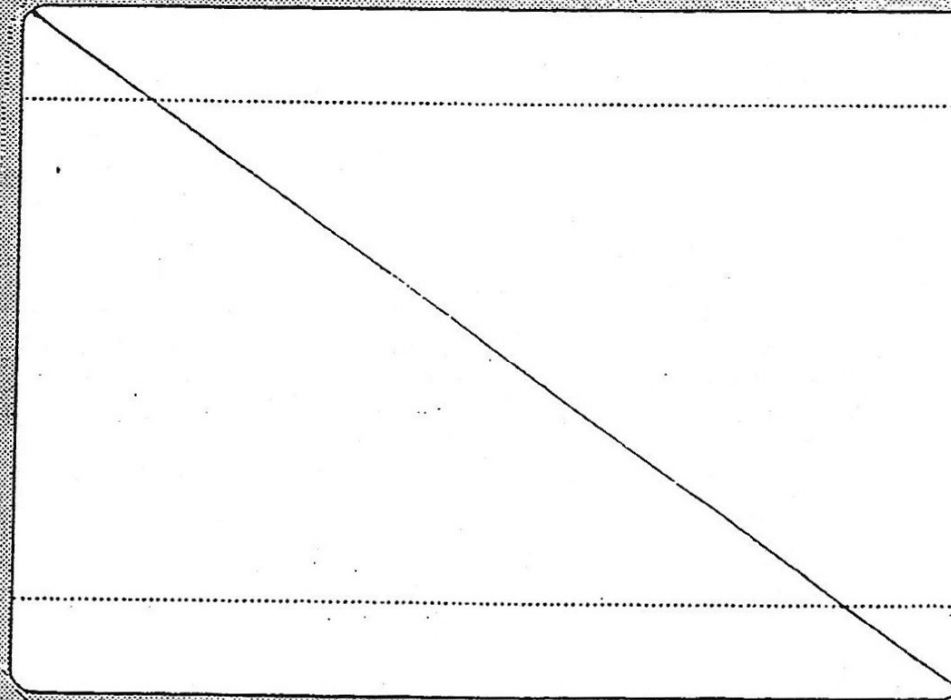
CAMERA

SC. 30-46



SC.

SEQ. 30 Page 31



ACTION X.C.U. SPIKE. HE CALLS INSTRUCTIONS OUT TO DANIEL.

DIAL SPIKE Use your exo-suit.

MUSIC/SFX

CAMERA

ACTION

DIAL

MUSIC/SFX

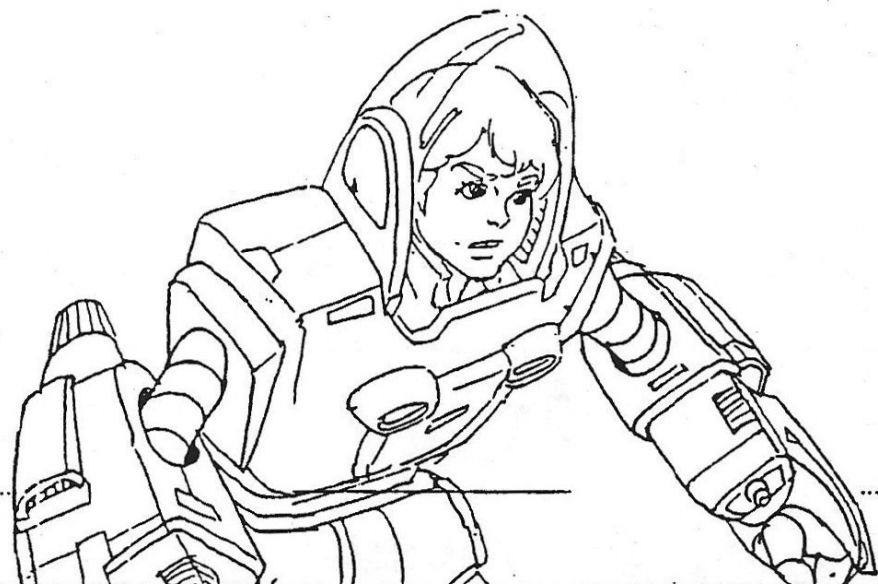
CAMERA



SC. 30-47

SC. CONT

SEQ 30 Page 32



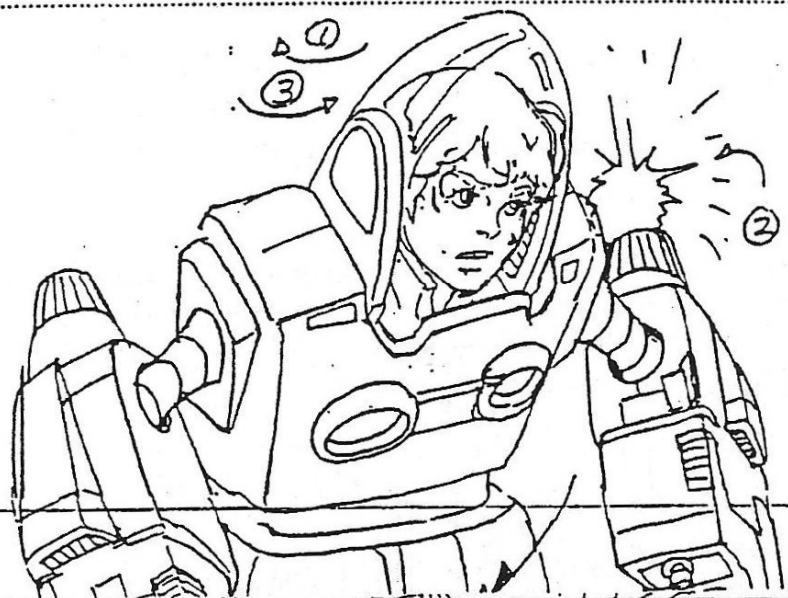
ACTION M.S. DANIEL. HE LOOKS DOWN AT HIS SUIT AND TRIES TO  
FIGURE OUT WHAT TO DO...

ACTION ...HE REACHES OVER, FLIPS UP A PANEL AND PRESSES A FEW  
BUTTONS ON HIS ARM.

DIAL

MUSIC/SFX

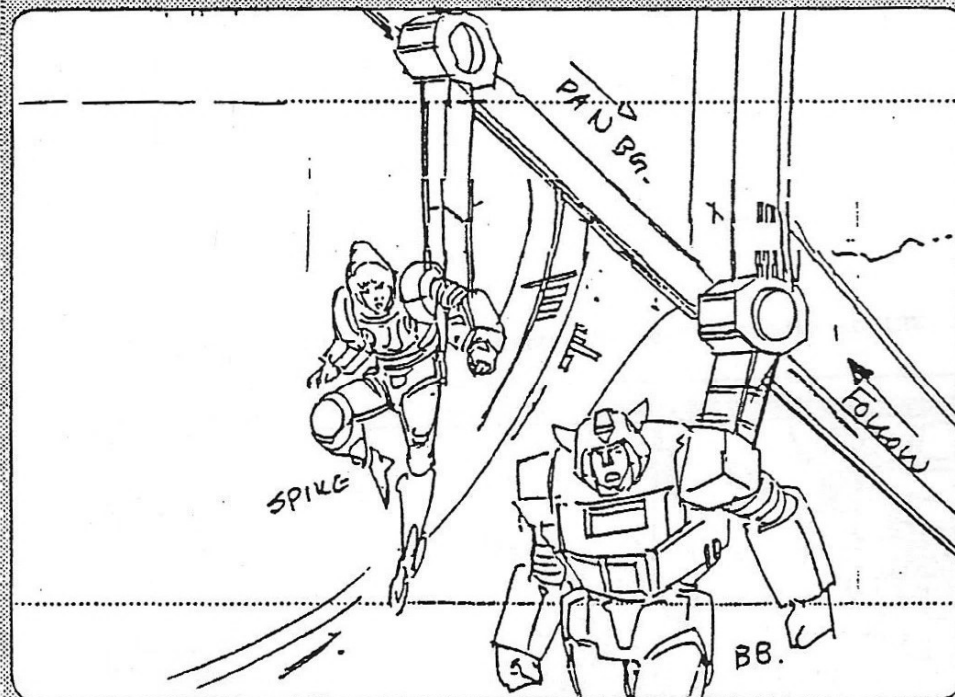
CAMERA



ON THE ROCKET BLASTERS ON HIS ARMS IGNITE FOR AN INSTANT,  
THEN DIE OUT.

SFX

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!



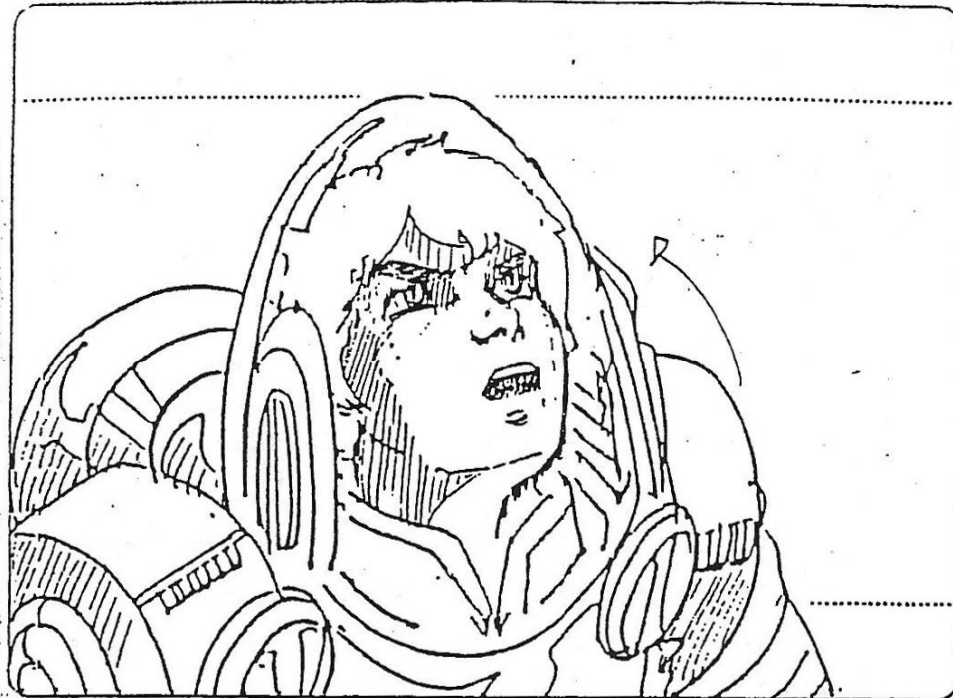
ACTION L.S. SPIKE AND BUMBLEBEE MOVE ALONG TOWARD THE VAT.  
WE FOLLOW THEM.

DIAL

MUSIC/SFX

CAMERA

SC. 30-470



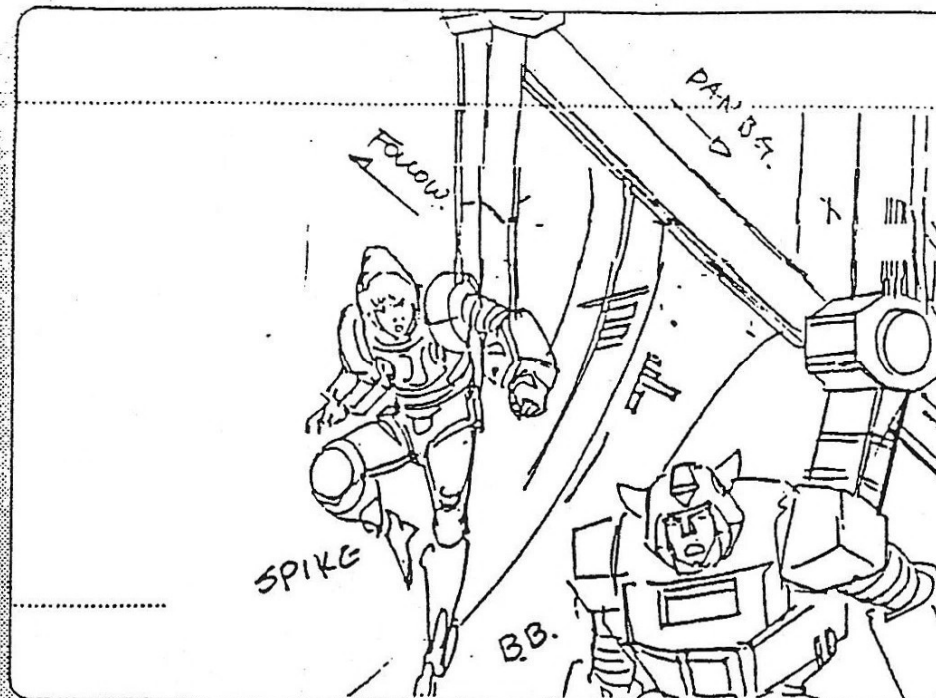
ACTION C.U. DANIEL LOOKS UP AT HIS DAD.

DIAL DANIEL I can't stop it!

MUSIC/SFX

SC. 30-470

SEQ 30. Page 34



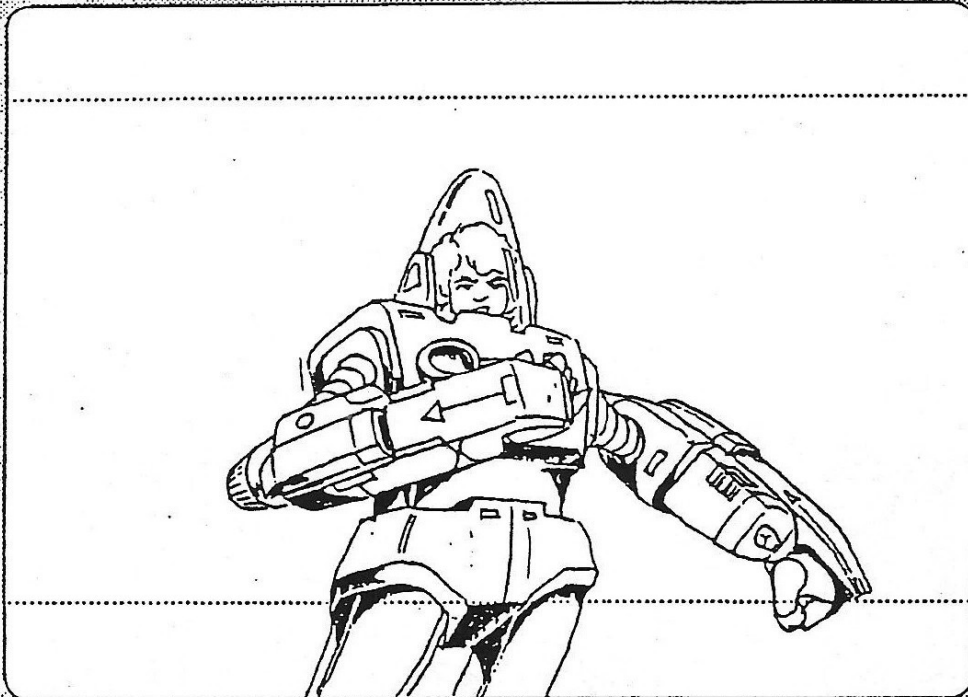
ACTION L.S. SPIKE AND BUMBLEBEE MOVING CLOSER TO THE VAT.

DIAL SPIKE Hurry!

MUSIC/SFX

MUSIC/SFX

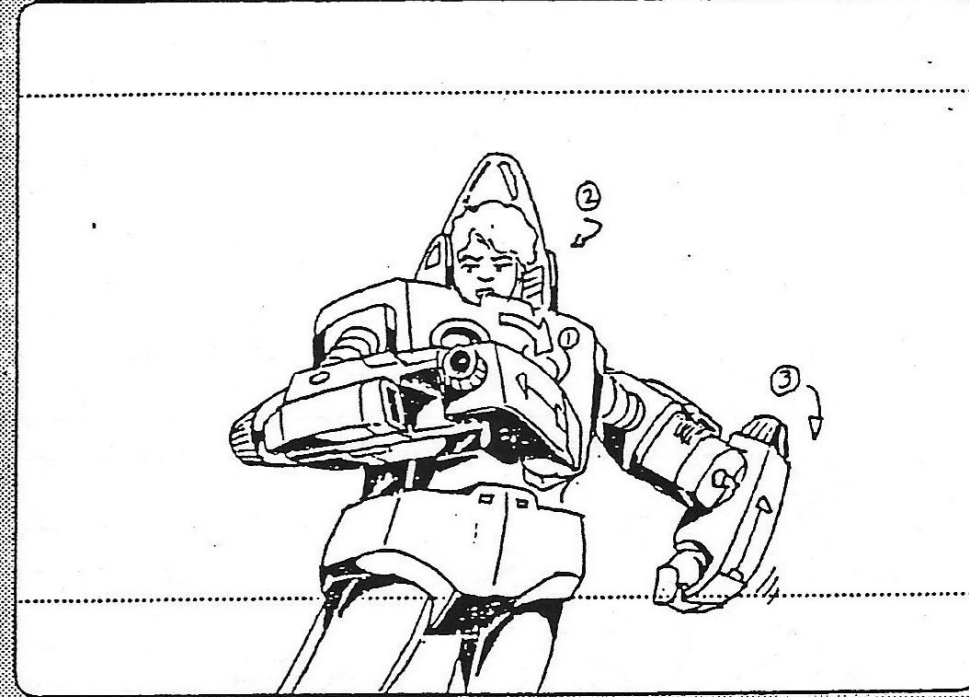
SC. 30-47D



SC. CONT

SEQ 30

Page 35



ACTION M.S. DANIEL. HE LOOKS DOWN AT HIS SUIT AND SEARCHES DESPERATELY FOR A WAY TO HELP HIS DAD AND FRIENDS.

DIAL

MUSIC/SFX

CAMERA

ACTION SUDDENLY AFTER PUSHING VARIOUS PLACES, HIS HANDS START TO FLIP AROUND.

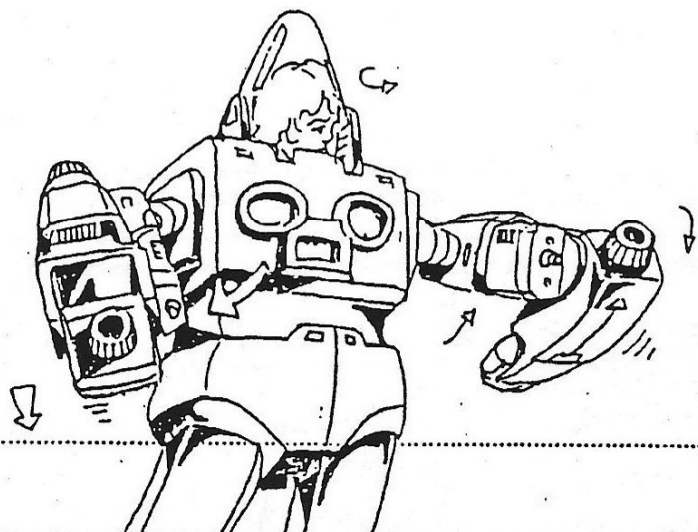
DIAL

MUSIC/SFX

CAMERA



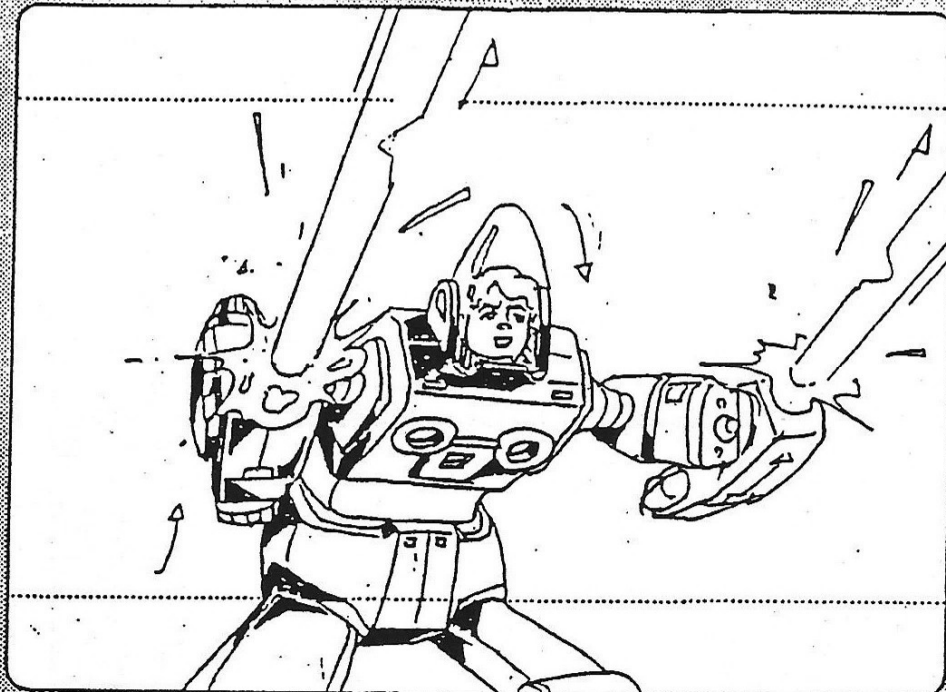
SC. CONT 30-470



SC. CONT

SEQ 30

Page 35A



NEXT PAGE 35B

ACTION THEY TURN INTO BLASTERS...

AL

MUSIC/SFX



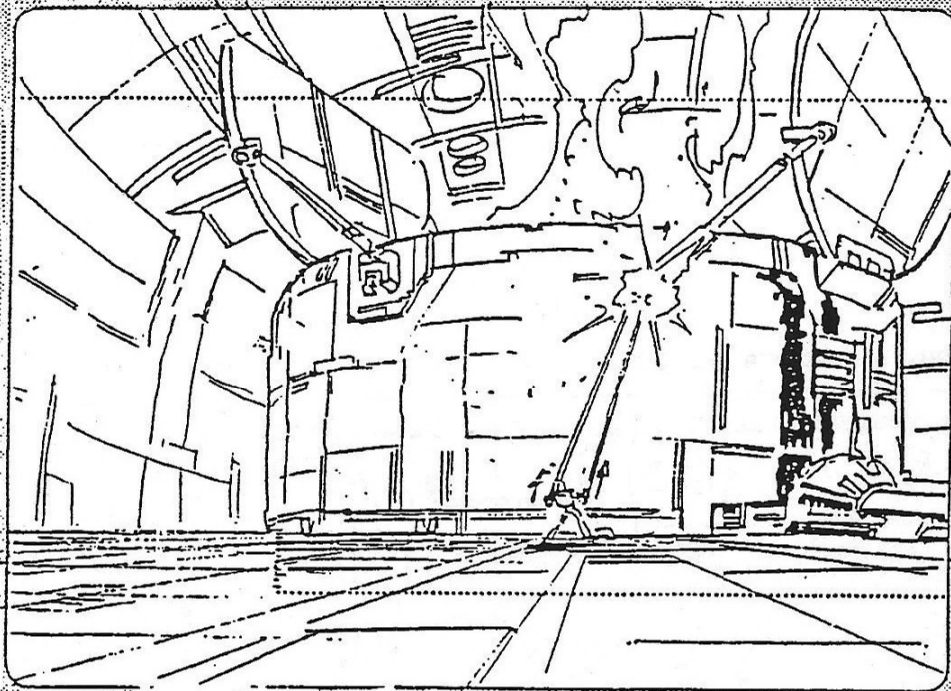
ACTION ...HE AIMS THEM AND FIRES AT THE VAT.

DIAL

MUSIC/SFX

CAMERA

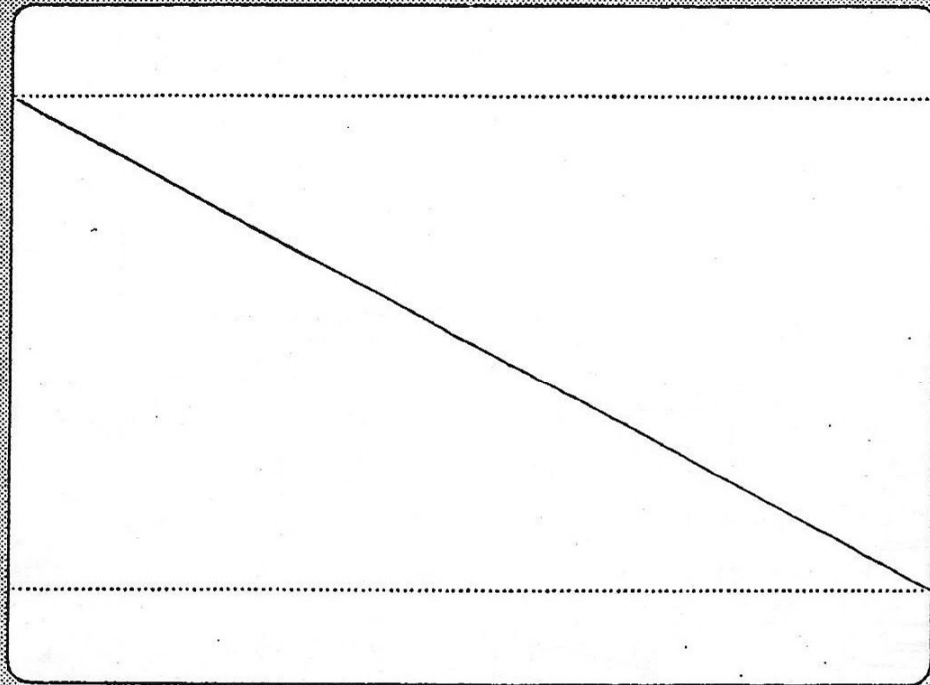
SC. 30-48



SC.

SC 30

Page 35B



NEXT 36  
PAGE

ACTION X.L.S. DANIEL. AT THE BASE OF THE VAT HE POINTS HIS  
ROCKET BLASTERS AND FIRES ON THE HINGE TO THE VAT.

AL

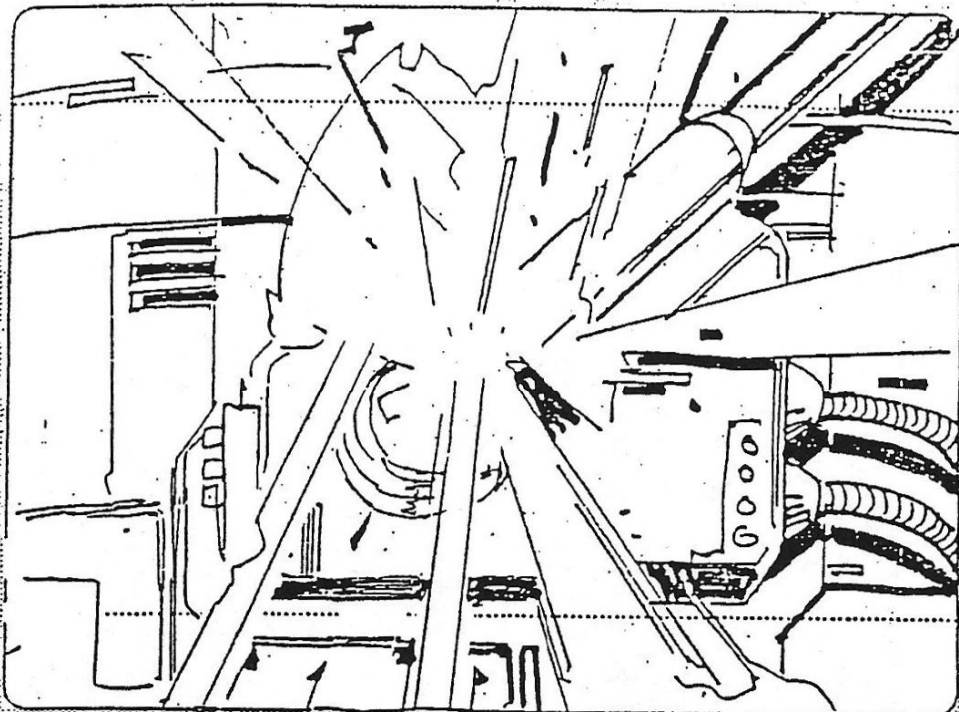
MUSIC/SFX

ACTION

DIAL

MUSIC/SFX

CAMERA

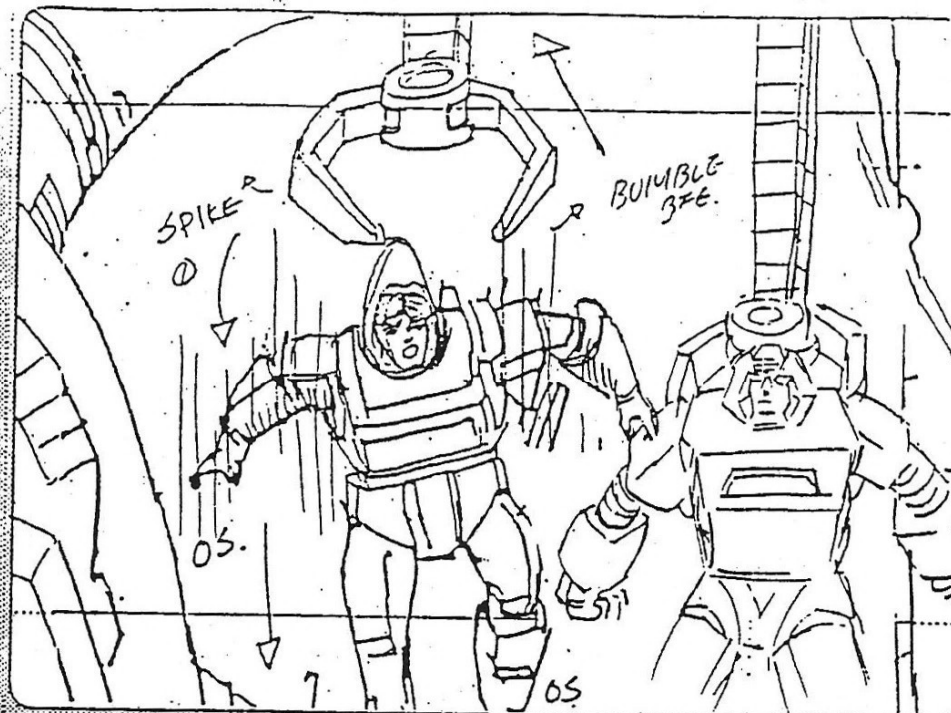


ACTION C.U. THE HINGE TO THE VAT BEING BLASTED BY DANIEL O.S.

DIAL

MUSIC/SFX

**TFRAW**  
From CAMERA to Beast Hunters and Beyond!!!!



ACTION M.L. SPIKE AND BUMBLEE. THEY MOVE FORWARD AND THE HOOK HOLDS SPIKE RELEASES, HE FALLS O.S.

DIAL

MUSIC/SFX

CAMERA

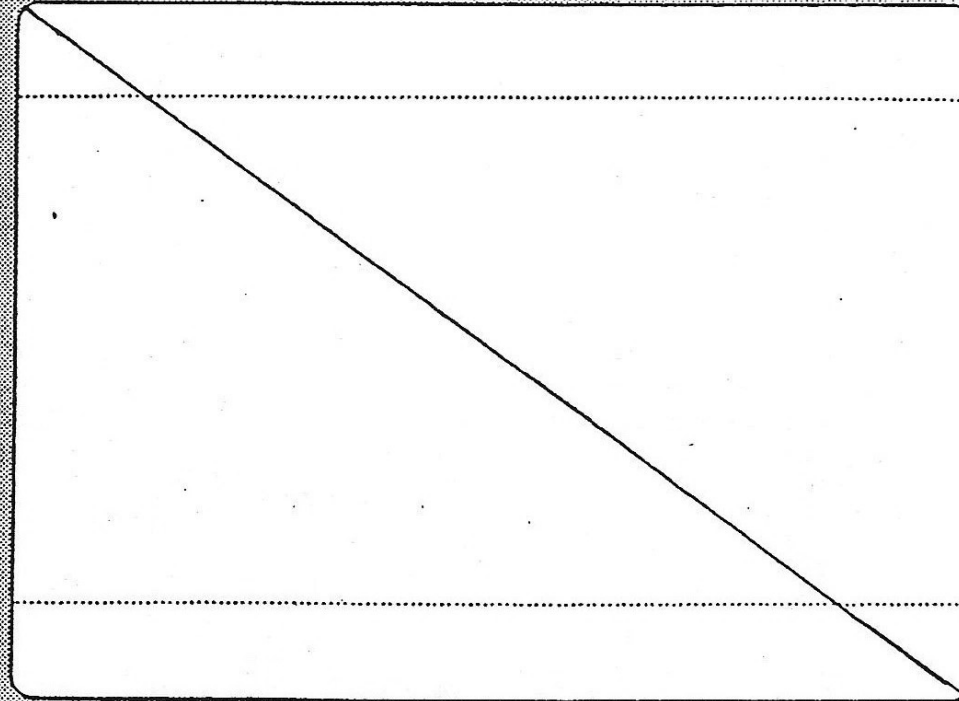
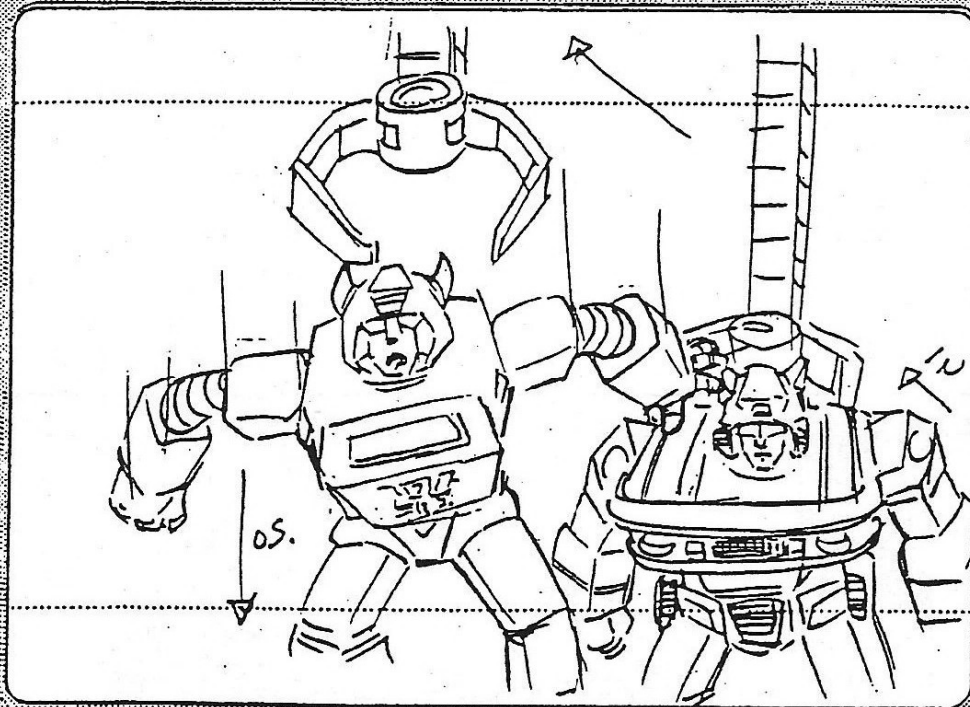
SC. 30-50 CONT

SEQ 30

SC.

SEQ. 30

Page 36 A



ACTION BUMBLEBEE MOVES INTO POSITION AND CLIFFJUMPER MOVES INTO THE  
SCENE BEHIND HIM. THE HOOK OPENS AND BUMBLEBEE DROPS O.S.

DIAL

MUSIC/SFX

CAMERA

IFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

DIAL

MUSIC/SFX

CAMERA



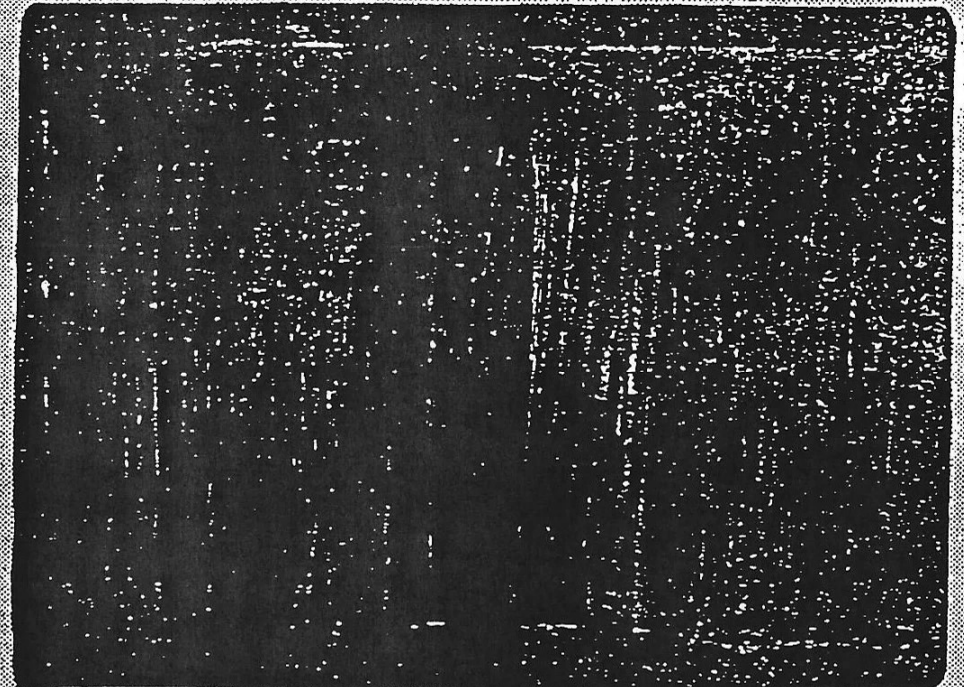
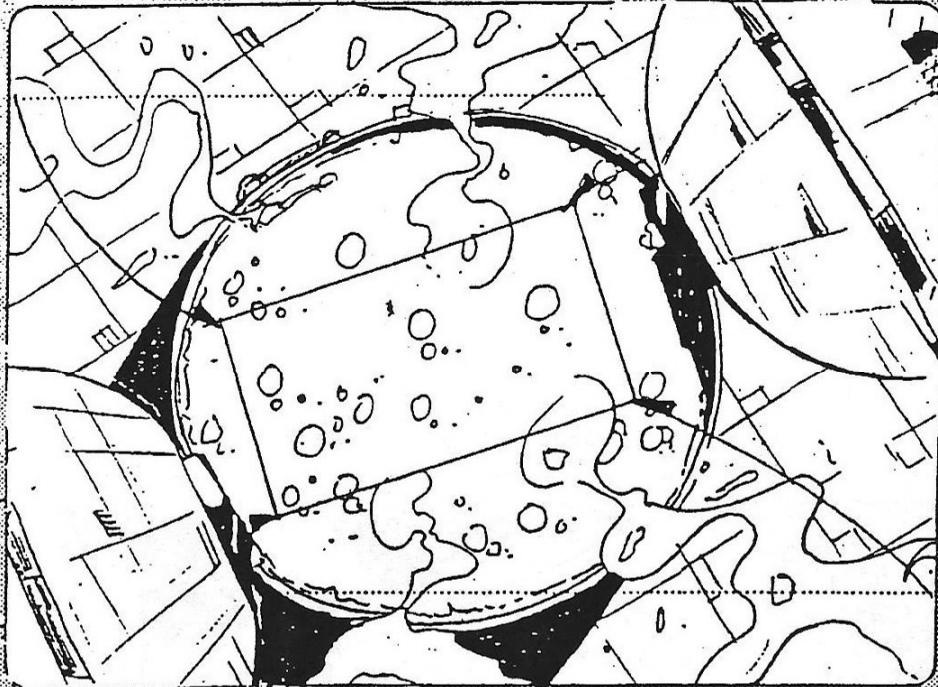
SC. 30-51

FAST TRUCK IN.

SC. CONT

BLACK OUT -

Page 37



ACTION L.S. THE VAT, SPIKE'S P.O.V. WE TWIST AND TRUCK IN ON THE VAT...

DIAL

MUSIC/SFX

CAMERA

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

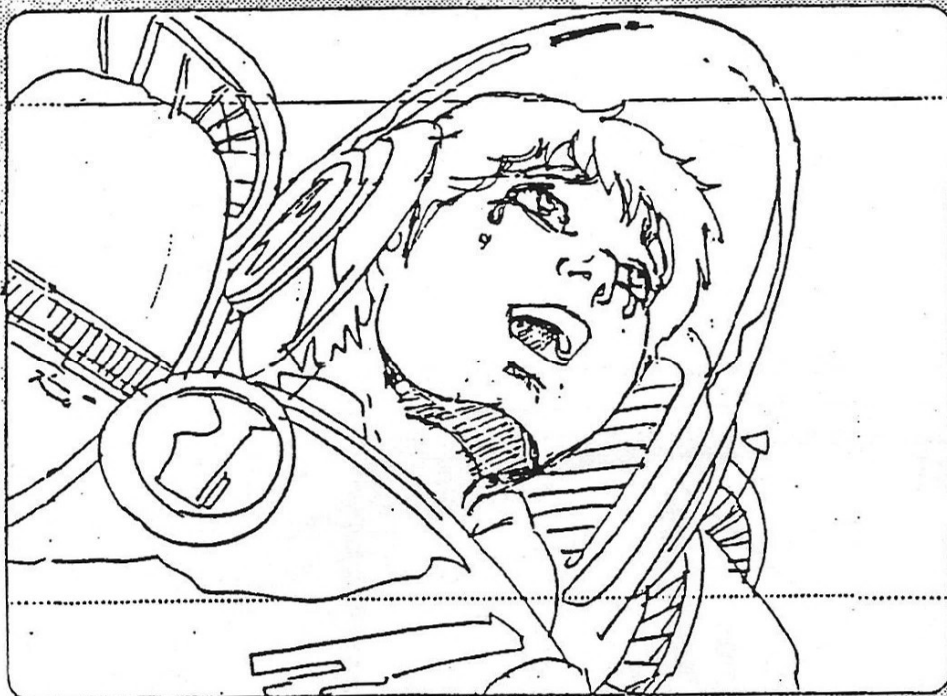
ACTION THE SCENE GOES BLACK.

DIAL

MUSIC/SFX

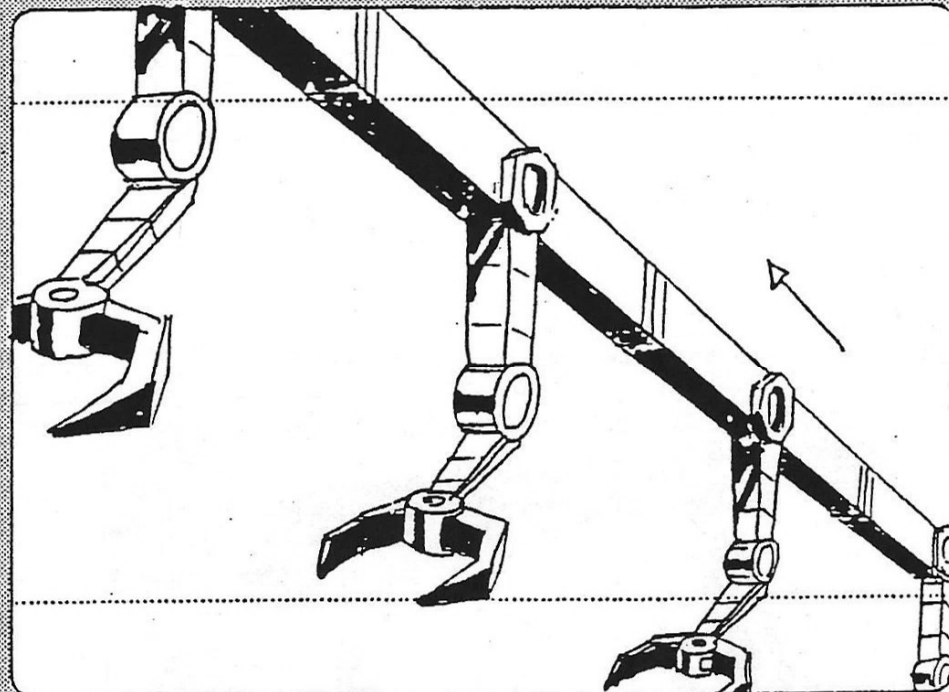
CAMERA

SC. 30-52



SC. 30-53

Page 38



ACTION C.U. DANIEL LOOKING UP TO THE VAT.  
TEARS FILL HIS EYES.

DANIEL Dad!

MUSIC/SFX

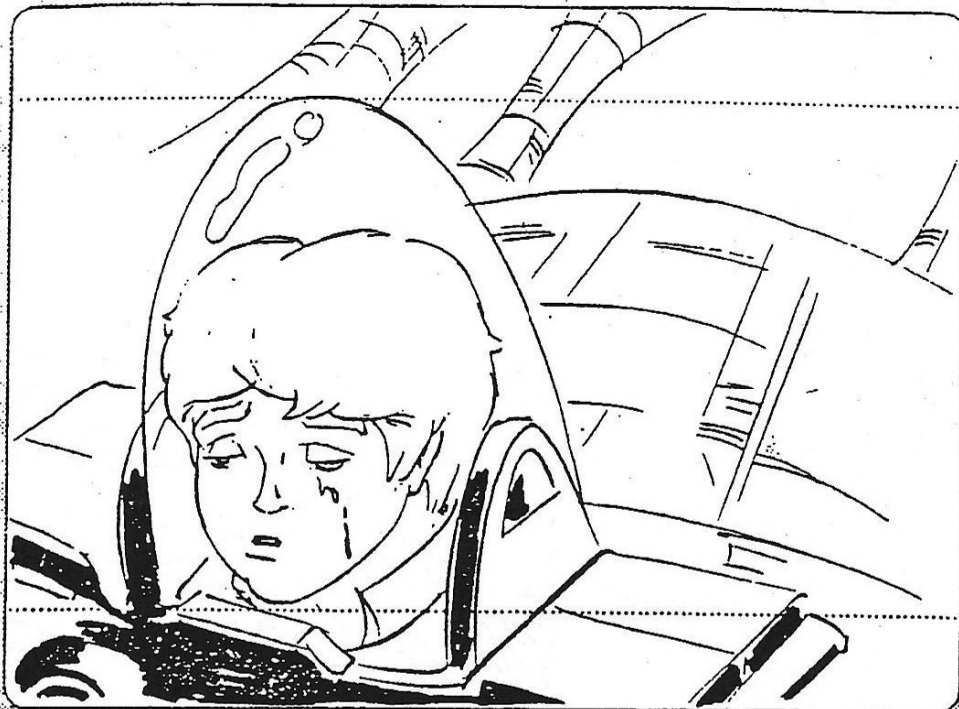
ACTION C.U. THE EMPTY HOOKS MOVE RELENTLESSLY ON.

DIAL

MUSIC/SFX

CAMERA

SC. 2-27



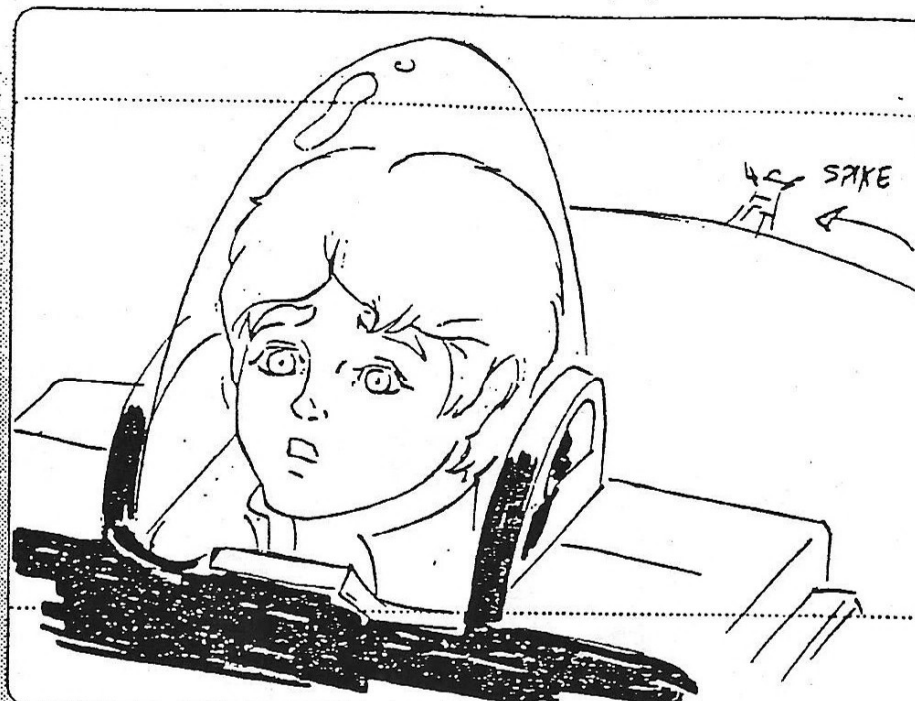
ACTION C.U. DANIEL. HE LOOKS AWAY FROM THE VAT, TEARS FILL HIS EYES.

DIAL

MUSIC/SFX

SC. CONT.

SEQ. 30 P. 38A.



ACTION ...THEN ON TOP OF THE VAT A FIGURE APPEARS. IT IS SPIKE.

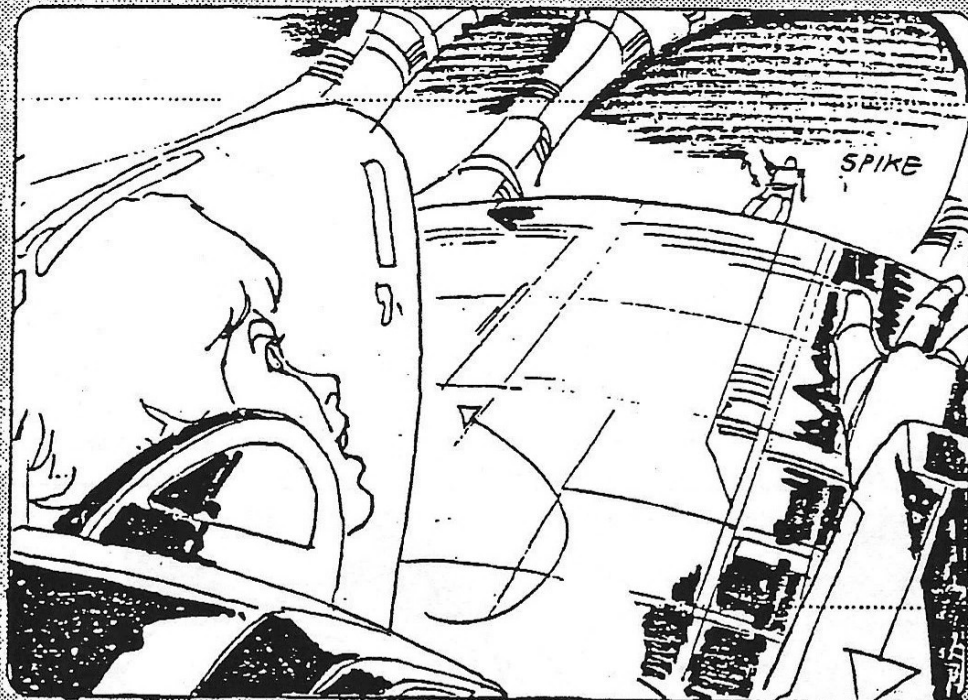
DIAL

SPIKE

Daniel...

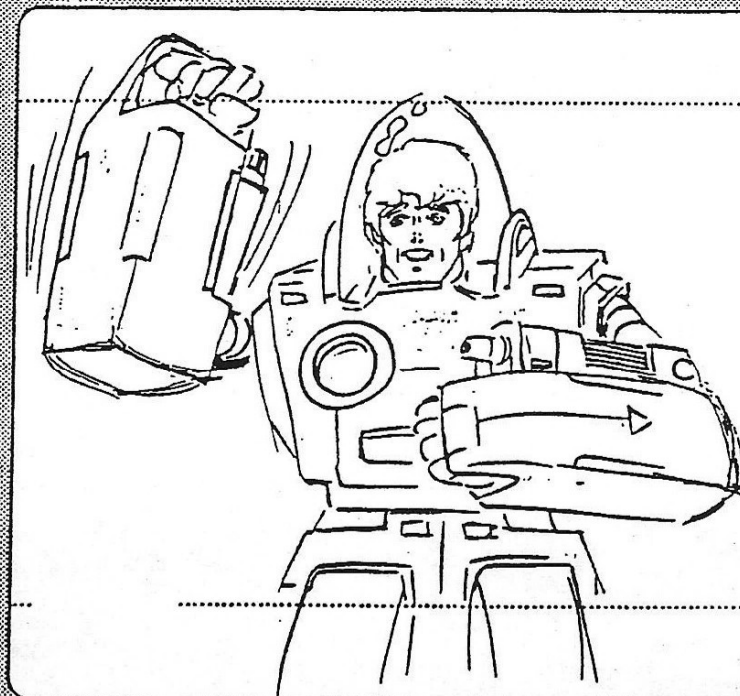
MUSIC/SFX

SC. 30-54 CMC



SC. 30-54 A

SEQ. 30 Page 39



ACTION C.U. DANIEL SMILES AND TURNS TO SEE SPIKE.

DIAL

MUSIC/SFX

CAMERA

ACTION M.S. SPIKE. HE JOYOUSLY WAVES TO DANIEL.

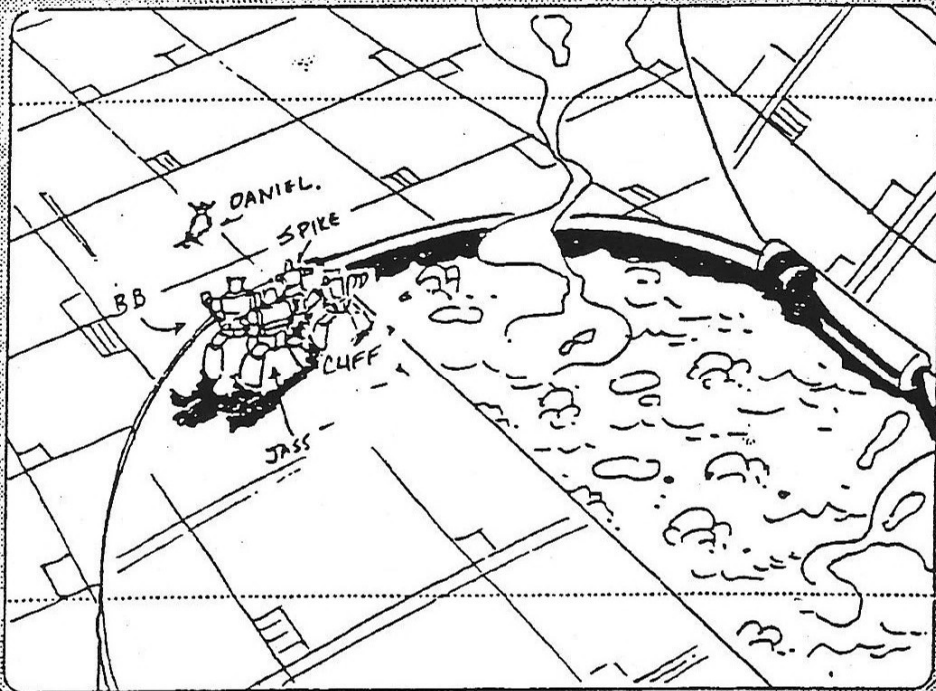
DIAL SPIKE You did it!

MUSIC/SFX

CAMERA

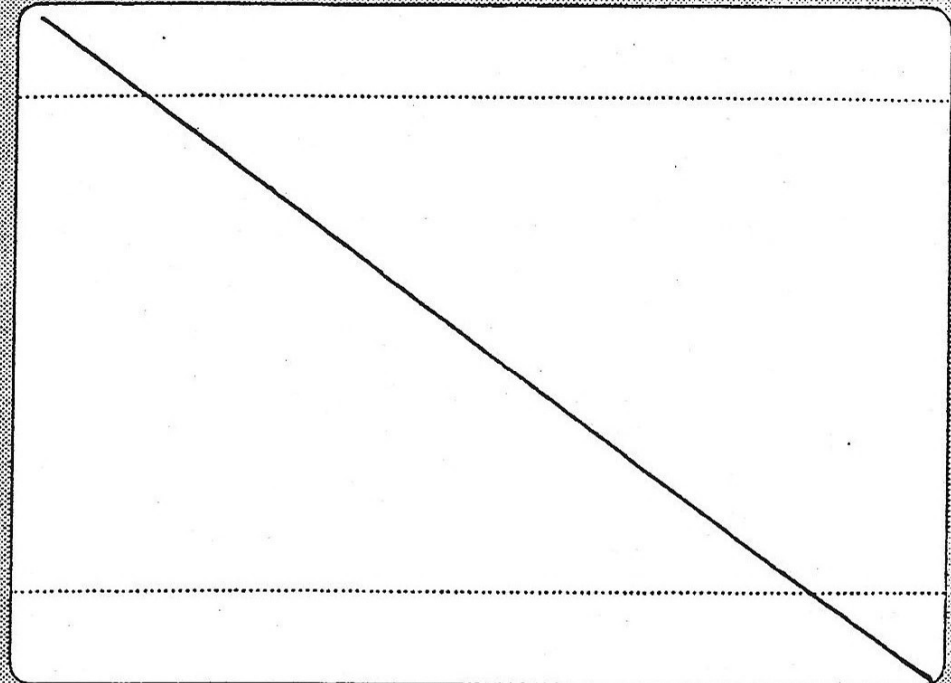


SC. 30-55



SC.

Page 40



ACTION X.L.S. DANIEL, SPIKE, BUMBLEBEE, CLIFFJUMPER, JAZZ.  
ALL ARE SAFE.

DIAL DANIEL I did it!

MUSIC/SFX

CAMERA

ACTION

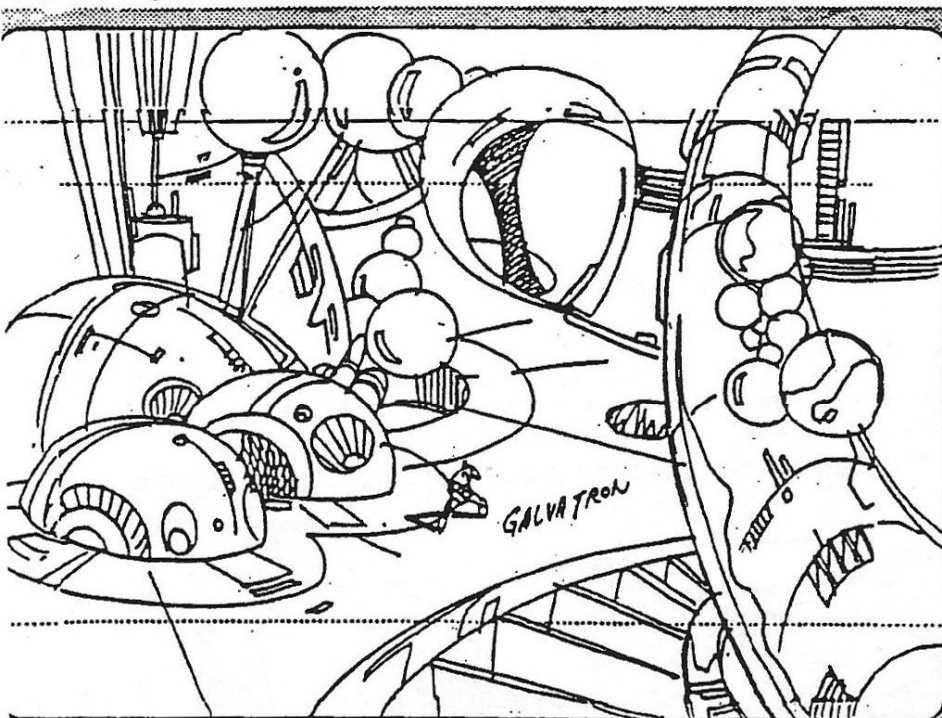
DIAL

MUSIC/SFX

CAMERA

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

SC 31-1



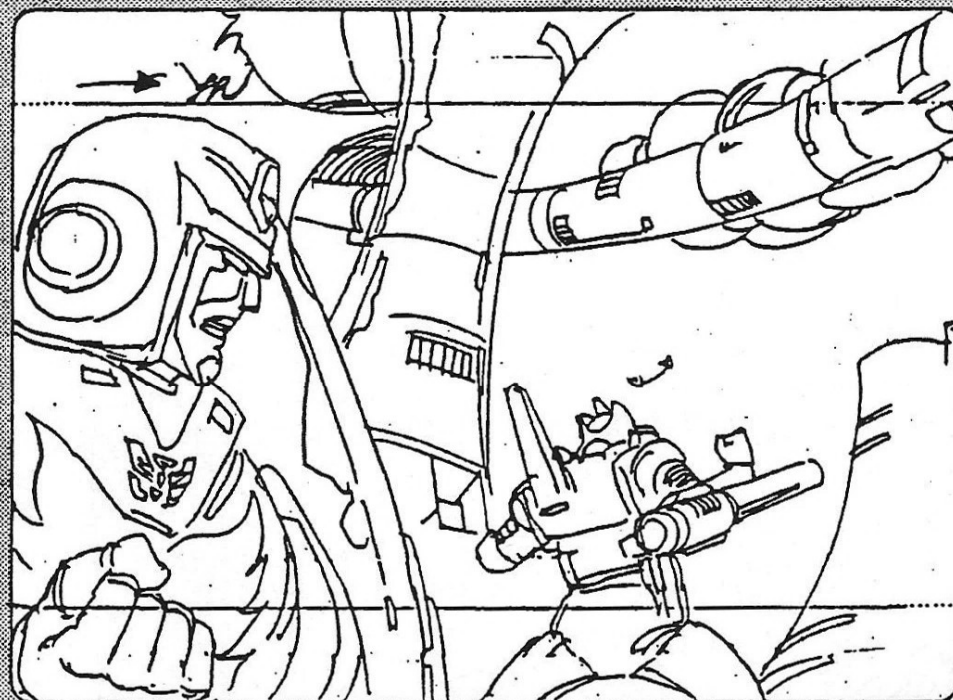
ON X.L.S. GALVATRON IN THE DARK CAVERNS INSIDE UNICRON. HE SEARCHES FOR HOT ROD.

GALVATRON Come out, Autobot.

C/SFX

SC. 31-2

SEQ. 31 Page 1



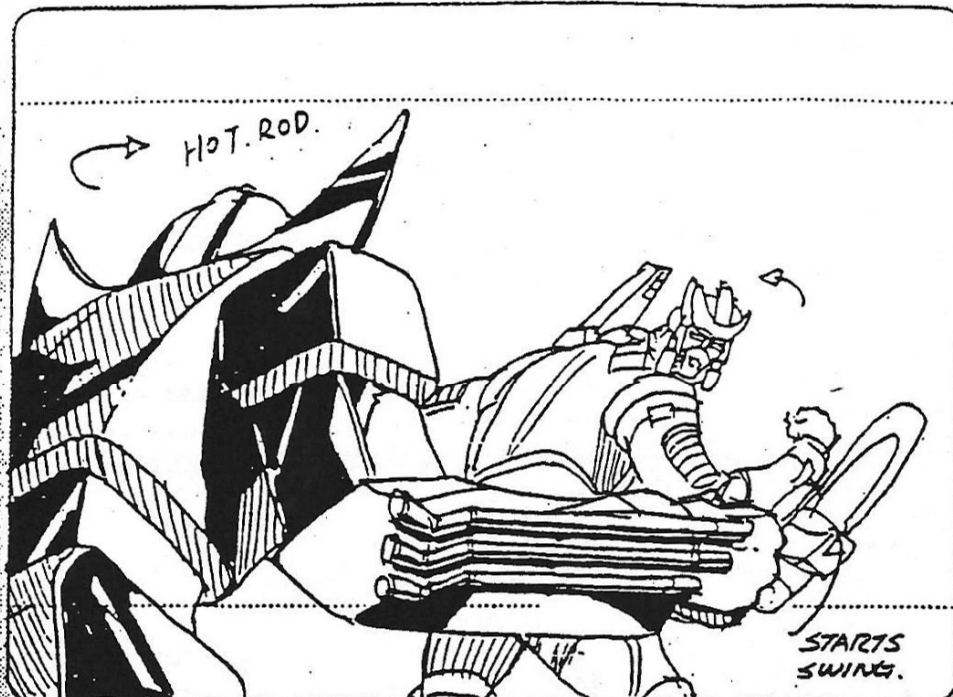
ACTION L.S. GALVATRON. HE LOOKS AROUND FOR HOT ROD WHEN SUDDENLY, HOT ROD MOVES INTO THE SCENE BEHIND HIM.

DIAL: (GALVATRON (CONT) We all must die sometime.

MUSIC/SFX

CAMERA

SC. CONT 31-2



ACTION GALVATRON TURNS TO FACE HOT ROD. HOT ROD MOVES IN AND TAKES A SWING AT GALVATRON.

DIAL HOT ROD (JUMPS AND FIGHTS)

MUSIC/SFX  
**T-FRAW**  
 From Generation 1 to Beast Hunters and Beyond!!!!

SC. 31-3

SEQ. 31 Page 2

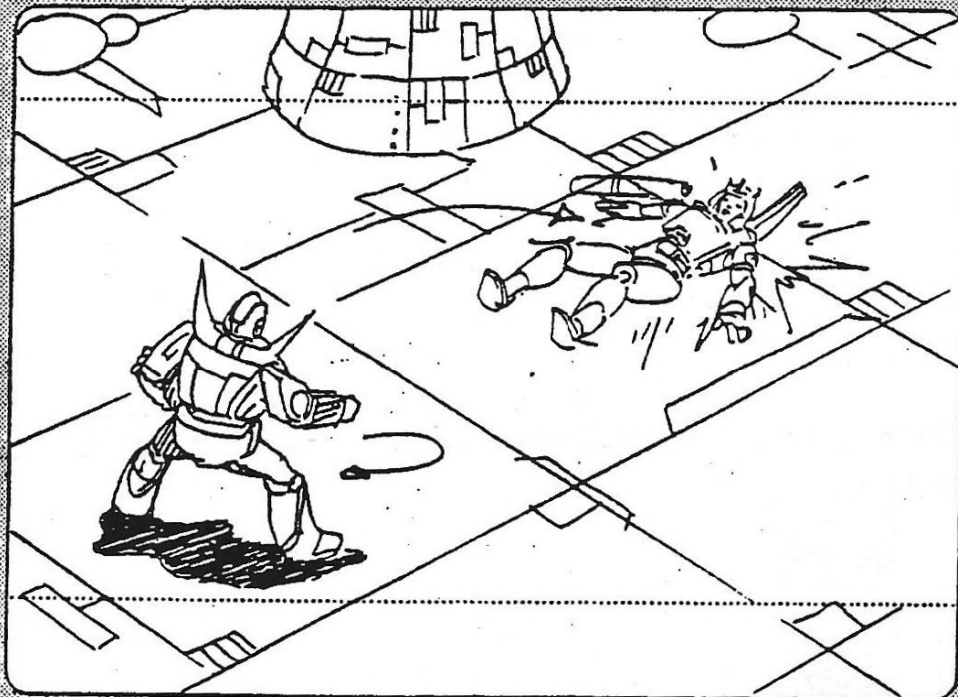


ACTION M.C.U. GALVATRON. HOT ROD'S FIST STRIKES HIM IN THE FACE, KNOCKING HIM BACK, O.S.

DIAL GALVATRON (FIGHTS)

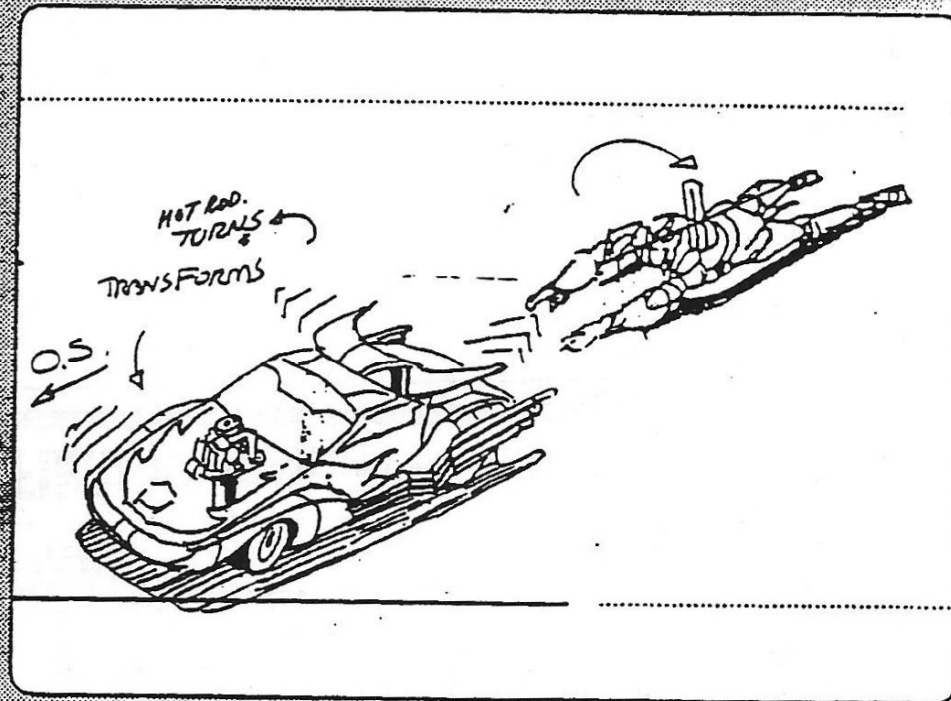
MUSIC/SFX

SC. 31-4



SC. CONT

SEQ. 3/ Page 3



ACTION X.L.S. HOT ROD AND GALVATRON. GALVATRON FLIES BACK AND SMASHES TO THE FLOOR. HOT ROD SPINS AROUND...

DIAL

MUSIC/SFX

CAMERA

ACTION TRANSFORMS INTO AUTO MODE AND ZOOMS O.S. AS GALVATRON FLIPS OVER AND LUNGES TOWARD HIM BUT MISSES.

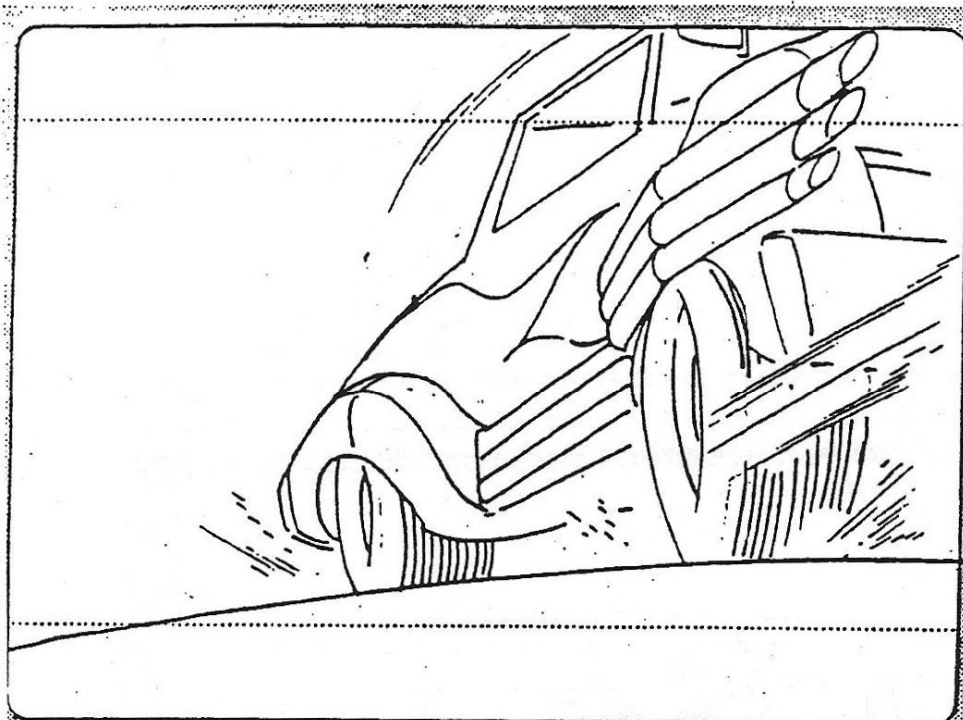
DIAL

MUSIC/SFX

CAMERA



SC. 31- 5

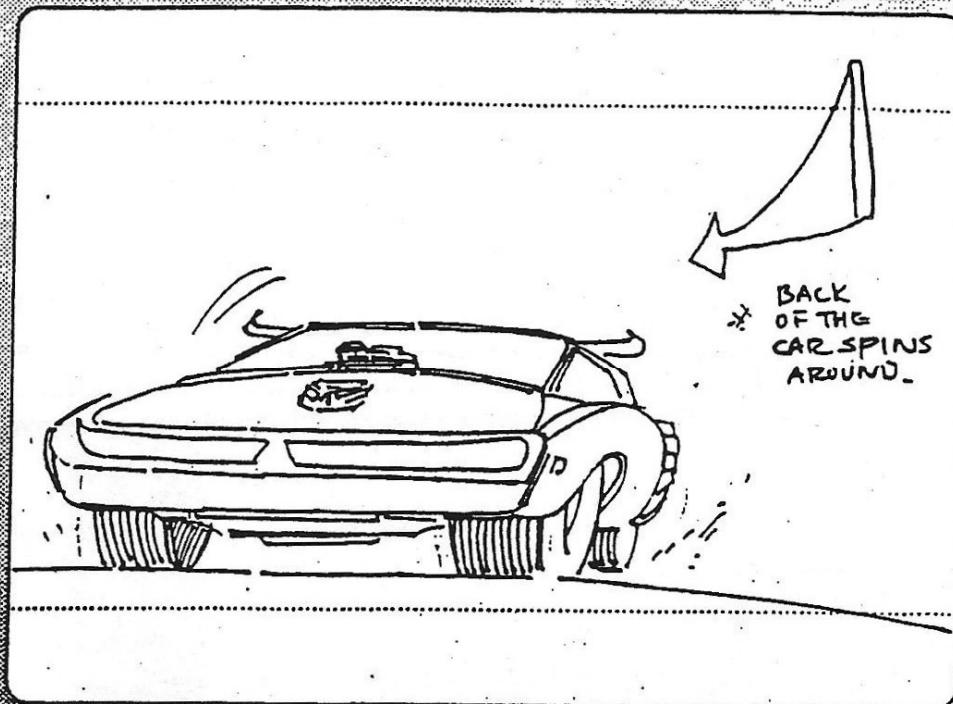


SC. CONT

SEQ. 31

Page

4



ION

M.S. HOT ROD. HE DRIVES AWAY FROM GALVATRON...

ACTION ...SPINS AROUND...

DIAL

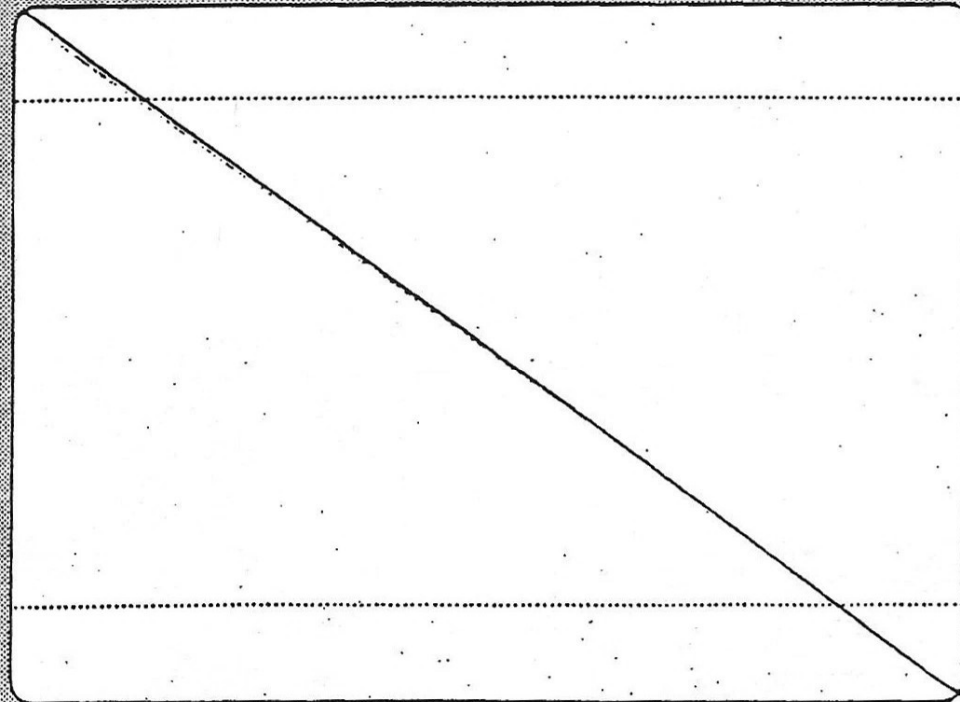
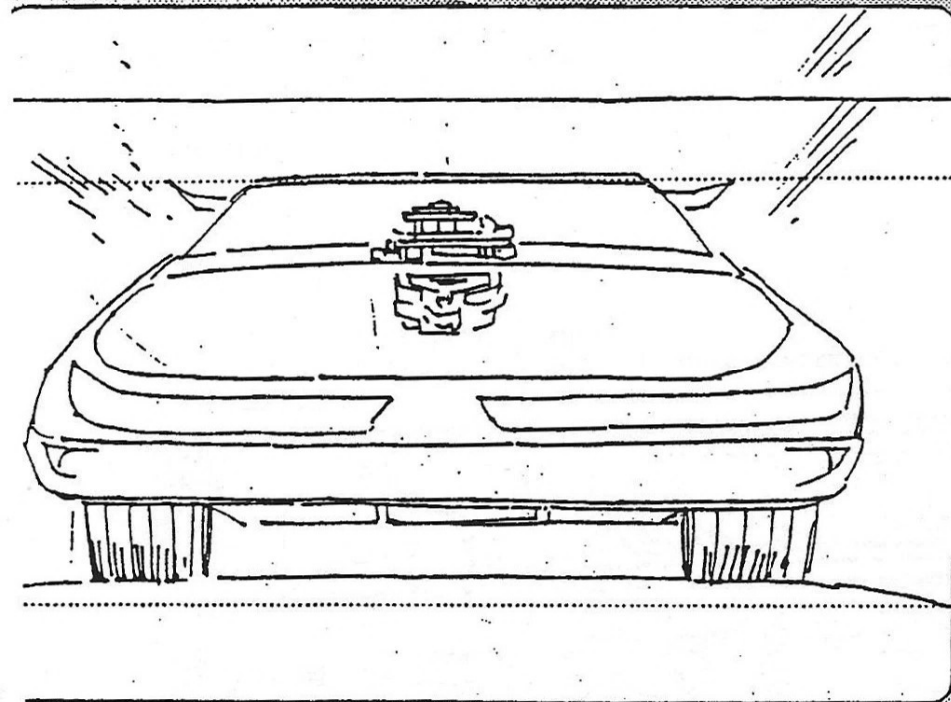
MUSIC/SFX

SC. CONT 31- 5

SC.

SEQ. 31

Page 5



...AND DRIVES STRAIGHT BACK TOWARD GALVATRON O.S.

ACTION

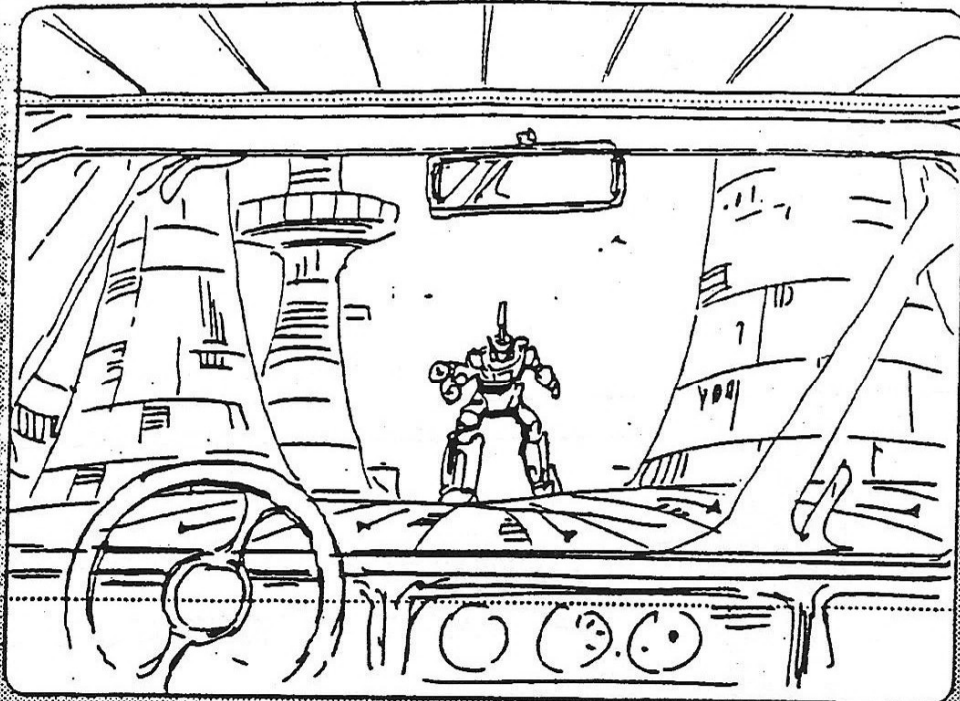
DIAL

MUSIC/SFX

CAMERA

SFX

SC. 31-0



ACTION L.S. GALVATRON THROUGH HOT ROD'S WINDSHIELD. HOT ROD IS HEADING STRAIGHT FOR GALVATRON.

DIAL

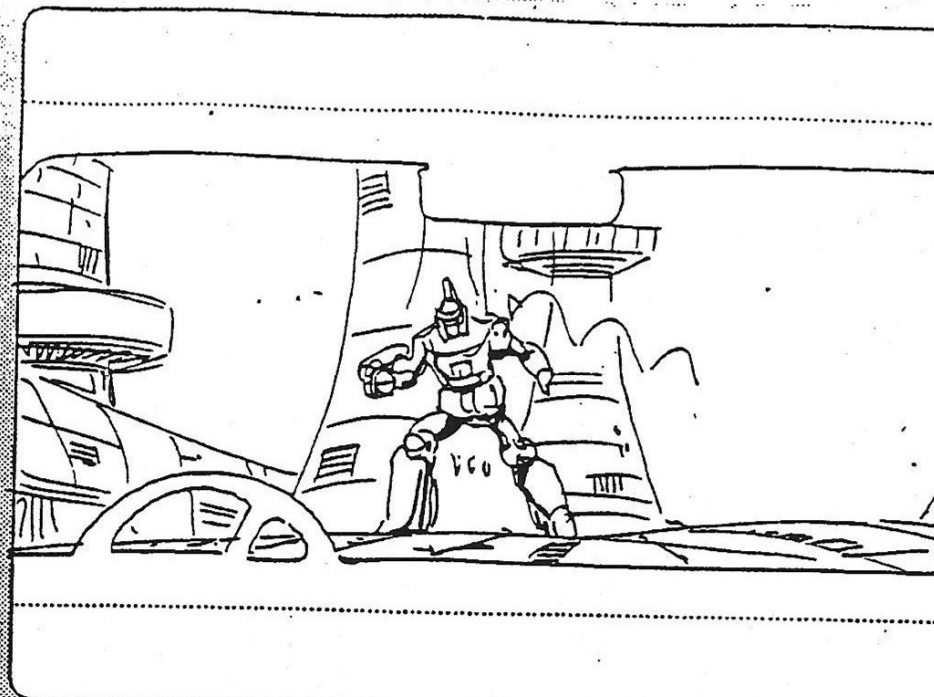
MUSIC/SFX

**TFR**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

SEQ 31

Page 6



ACTION GALVATRON TRIES TO DODGE HOT ROD, BUT HOT ROD TURNS AND KEEPS HEADING FOR HIM.

DIAL

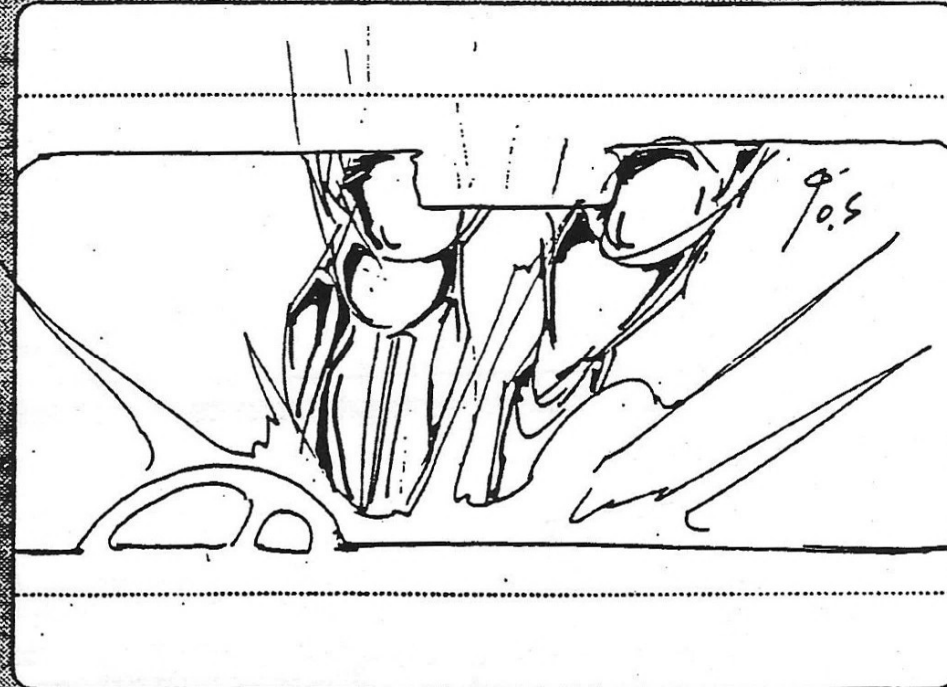
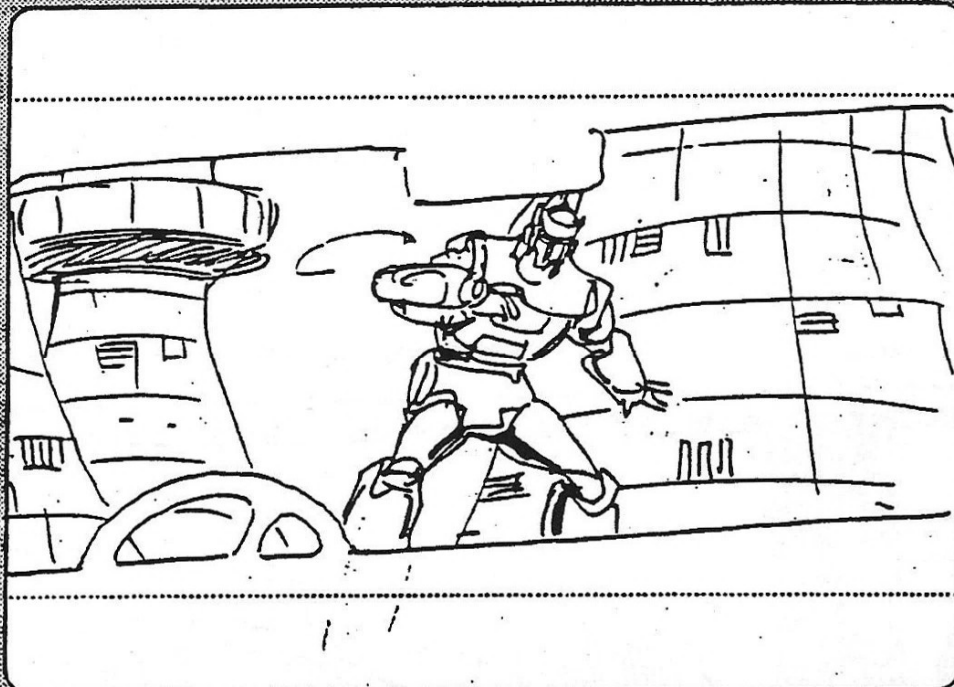
MUSIC/SFX

SC. CONT 31-6

SC. CONT

SEQ 31

Page 6-A



ACTION GALVATRON TURNS BACK AND TRIES TO AVOID HOT ROD, BUT HOT ROD CLOSSES IN ON HIM...

DIAL

MUSIC/SFX

CAMERA

ACTION ...AND RUNS RIGHT INTO HIM, THROWING GALVATRON UP INTO THE AIR OVER THE TOP OF HOT ROD.

DIAL

MUSIC/SFX

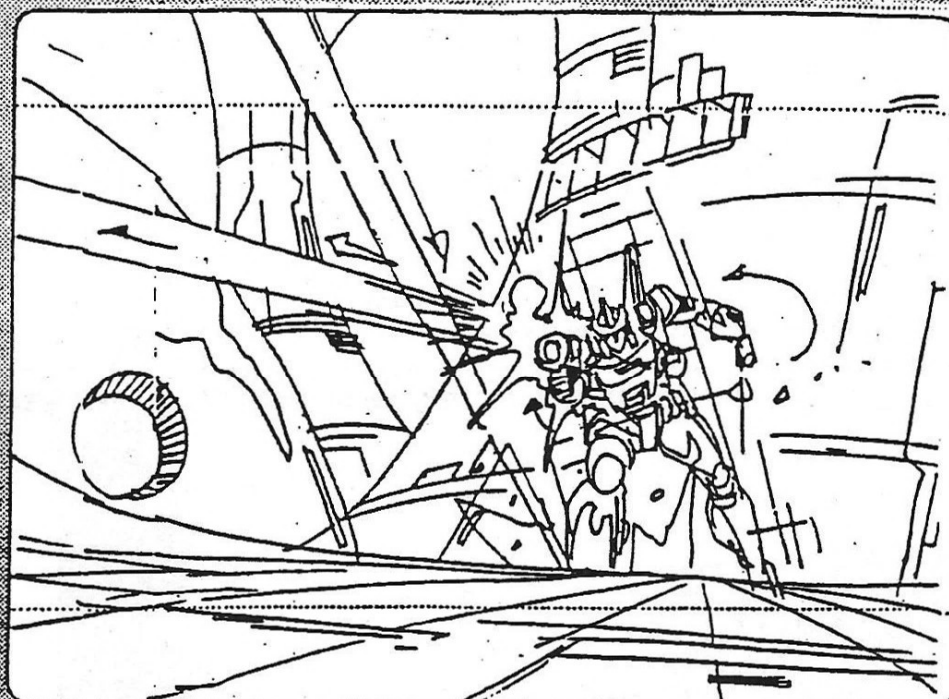
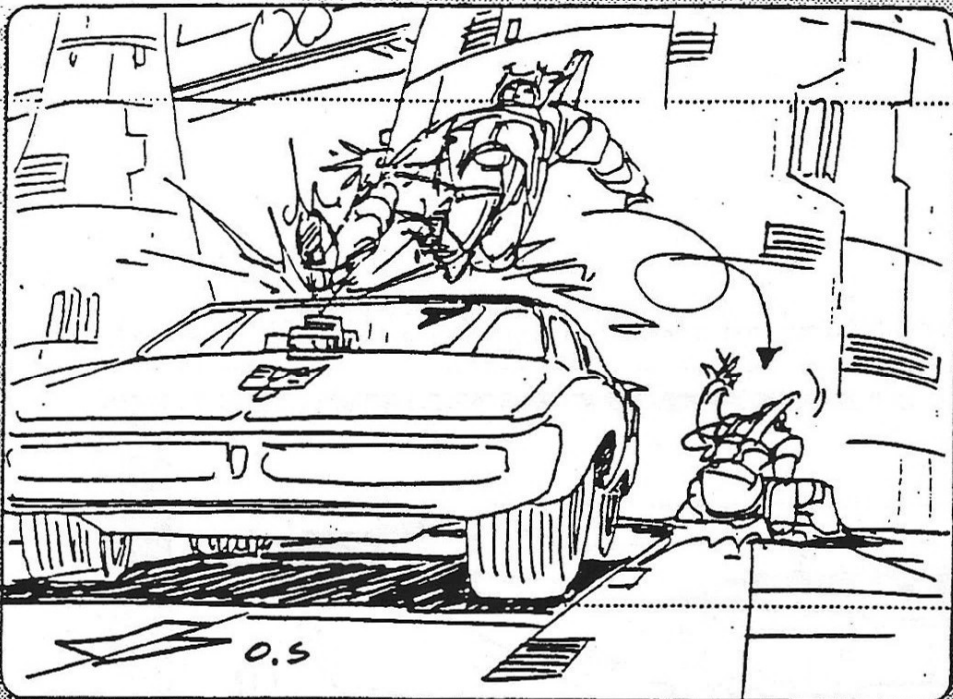
CAMERA



SC. 31-6-A

SC. CONT

SEQ 3/ Page 7



NEXT PAGE 7-A

L.S. GALVATRON AND HOT ROD. GALVATRON BOUNCES OFF OF HOT ROD'S TOP AS HOT ROD RACES O.S. GALVATRON LANDS ON THE GROUND...

ACTION

...JUMPS UP TO HIS FEET, TAKES AIM AND FIRES AT HIM. THEN HE...

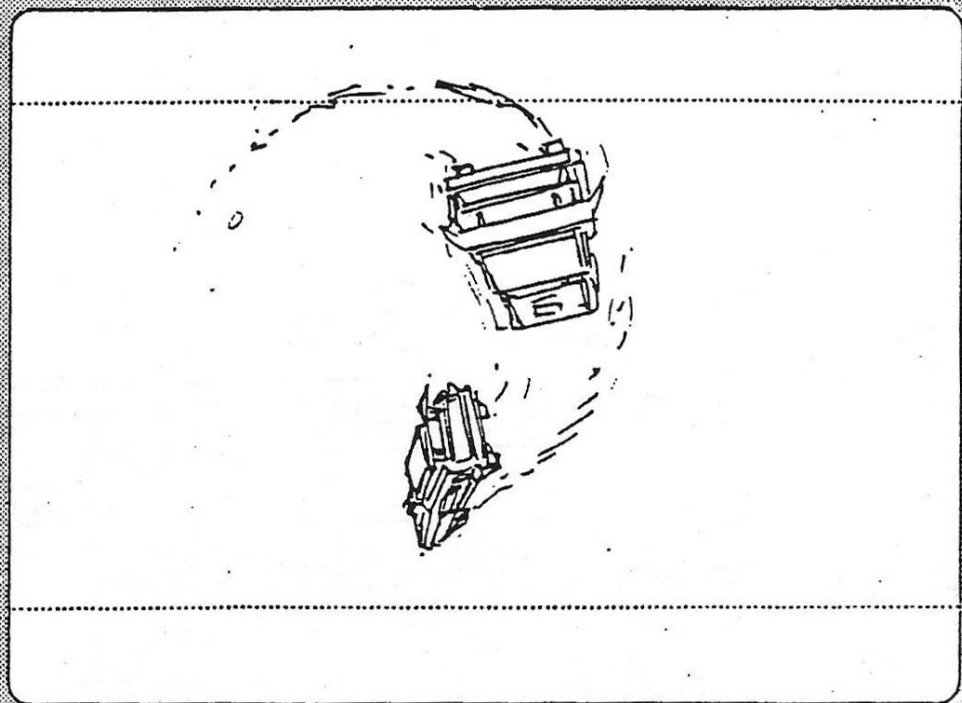
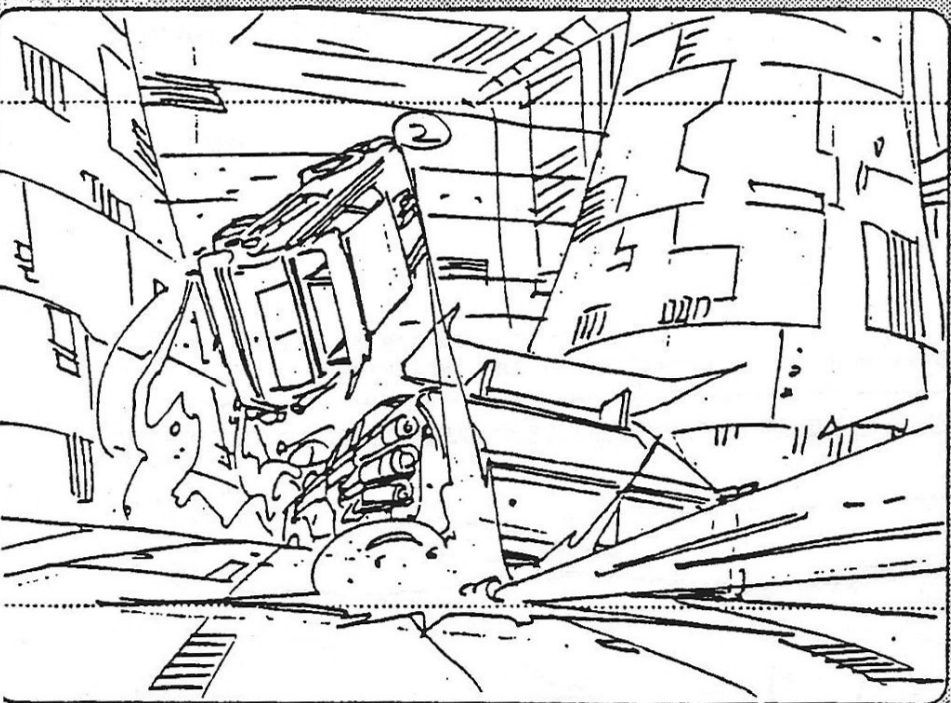
DIAL

MUSIC/SFX

SC. 31-6B

SC. CONT

SEQ 31 Page 7A



ON L.S. HOT ROD. HE ZOOMS AWAY. A BLAST FROM GALVATRON EXPLODES BEHIND HIM. HOT ROD RACES UP ONE WALL, FLIPS OVER THROUGH SPACE.

ACTION LANDS ON ANOTHER WALL AND KEEPS SPEEDING ON.

C: SFX

DIAL

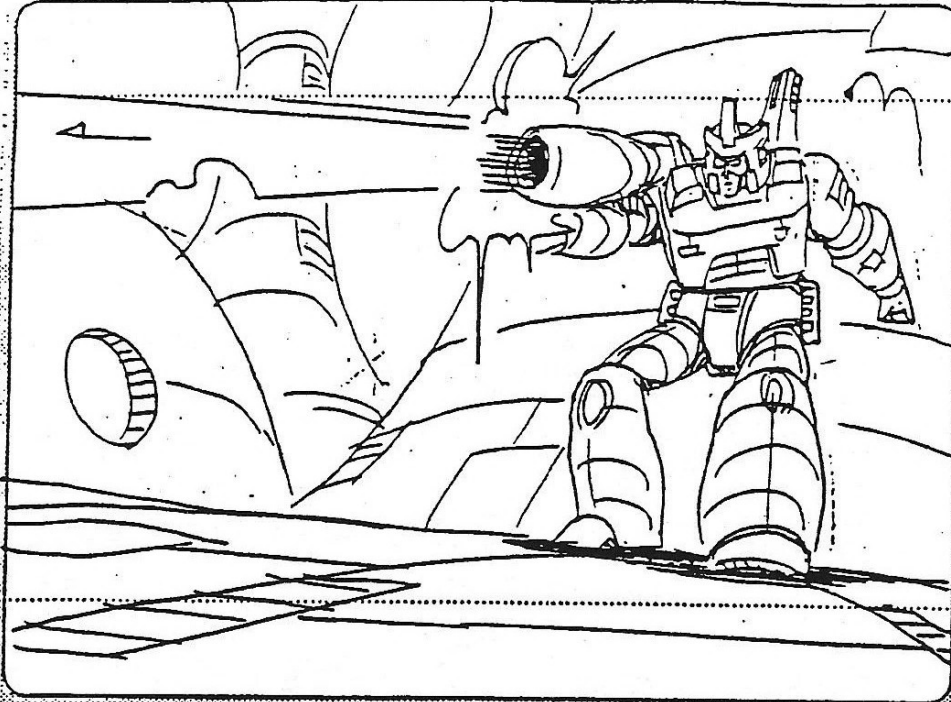
MUSIC/SFX

CAMERA



NEXT PAGE 8

SC. 31-7



ACTION L.S. GALVATRON. HE RUNS FORWARD, STOPS AND FIRES ANOTHER BLAST AT HOT ROD O.S.

DIAL

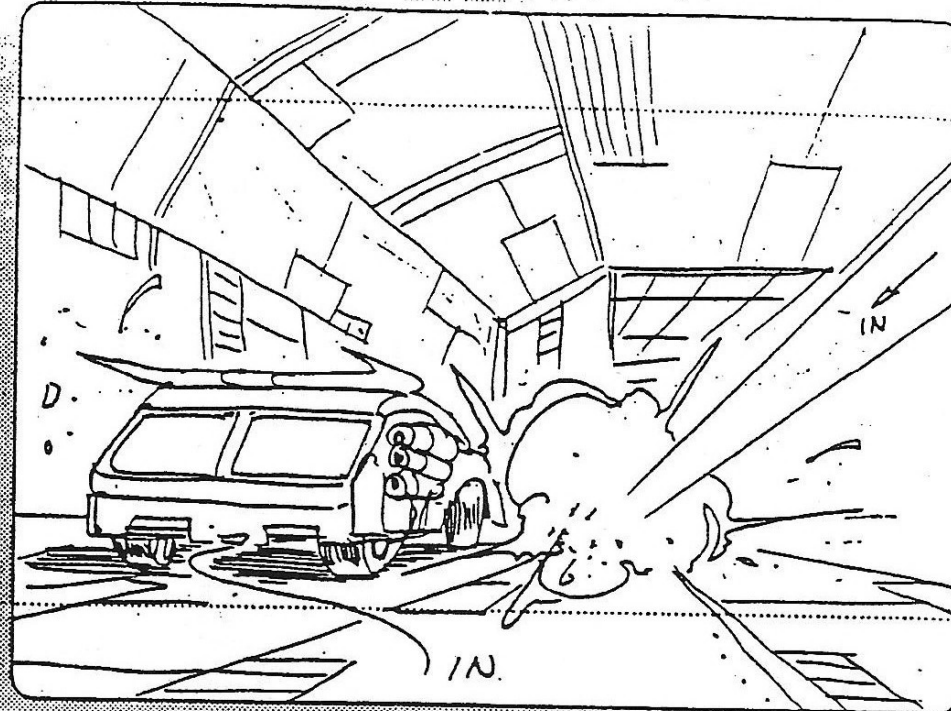
MUSIC/SFX

**IFRAW**

From Generation 1 to Beast Hunters and Beyond!!!!

SC. 31-7A

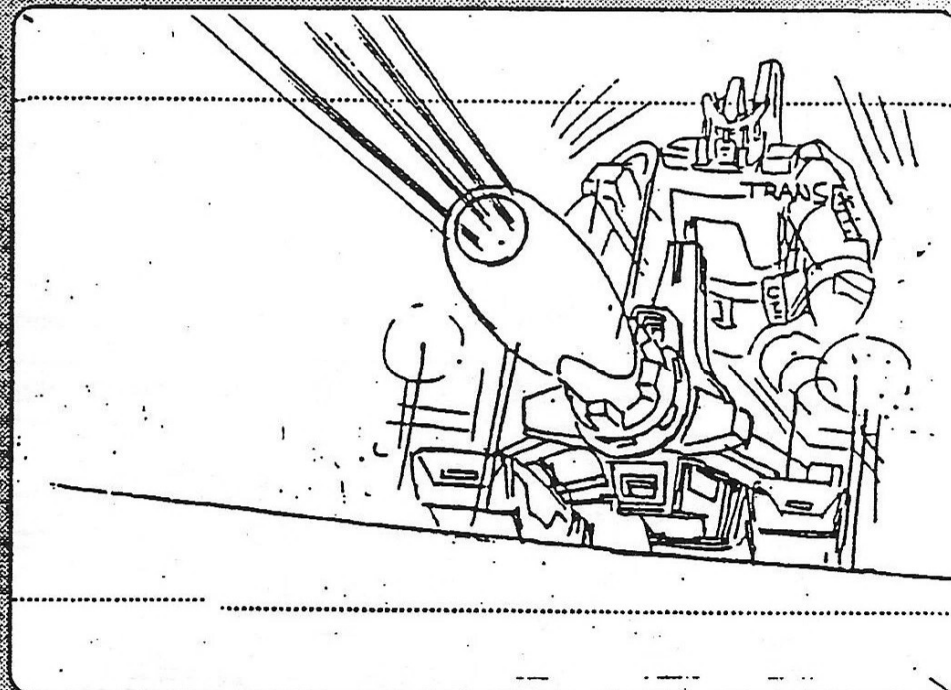
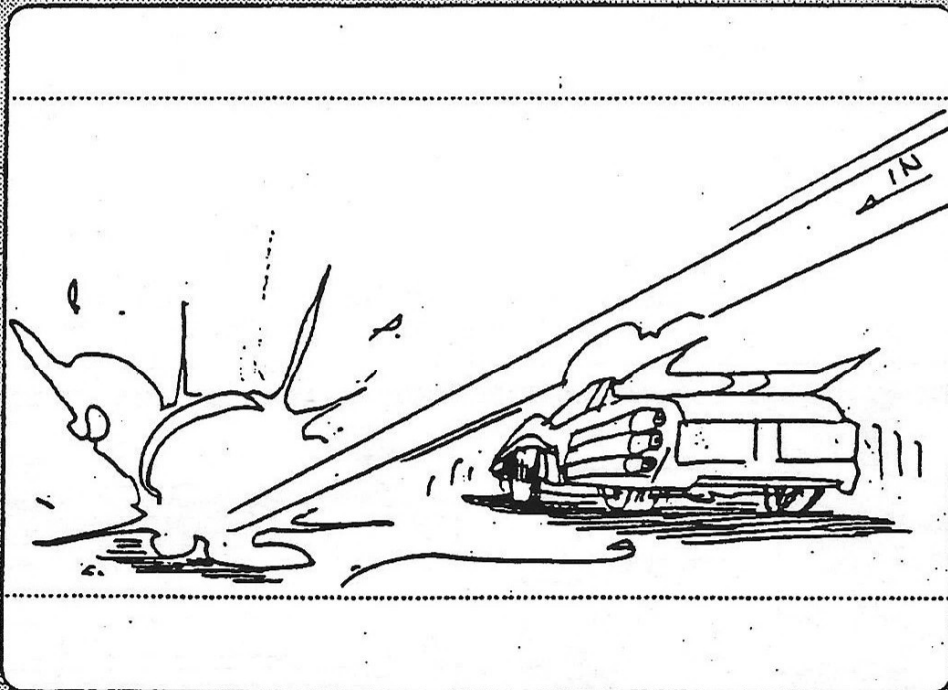
SEQ. 3 Page 3



ACTION L.S. HOT ROD. HE RACES INTO SCENE, DODGES THE EXPLOSIVE BLAST FROM GALVATRON.

DIAL

MUSIC/SFX



ACTION THEN CHANGES HIS PATH AGAIN AVOIDING ANOTHER BLAST FROM GALVATRON THAT EXPLODES NEARBY.

DIAL

MUSIC/SFX

CAMERA

ACTION M.L.S. GALVATRON TRANSFORMS INTO HIS CANNON MODE AND FIRES AGAIN AT HOT ROD O.S.

DIAL

MUSIC/SFX

CAMERA

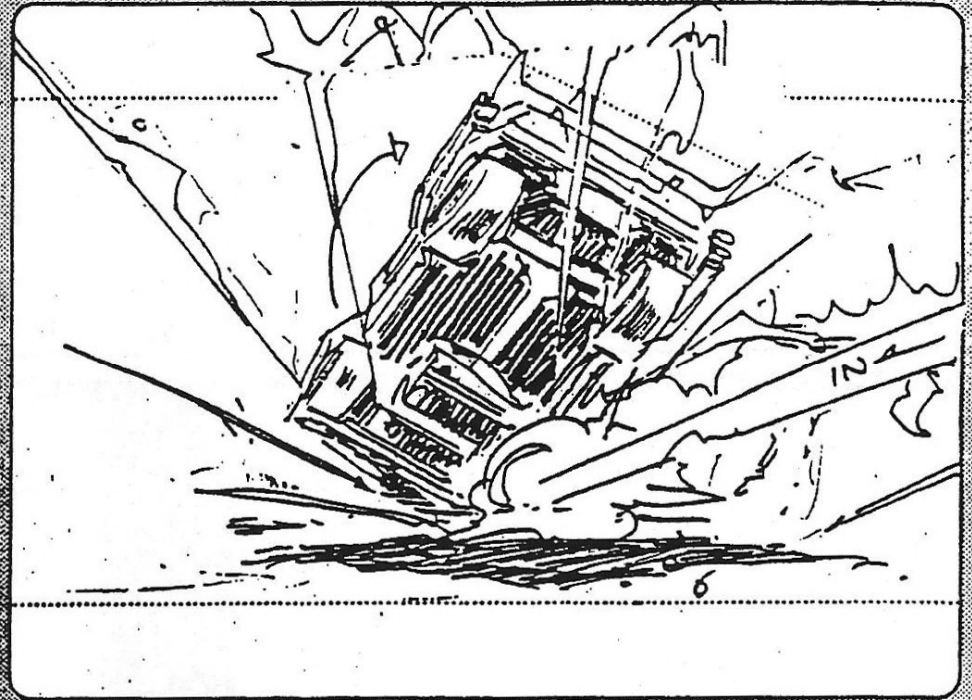
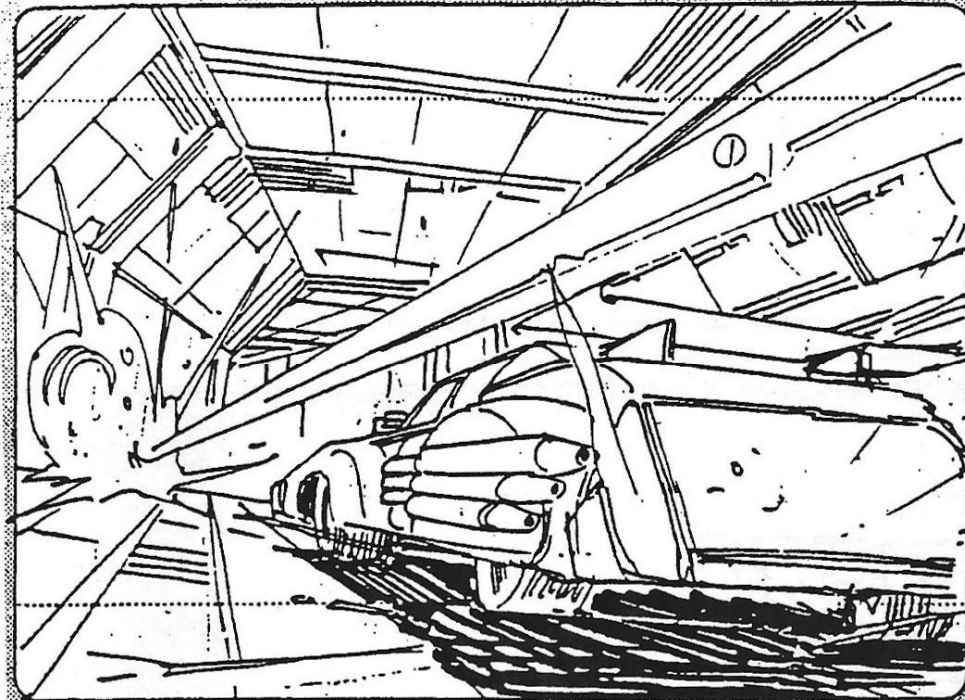


SC. 31-8

SC. CONT

SEQ. 31

Page 9



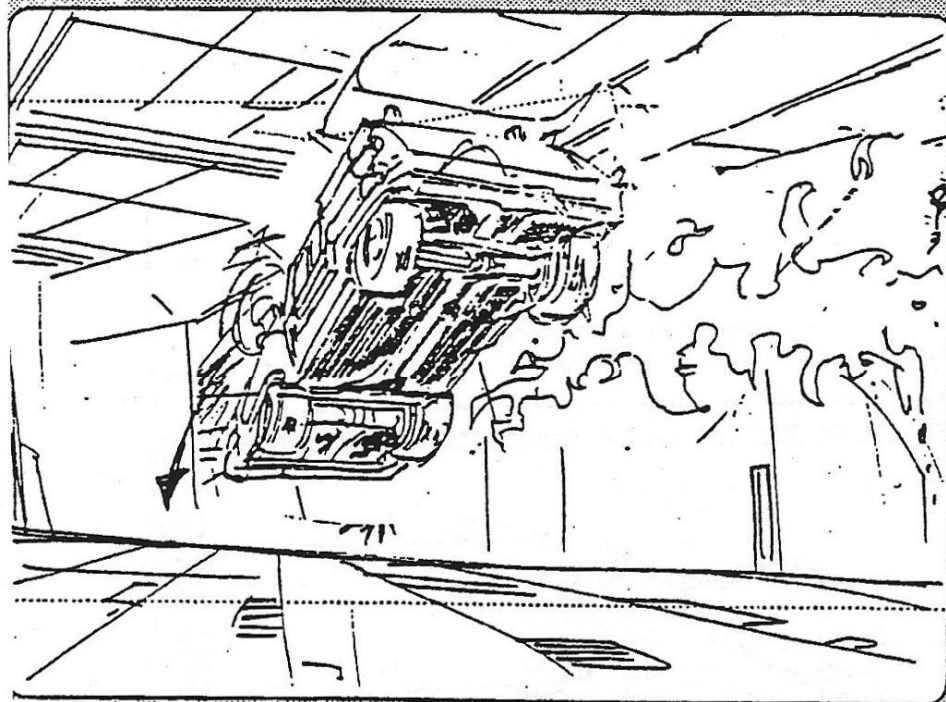
tion M.L.S. HOT ROD. HE SPEEDS AWAY. ONE BLAST FROM GALVATRON ZINGS BY OVER HIS TOP AND EXPLODES INTO A WALL BEYOND HIM, BUT A SECOND BLAST ERUPTS BENEATH HIM...

ACTION ...SENDING HOT ROD FLYING UP. HIGH VOLTAGE SPARKS OF ENERGY DISCHARGE FROM ALL OVER HIM...

DIAL

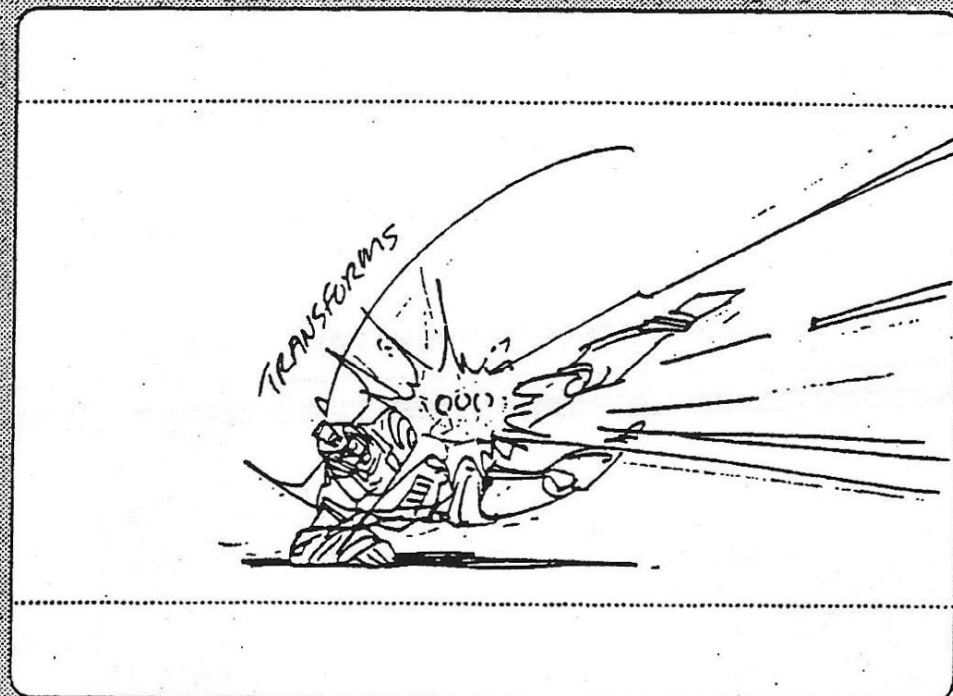
MUSIC/SFX

SC. 31-8 CONT.



SC. CONT

SEQ 31 Page 10



NEXT PAGE 10A

ON ...AS HE FALLS TOWARD THE GROUND HE TRANSFORMS...

ACTION ...INTO ROBOT MODE. LANDS ON HIS SIDE AND FIRES BACK AT GALVATRON O.S.

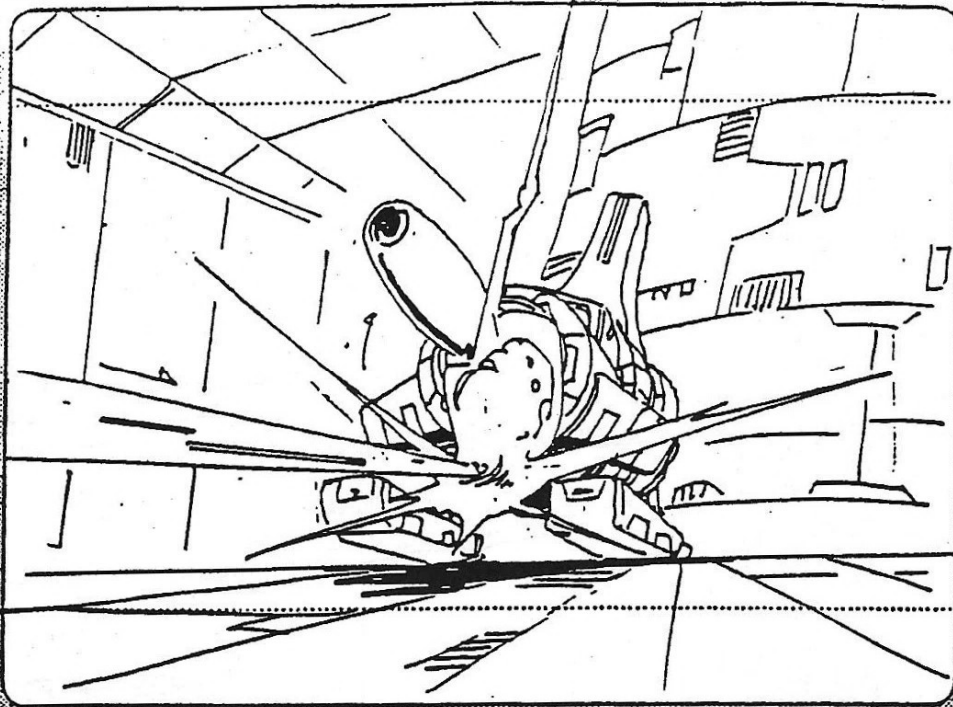
DIAL

MUSIC/SFX

CAMERA

C/SFX

SC. 31-7

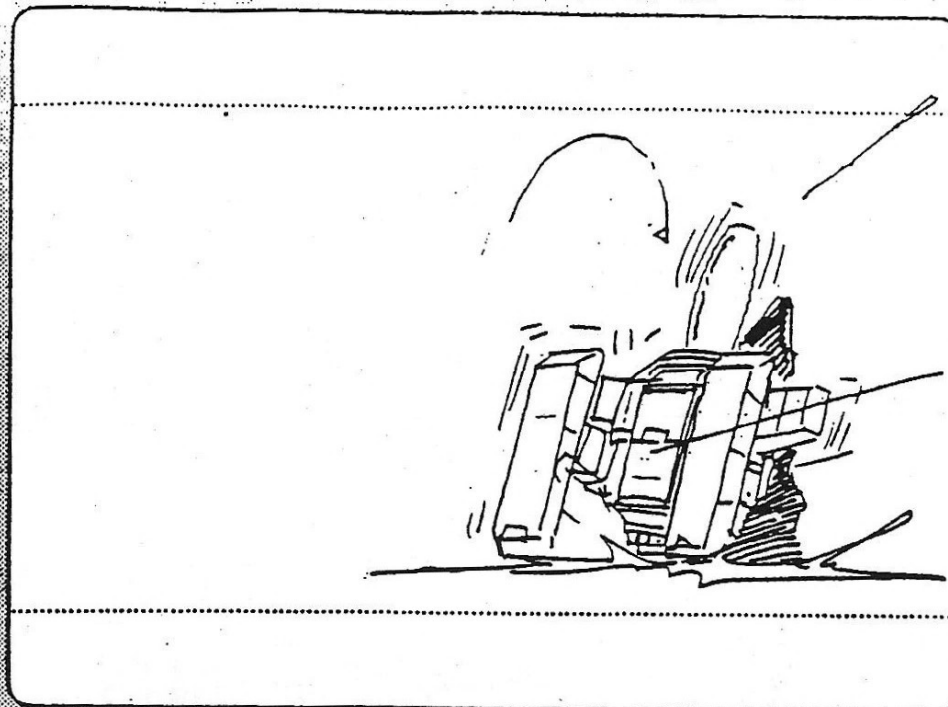


SC. CONT

SEQ. 31

Page

10A



ACTION L.S. GALVATRON IN CANNON MODE. HOT ROD'S LASER RAY ZINGS INTO SCENE, EXPLODES INTO GALVATRON...

DIAL

MUSIC/SFX

ACTION ...SENDING HIM FLYING BACK END OVER END...

DIAL

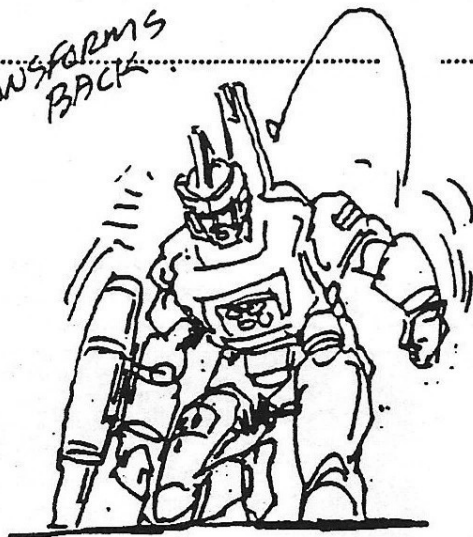
MUSIC/SFX

SC. CONT 31-9

SC.

SEQ 31 Page 10B

TRANSFORMS  
BACK



ACTION GALVATRON TRANSFORMS BACK INTO ROBOT MODE AND JUMPS TO HIS FEET.

DIAL

MUSIC/SFX

CAMERA

IFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

DIAL

MUSIC/SFX

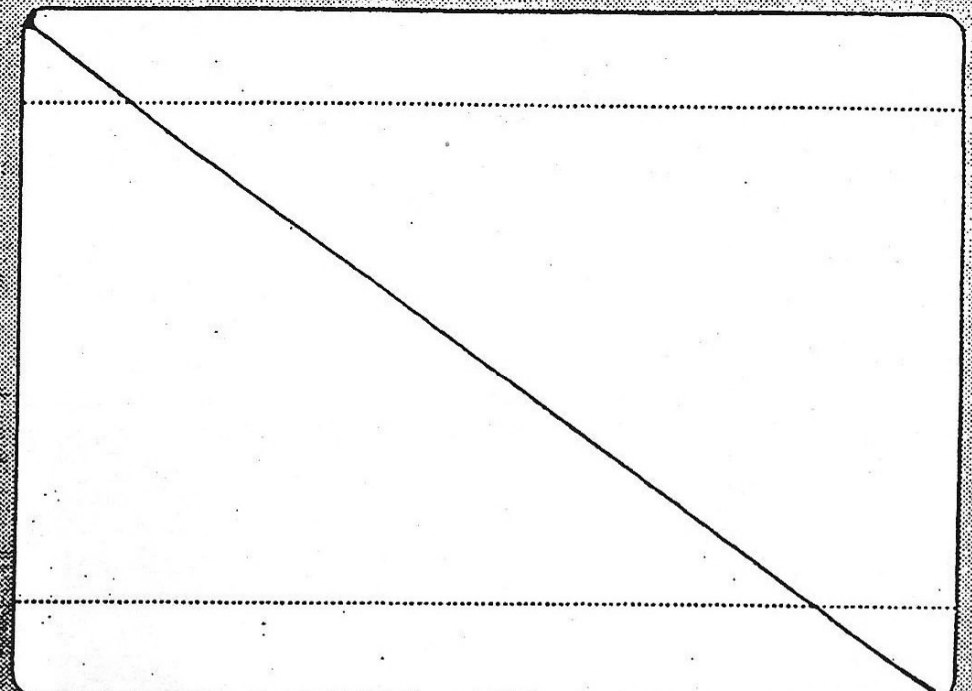
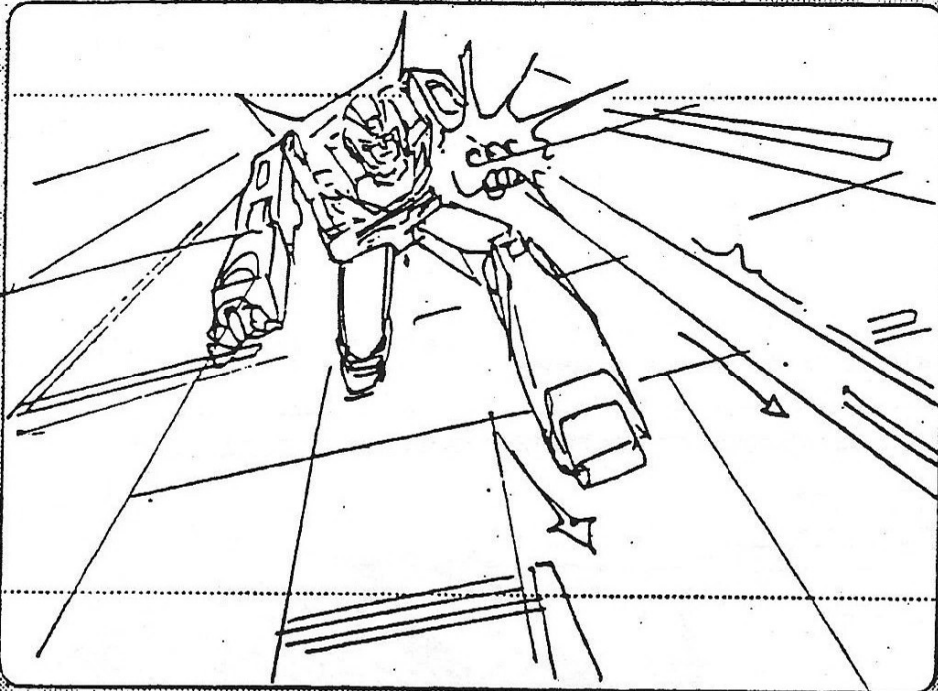
CAMERA



SC. 31-10

SC.

SEQ. 3 / Page 11



TION L.S. HOT ROD. HE RUSHES TOWARD THE O.S. GALVATRON. AS  
HE DOES HE...

ACTION

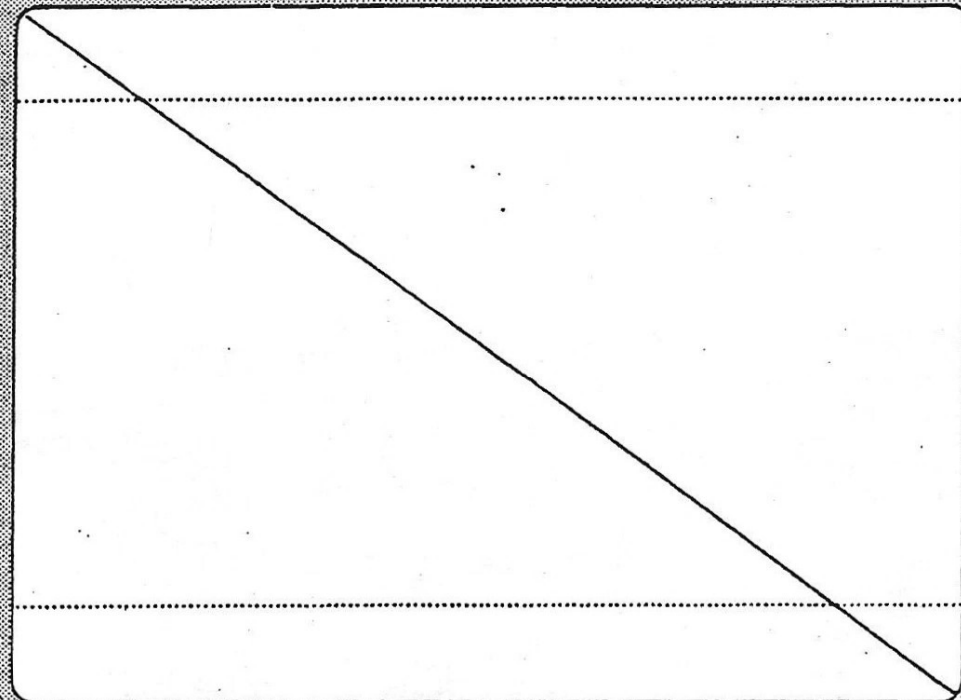
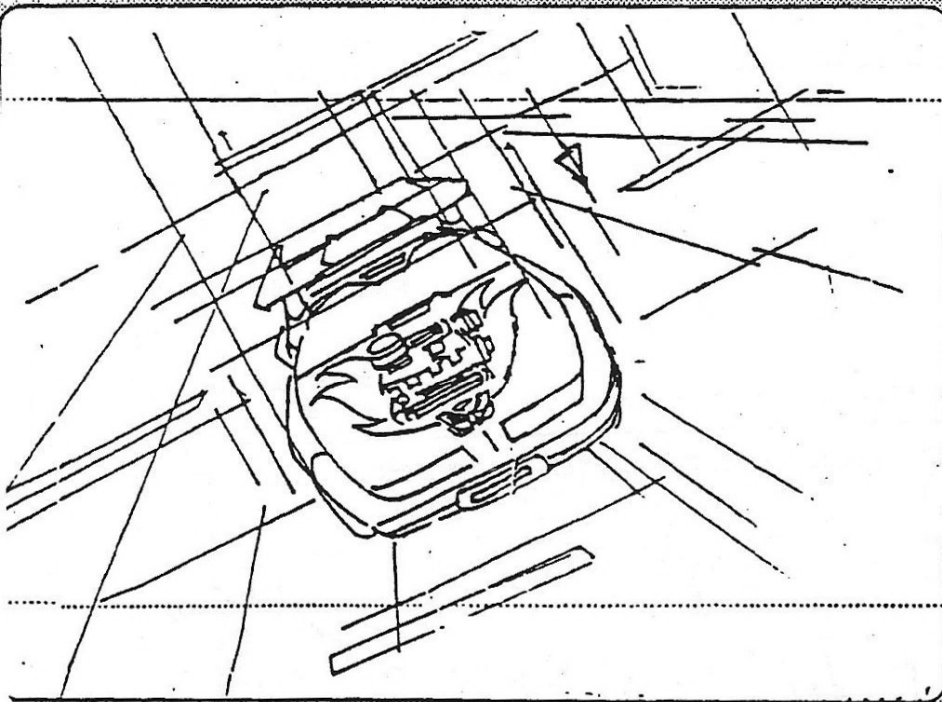
DIAL

MUSIC/SFX

SC. CONT 31-10

SC. CONT

SEQ. 31 Page 12



ON ...TRANSFORMS INTO AUTOMODE.

SFX

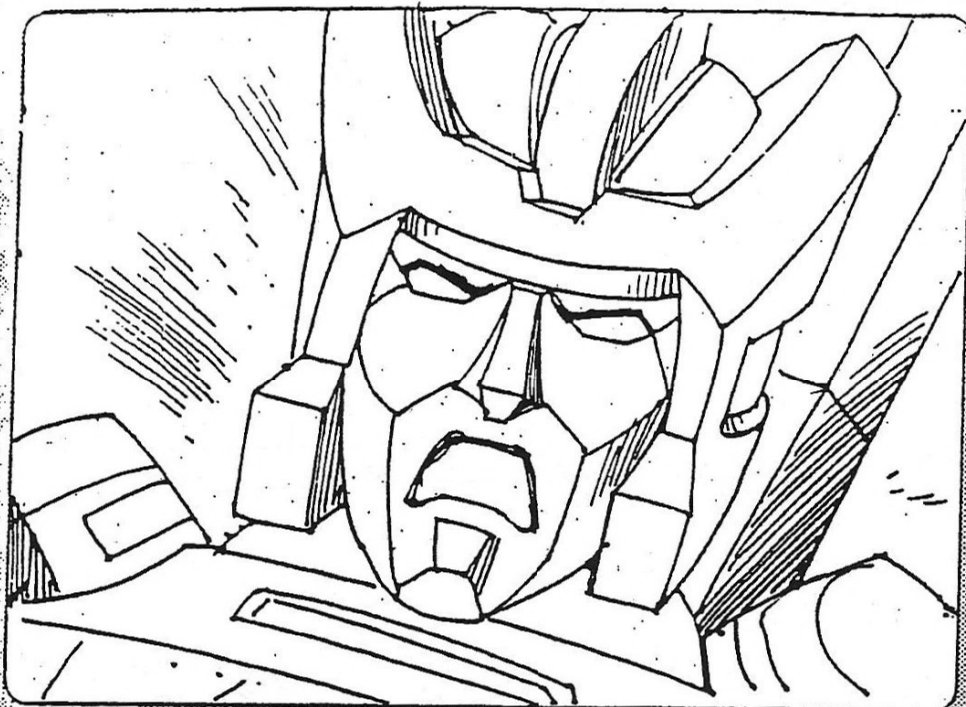
ACTION

DIAL

MUSIC/SFX

CAMERA

SC. 51-11



ACTION C.U. GALVATRON. HE IS SURPRISED AND ANGERED BY HOT ROD'S TACTICS.

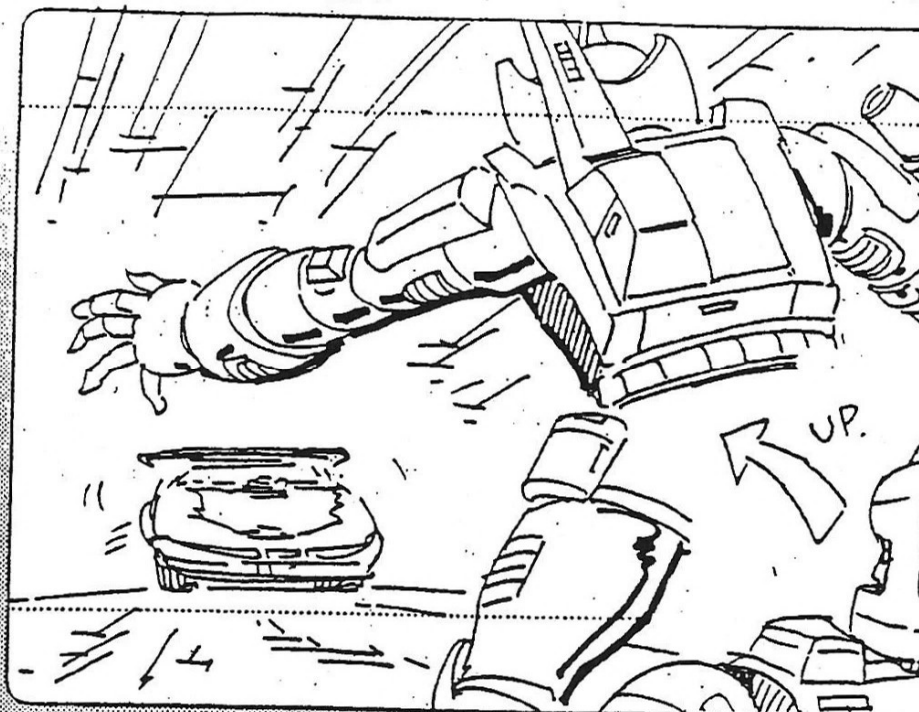
DIAL GALVATRON

No!

MUSIC/SFX

SC. 51-12

SEQ. 51 Page 13

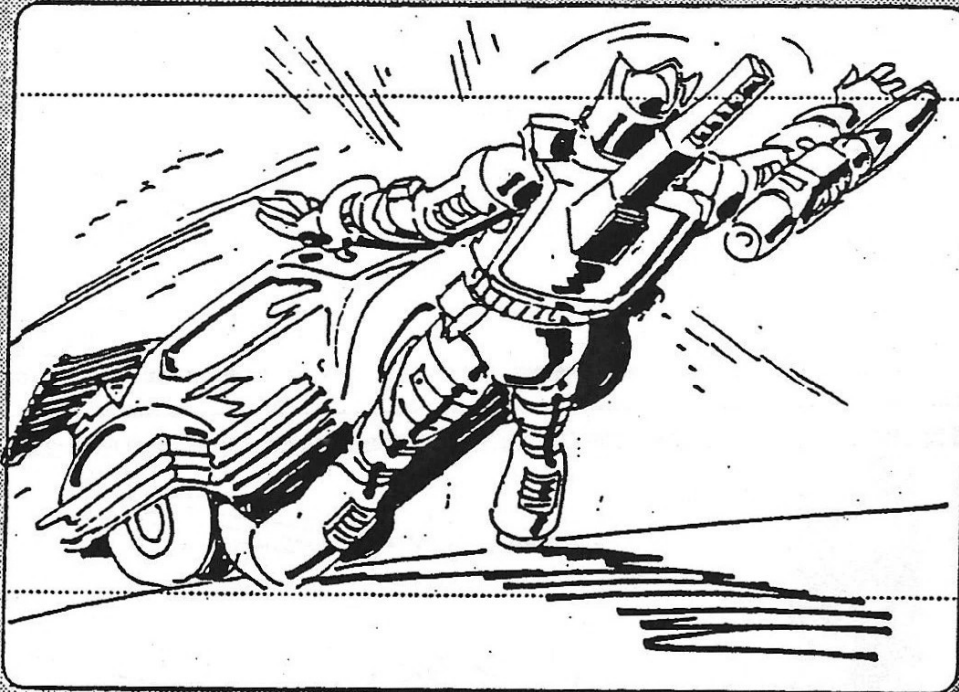


ACTION M.S. GALVATRON AND HOT ROD AS HOT ROD RACES DIRECTLY TOWARD GALVATRON.

DIAL

MUSIC/SFX

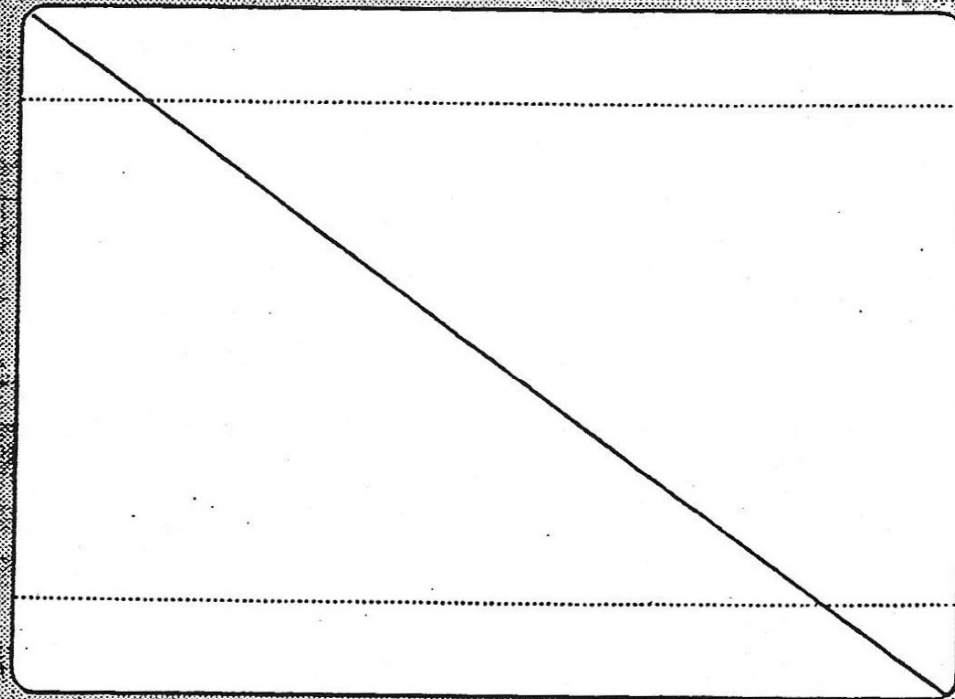
SC. CONT 31-12



SC.

SEQ. 31

Page 14



ACTION M.L.S. HOT ROD AND GALVATRON AS HOT ROD RAMS INTO GALVATRON,  
KNOCKING HIM OVER.

DIAL

MUSIC/SFX

CAMERA

ACTION

DIAL

MUSIC/SFX

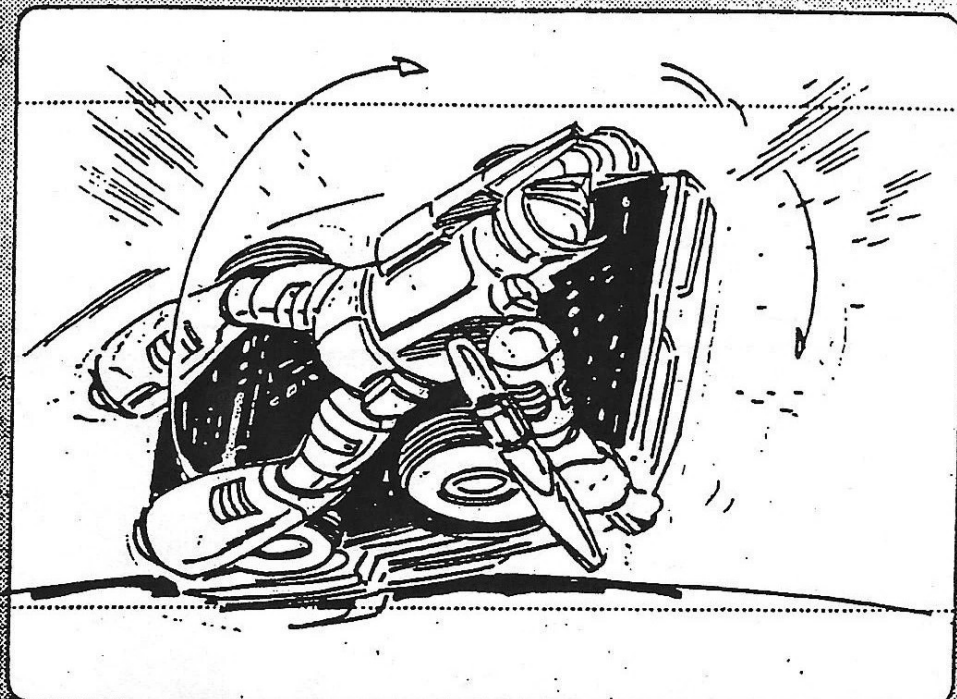
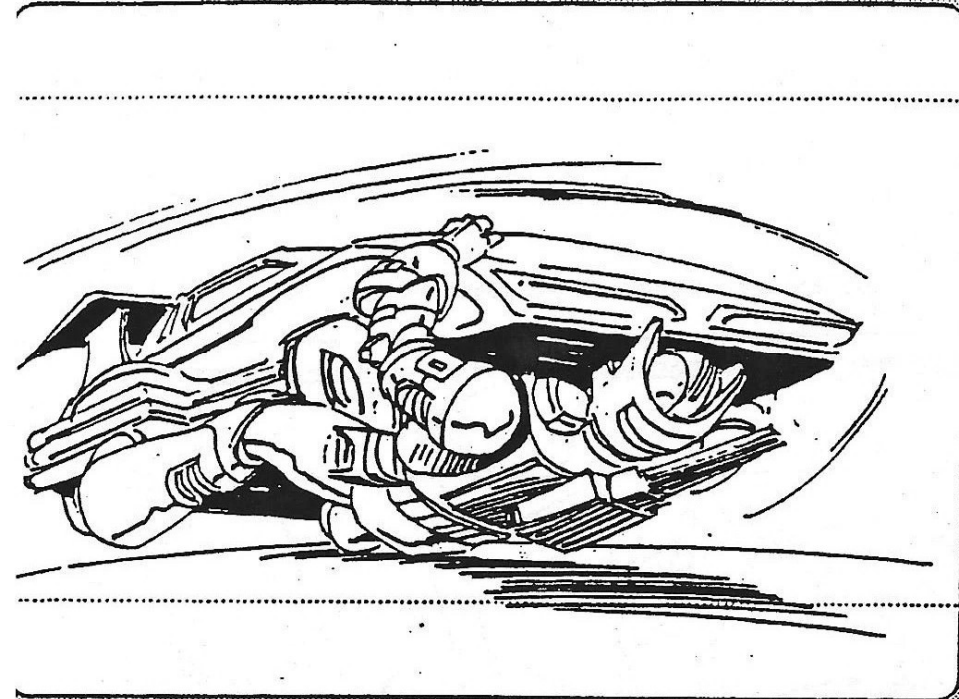
CAMERA



SC. CONT 31- 12

SC. CONT

SEQ. 31 Page 15



ON GALVATRON TAKES A HOLD OF HOT ROD...

ACTION ...AND SPINS HIM OVER.

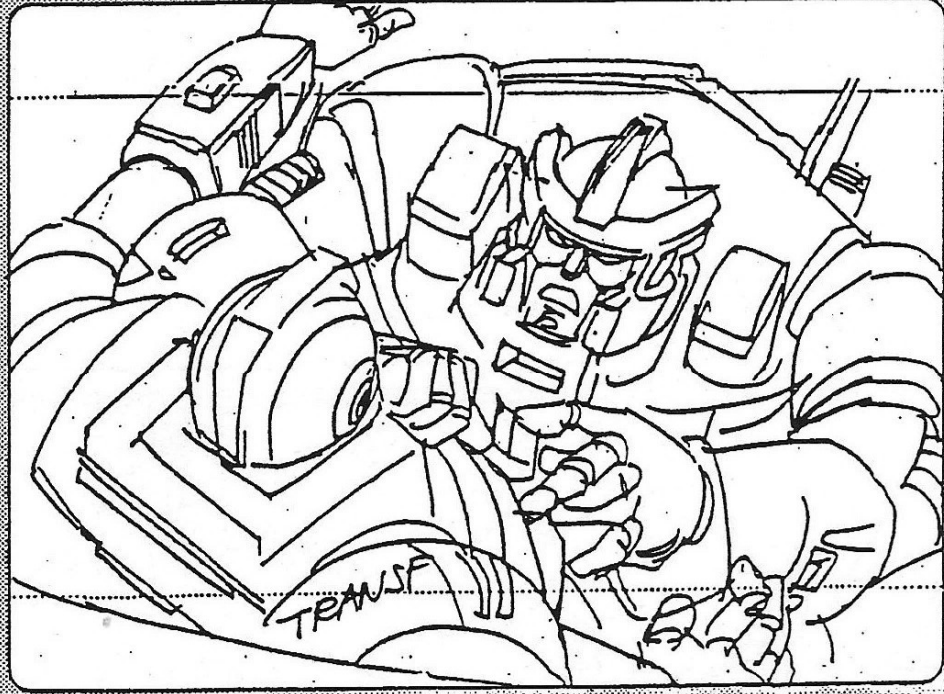
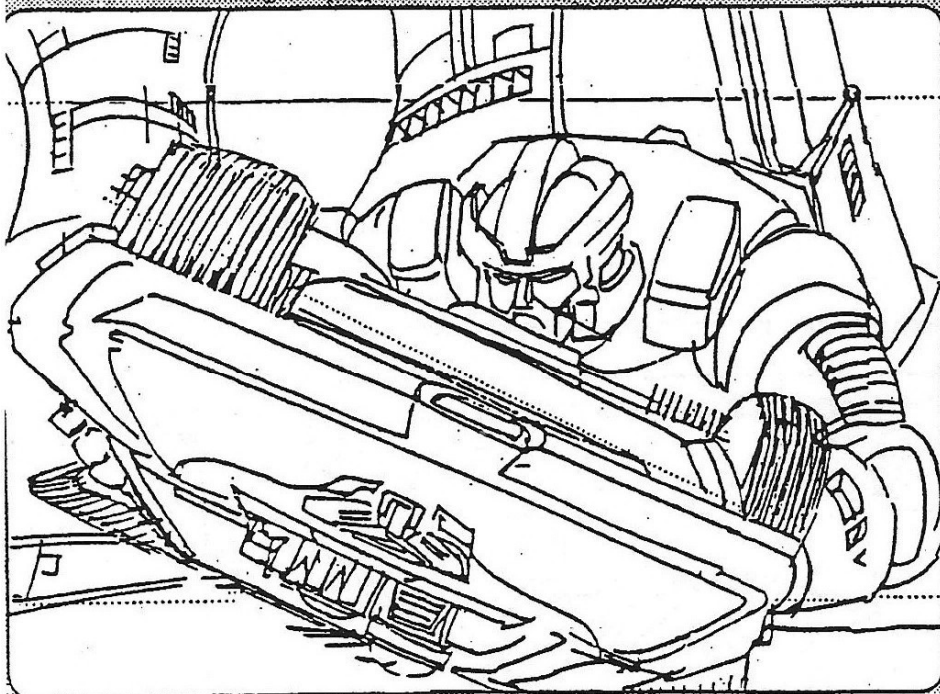
DIAL

MUSIC/SFX

SC. 31-13

SC. CONT

SEQ. 31 Page 16



ION M.S. HOT ROD (IN AUTO MODE) AND GALVATRON. GALVATRON  
RETAINS HIS TIGHT GRIP ON HOT ROD AS...

L GALVATRON I will...

SIC/SFX

ACTION ...HOT ROD TRANSFORMS INTO ROBOT MODE. GALVATRON MOVES  
IN ON HOT ROD.

DIAL. GALVATRON (CONT) ...crush you with my bare  
hands.

MUSIC/SFX

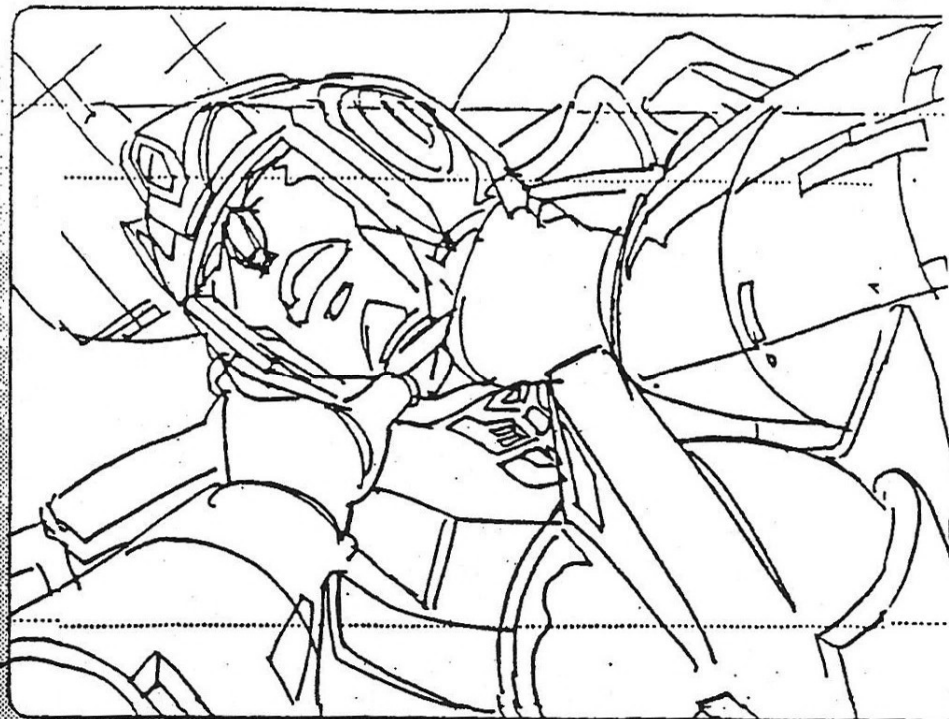
CAMERA

SC. 31-14



SC. CONT

SEQ. 3/ Page \_ 17



ACTION C.U. HOT ROD. GALVATRON REACHES IN AND CLUTCHES HOT ROD BY THE THROAT...

DIAL HOT ROD (GASPS)

MUSIC/SFX

**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!  
CAMERA

ACTION ...TRYING TO CHOKE THE LIFE OUT OF HIM.

DIAL

MUSIC/SFX

CAMERA

SC. 31-15



SC. 31-16

SEQ. 3/ Page 18



ACTION X.C.U. GALVATRON DETERMINED TO PUT AN END TO HOT ROD.

DIAL GALVATRON First Prime, then Ultra Magnus ...

MUSIC/SFX

CAMERA

ACTION X.C.U. HOT ROD. HE STRAINS AND STARTS TO WEAKEN UNDER GALVATRON'S POWERFUL DEATH GRIP.

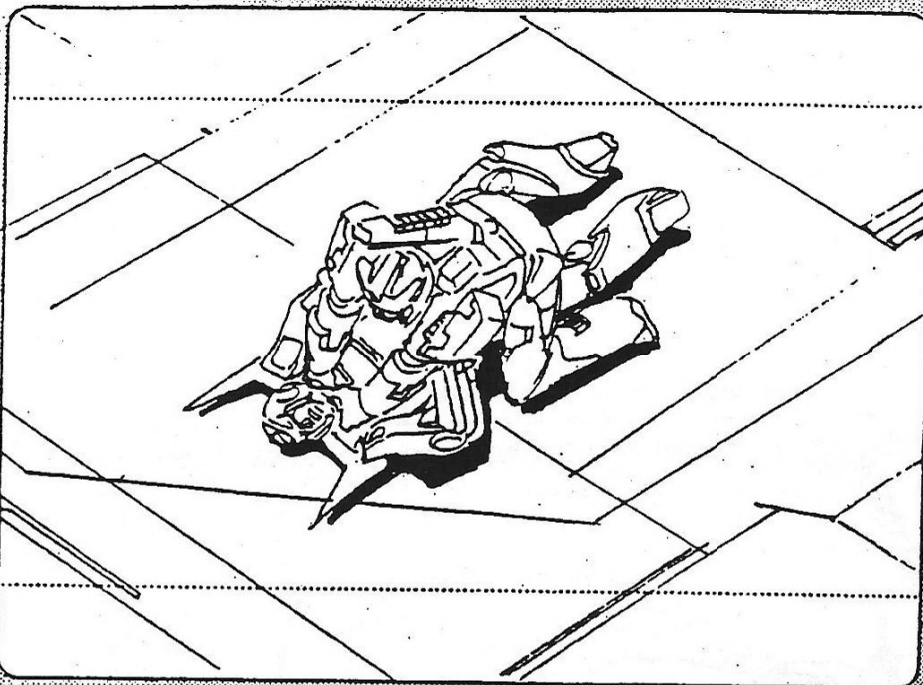
DIAL GALVATRON (CONT) ... and now you.

MUSIC/SFX

CAMERA

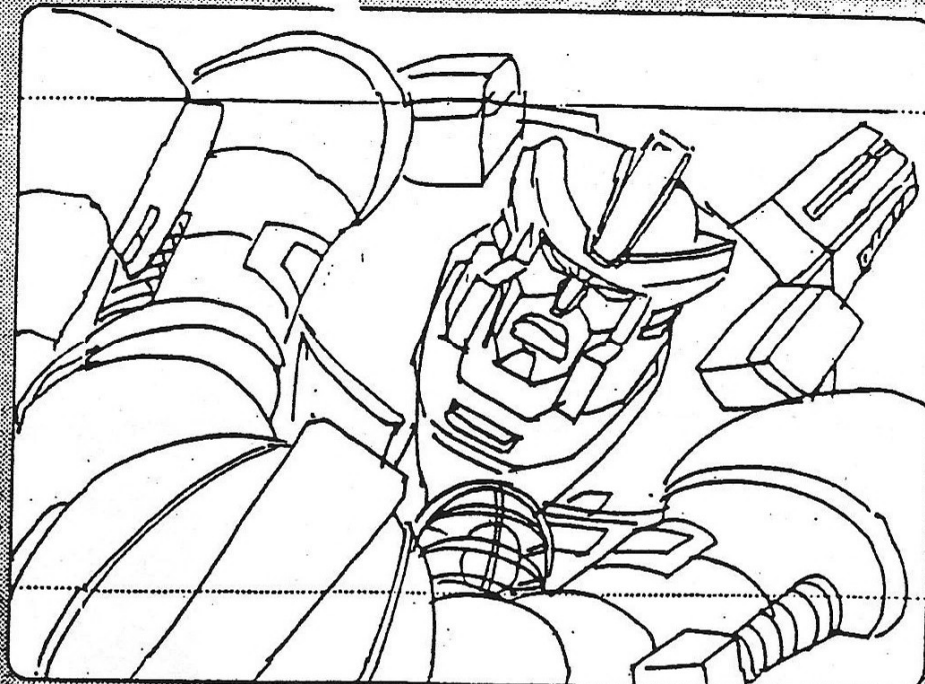


SC. 31-17



SC. 31-18

SEQ. 31 / Page 19



NEXT PAGE  
 19-A  
 DISS TO

DOWN SHOT. GALVATRON AND HOT ROD. HOT ROD STRUGGLES TO FREE HIMSELF.

GALVATRON (CONT)

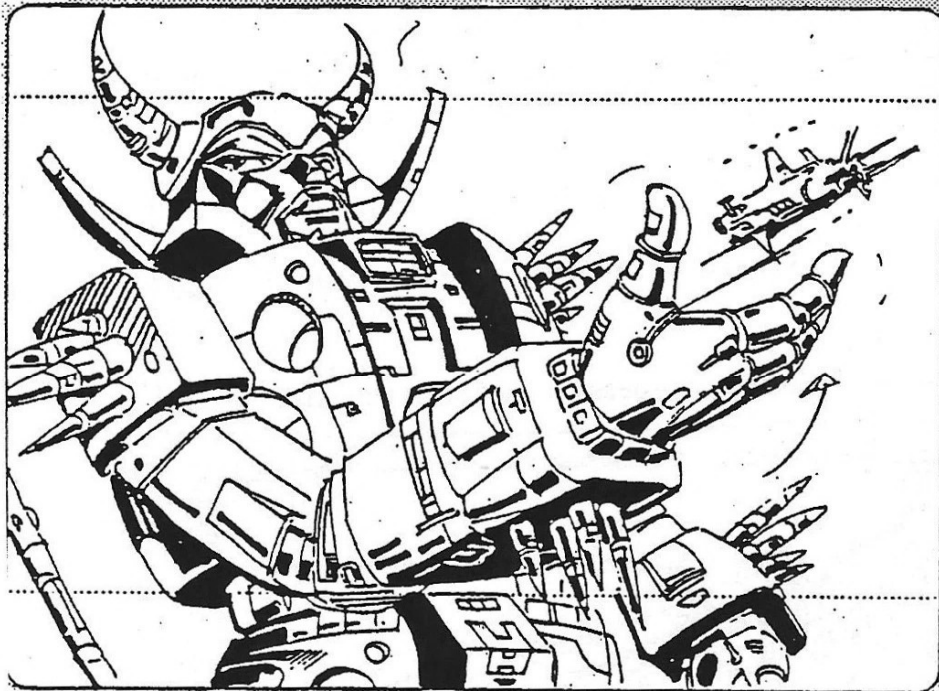
It is a pity you Autobots  
 die so easily or ...  
 I might have a sense  
 of satisfaction now.

ACTION. M.S. HOT ROD AND GALVATRON. GALVATRON TIGHTENS WITH ALL HIS MIGHT, HIS VICE GRIP ON HOT ROD'S THROAT.

DIAL HOT ROD (GASPS) Galvatron die, Autobot!

MUSIC/SFX

SC. 31-18A



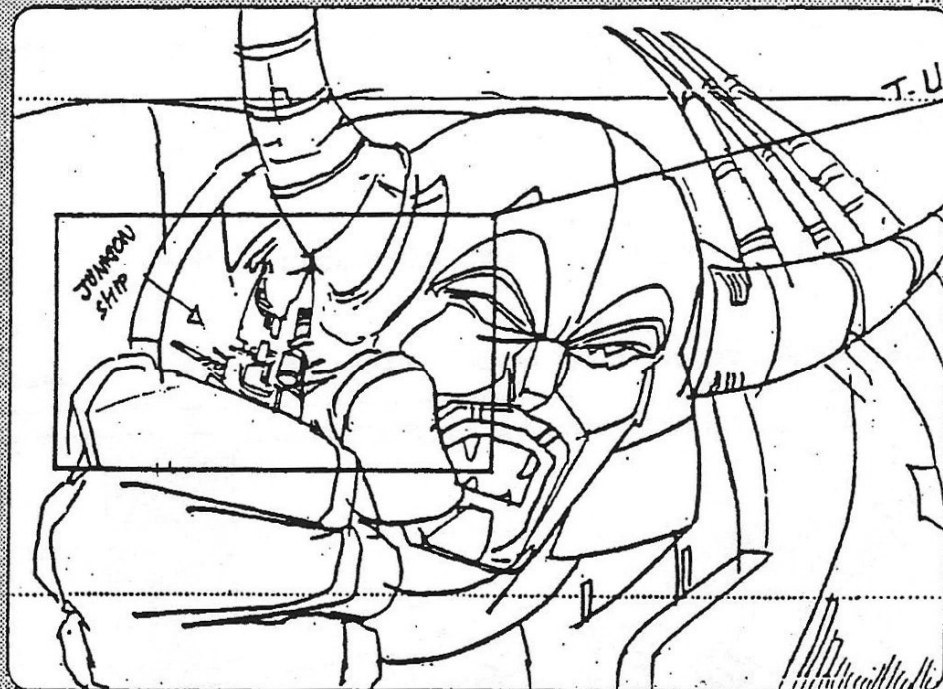
ION M.S. UNICRON. HE REACHES UP TO TAKE A HOLD OF THE JUNKION SHIP.

IC/SFX

SC. 31-18B

SEQ. 31

Page 19A



NEXT PAGE 19B

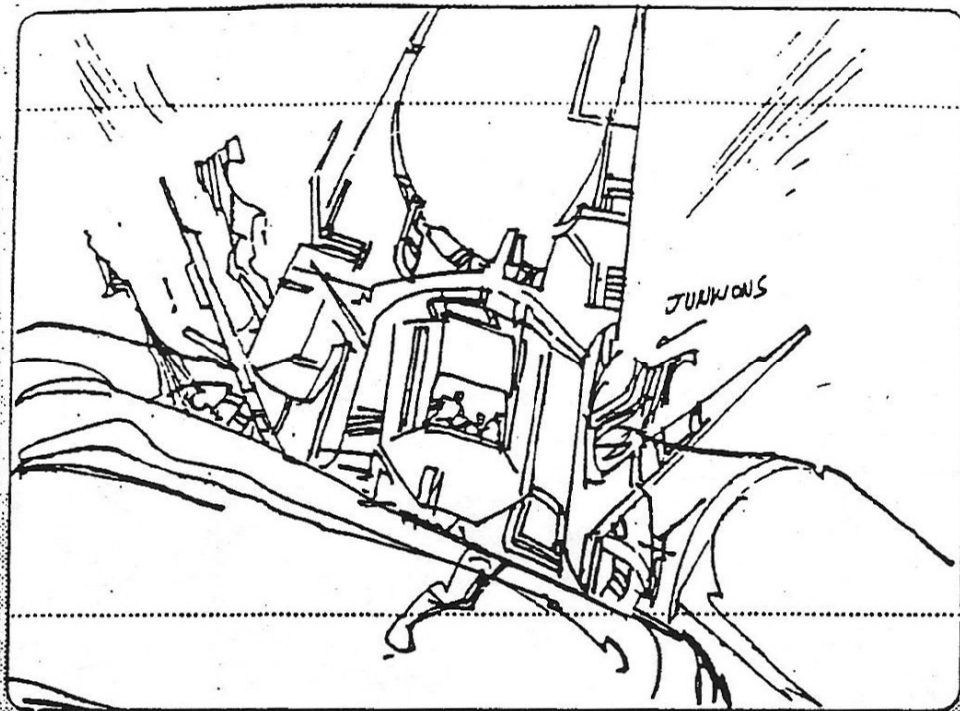
ACTION C.U. UNICRON. WE TRUCK IN TO SEE THAT, IN HIS HAND, HE IS HE IS HOLDING THE JUNKION SHIP.

DIAL UNICRON (ROARS)

MUSIC/SFX

CAMERA

SC. 31-18C



ACTION THE JUNKION SHIP. THROUGH ITS WINDOWS WE CAN SEE VARIOUS JUNKIONS.

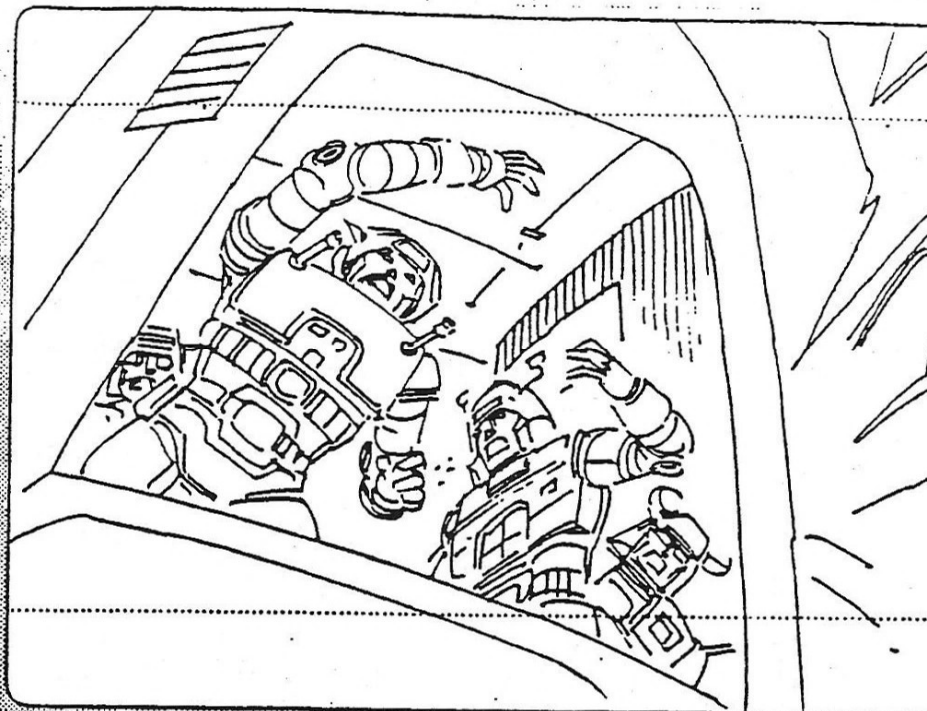
DIAL WRECK-GAR Ashes to ashes.

MUSIC/SFX

IFRAW

From Generation 1 to Beast Hunters and Beyond!!!!

SC. 31-18D TRUCK - IN SEQ 31 Page 173



ACTION M.S. A WINDOW OF THE SHIP. WE SEE THE JUNKIONS INSIDE.

DIAL WRECK-GAR (CONT) Junk to junk.

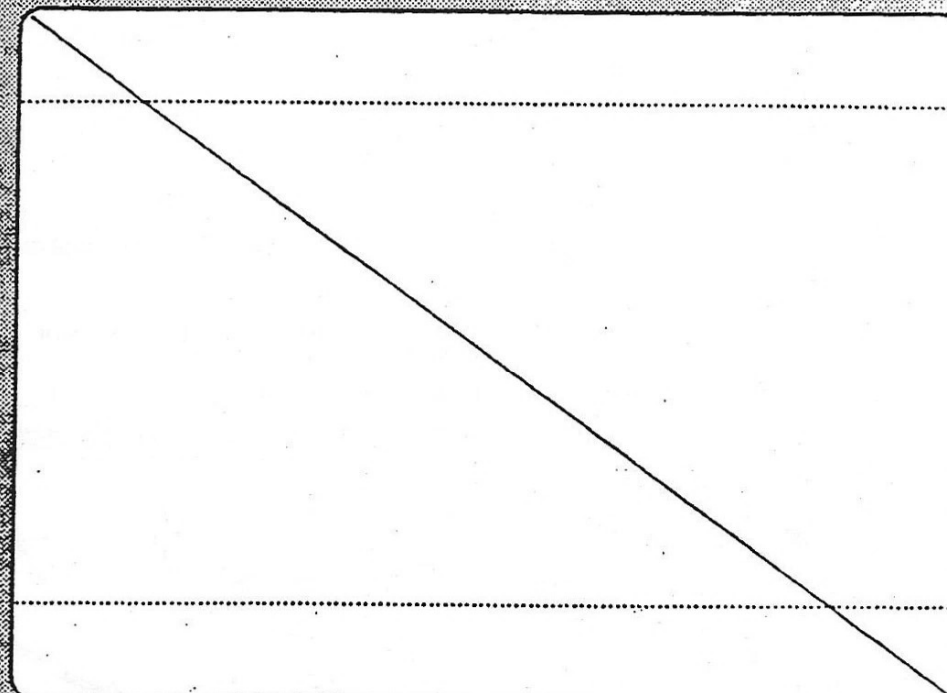
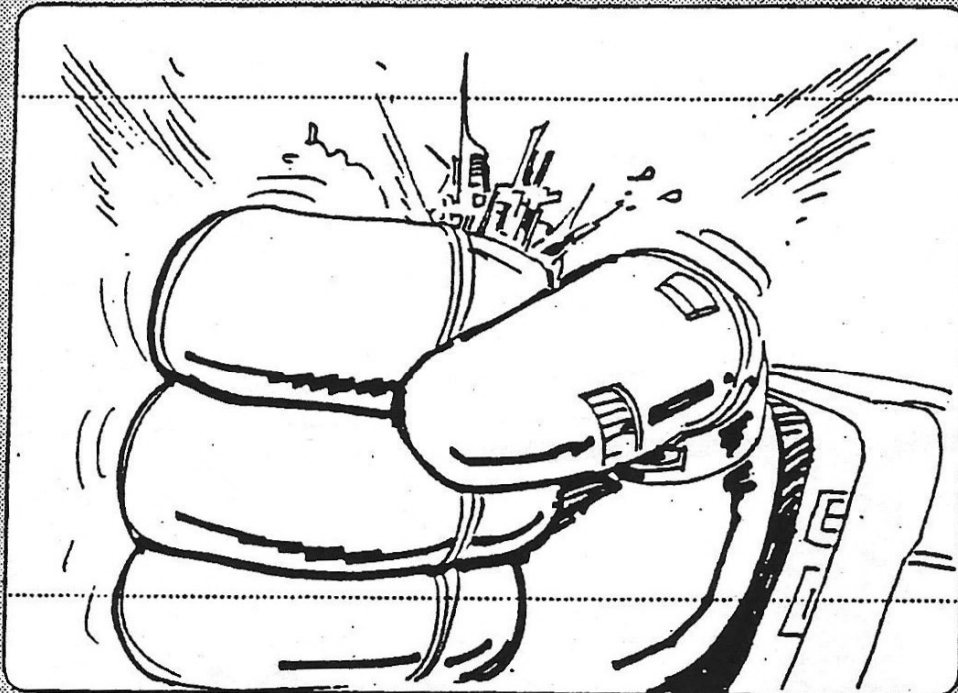
MUSIC/SFX

SC. 31-18 E

SC.

SEQ. 31

Page 19C



ACTION C.U. UNICRON'S HAND AS IT CRUSHES THE SHIP.

DIAL

MUSIC/SFX

CAMERA

ACTION

DIAL

MUSIC/SFX

CAMERA

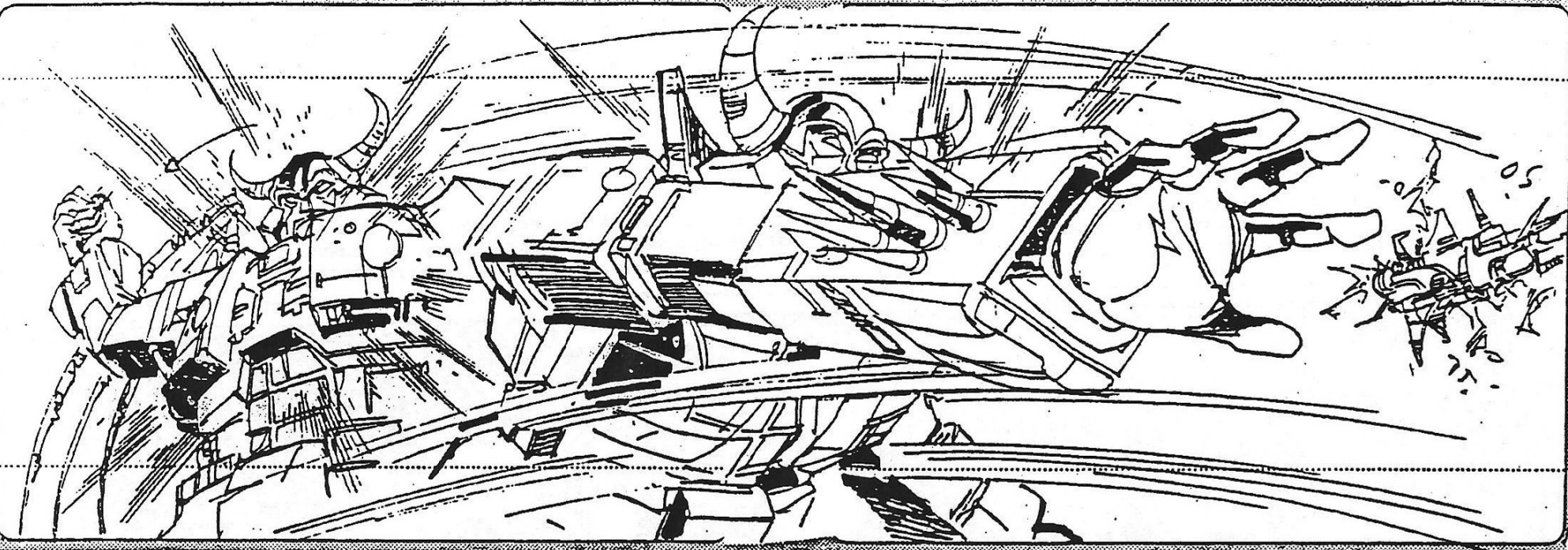
**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!



SC. 31-18F

FOLLOW PAN →

SEQ.3/ Page 190



NEXT PAGE  
20  
P. 10

tion M.S. UNICRON. HE REACHES BACK AND WITH A MIGHTY THRUST,  
THROWS THE JUNKION SHIP O.S.. WE PAN WITH HIS MOTION.

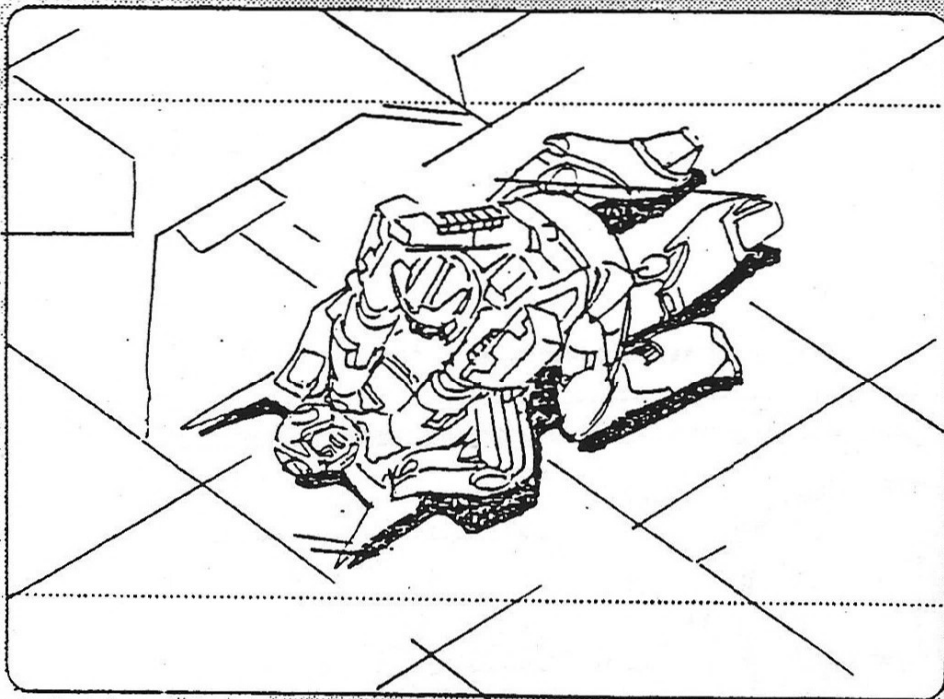
ACTION

DIAL

MUSIC/SFX

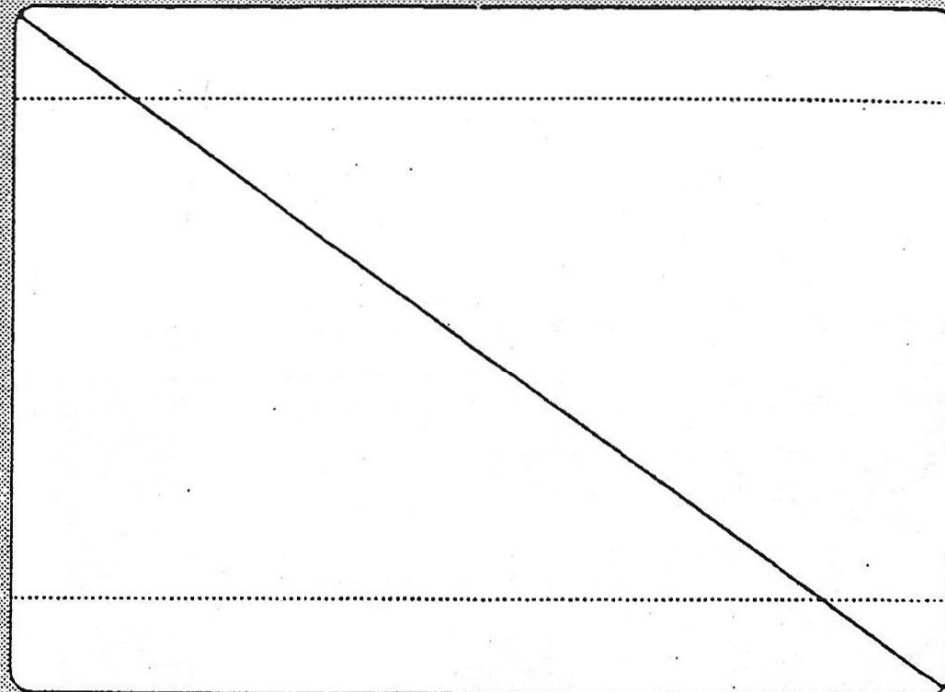


SC. 31-18 G



SC.

Page 20



NEXT PAGE 20A

ACTION DOWN SHOT GALVATRON AND HOT ROD. HOT ROD STRUGGLES TO FREE HIMSELF FROM GALVATRON'S GRIP.

AL

MUSIC/SFX

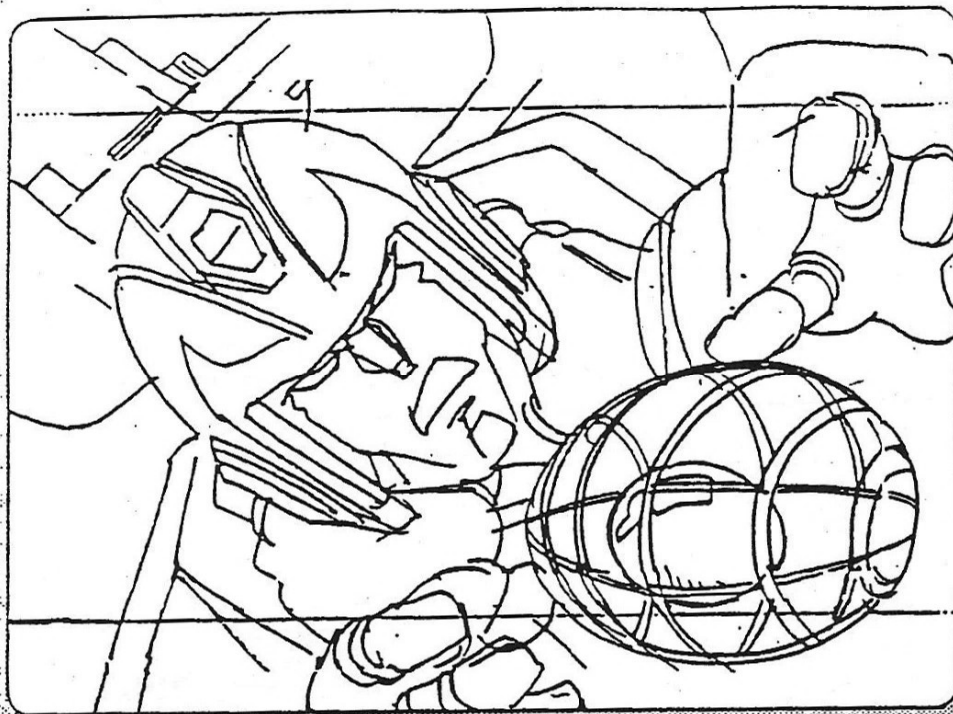
ACTION

DIAL

MUSIC/SFX

CAMERA

SC. 31-14



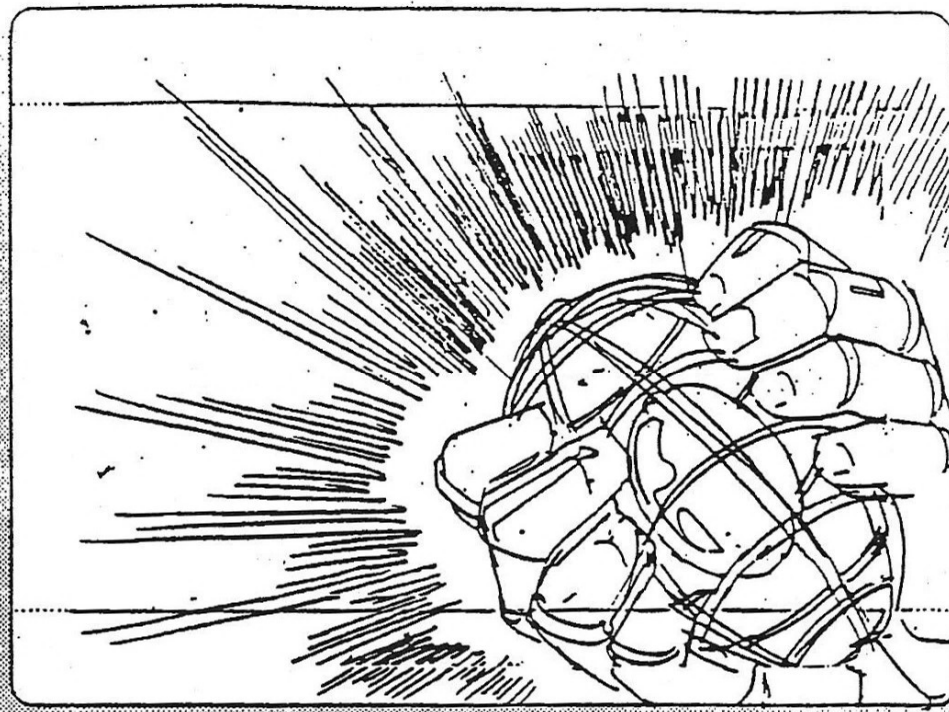
ACTION C.U. HOT ROD. HE MANAGES TO REACH UP AND...

DIAL

MUSIC/SFX

SC. CONT

SEQ. 3/ Page 205

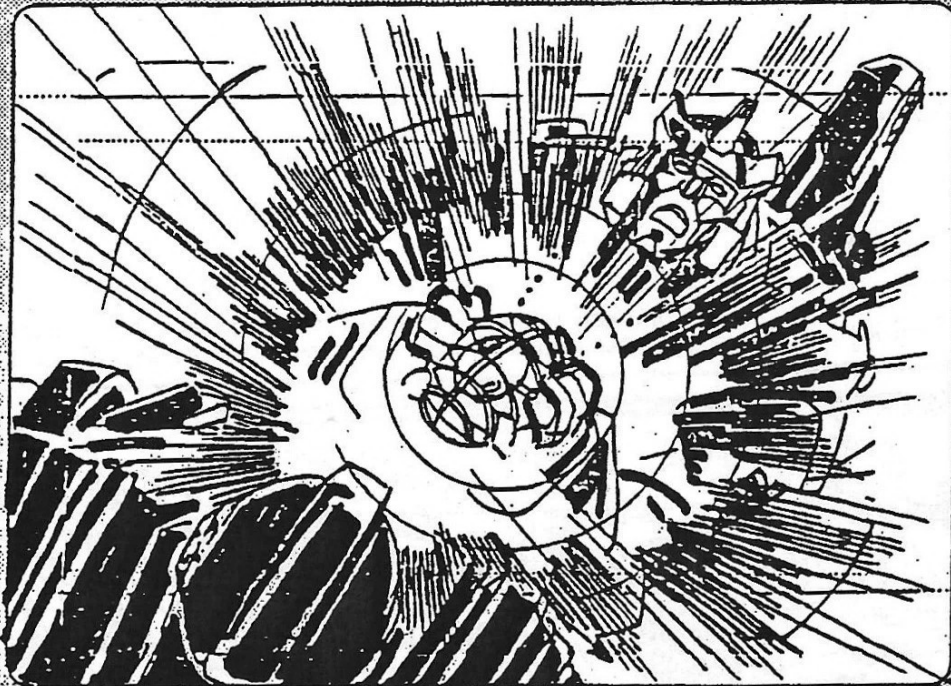


ACTION ...GRASP THE AUTOBOT MATRIX OF LEADERSHIP THAT HANGS AROUND GALVATRON'S NECK.

DIAL

MUSIC/SFX

SC. 31- 20



SC. 31- 21

SEQ.3/ Page 21



ACTION M.S. HOT ROD AND GALVATRON. THE MATRIX STARTS TO GLOW AND SEND OUT SHAFTS OF ENERGY CAUSING GALVATRON TO LOOSEN HIS GRIP ON HOT ROD. HOT ROD RIPS THE MATRIX FROM GALVATRON'S NECK.

DIAL

MUSIC/SFX

CAMERA

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION M.L.S. HOT ROD AND GALVATRON. HOT ROD BACKS AWAY FROM GALVATRON. HE HOLDS THE GLOWING MATRIX IN HIS HANDS. INFUSED WITH THE POWER OF THE MATRIX,

DIAL

MUSIC/SFX

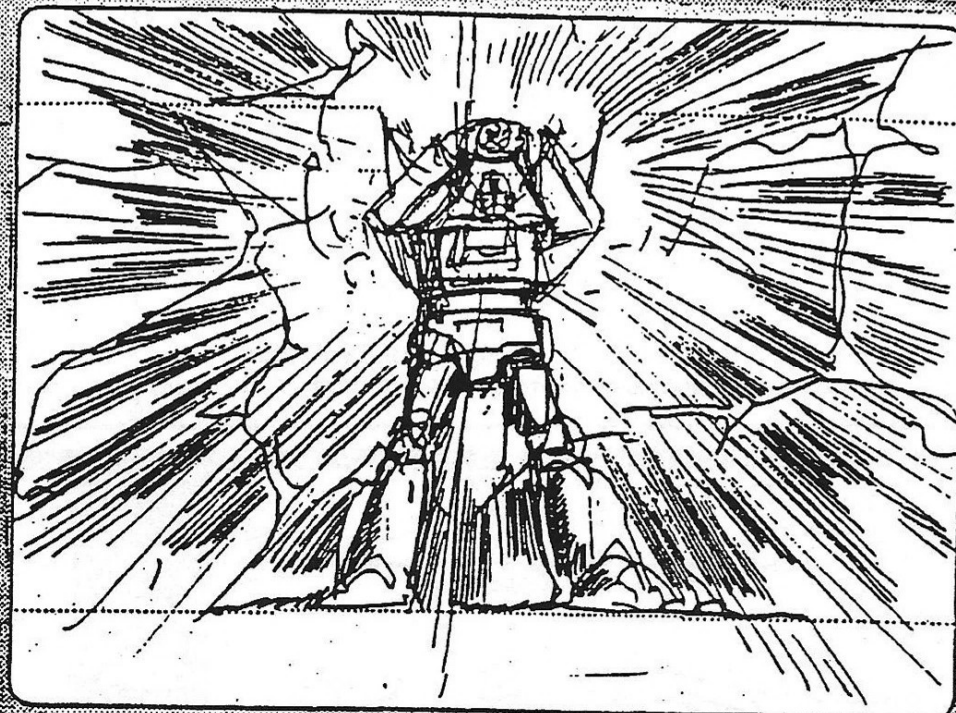
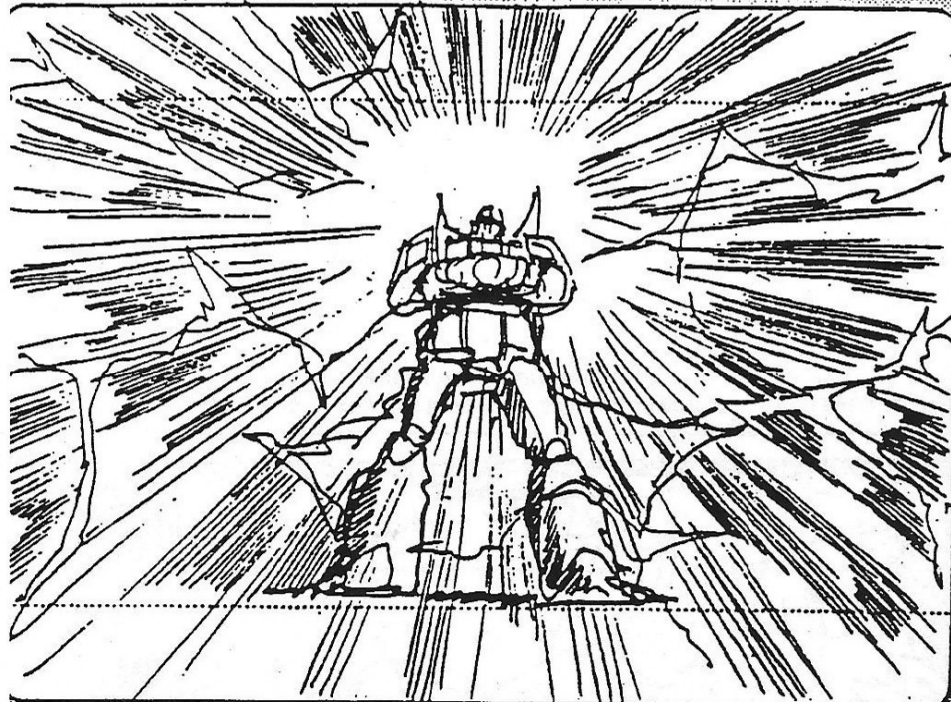
CAMERA



SC. - 31-22

SC. CONT

SEQ 31 Page 22



NO SCENE 31-23

ON L.S. HOT ROD HOLDING THE MATRIX IN FRONT OF HIMSELF AND BATHED IN ITS BRILLIANT GLOW, TRANSFORMS THROUGH A SERIES OF FIVE (5) DISSOLVES, SHOWING HIM AT VARIOUS STAGES OF TRANSFORMATION INTO THE LARGER, OLDER, MATURE...

PRIME (V.O.) Arise Rodimus Prime.

HOT ROD Optimus.

ACTION

... RODIMUS PRIME HOLDING THE MATRIX HIGH OVER HIS HEAD, FLOODED IN THIS SPECTACULAR DISPLAY OF ENERGY BEING EMITTED BY THE MATRIX.

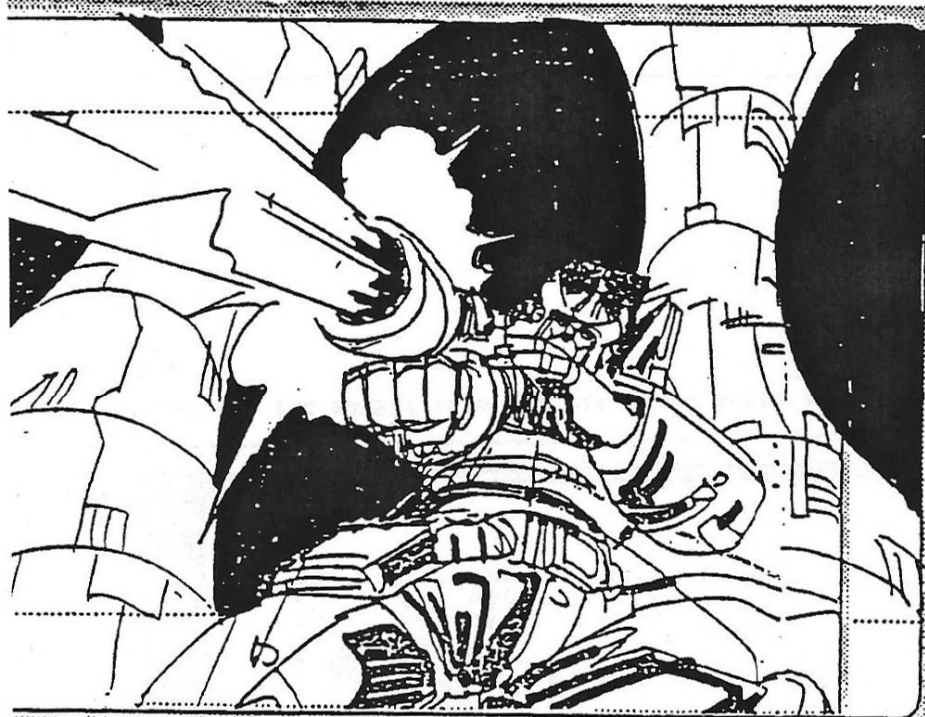
DIAL

MUSIC/SFX

C/SFX

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 31- 24



UP SHOT GALVATRON. HE AIMS HIS CANNON AT HOT ROD AND FIRES...

GALVATRON No!

SFX

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 31- 25

SEQ. 31 / Page 23



ACTION M.S. RODIMUS PRIME. GALVATRON'S BLAST HITS RODIMUS PRIME, CAUSING HIM TO DROP THE MATRIX, BUT OTHERWISE LEAVING HIM UNDA

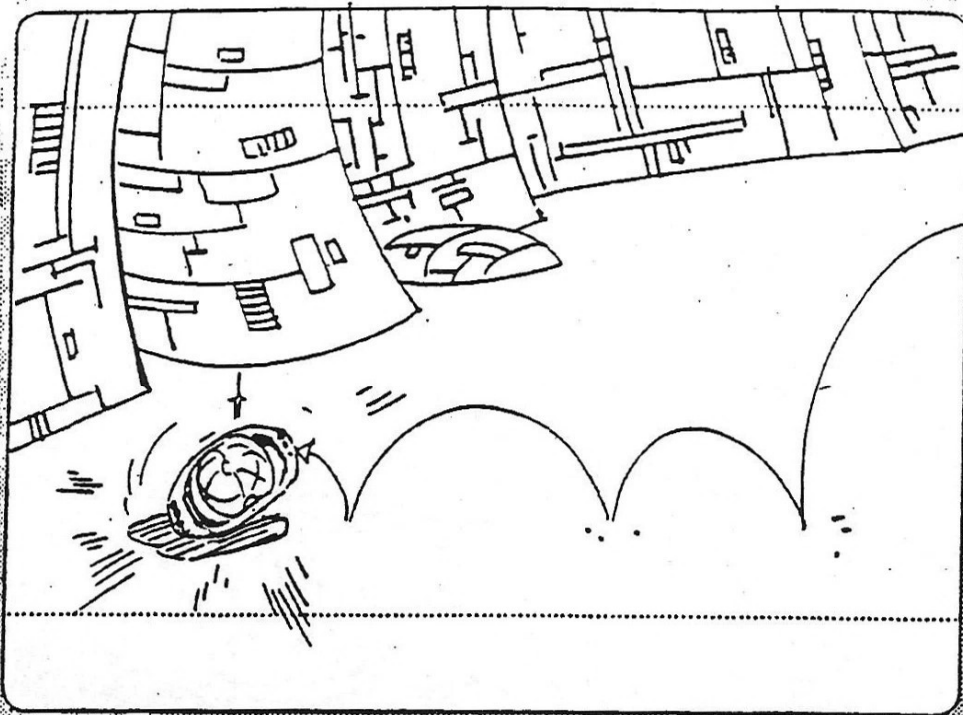
DIAL

MUSIC/SFX

CAMERA

NO PAGE 24

SC. 31-20



ACTION THE MATRIX HITS THE FLOOR AND ROLLS ACROSS IT.

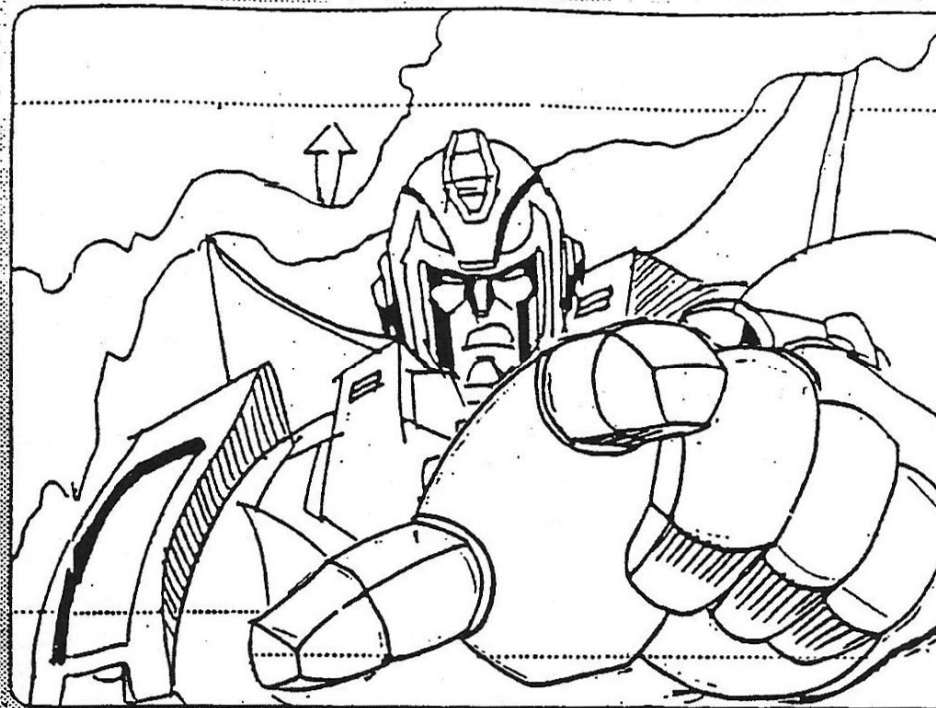
DIAL

MUSIC/SFX

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 31-27

SEQ. 31 Page 45



ACTION HIS FIST AND POINTS AT GALVATRON O.S.

DIAL

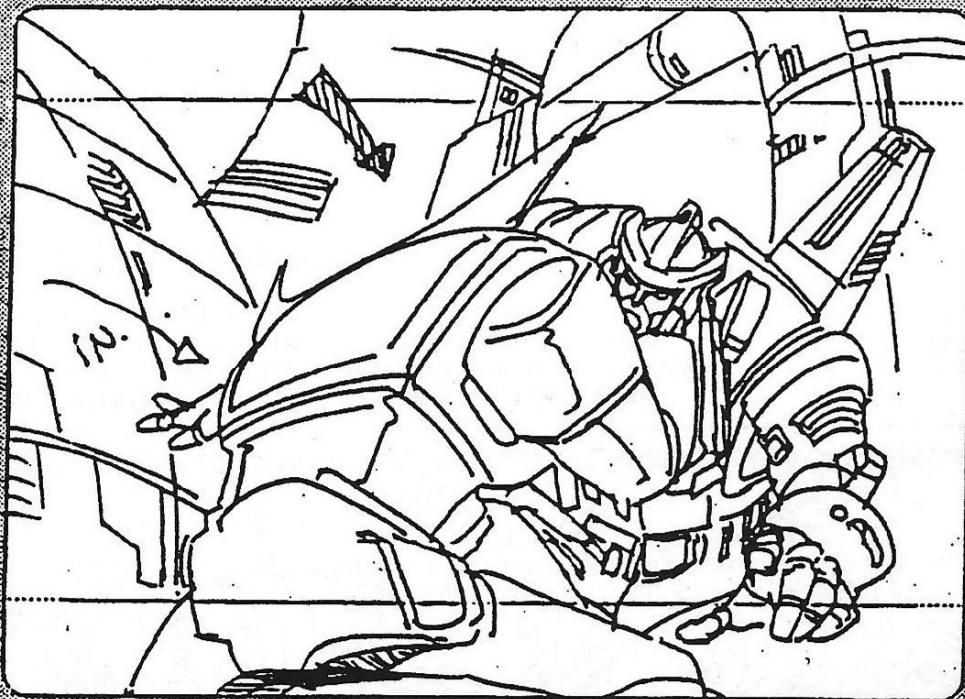
RODIMUS PRIME

This is the end of the road,  
Galvatron.

MUSIC/SFX



SC. 31-28



ACTION M.S. RODIMUS PRIME AND GALVATRON. RODIMUS JUMPS IN AND TAKES AHOLD OF GALVATRON.

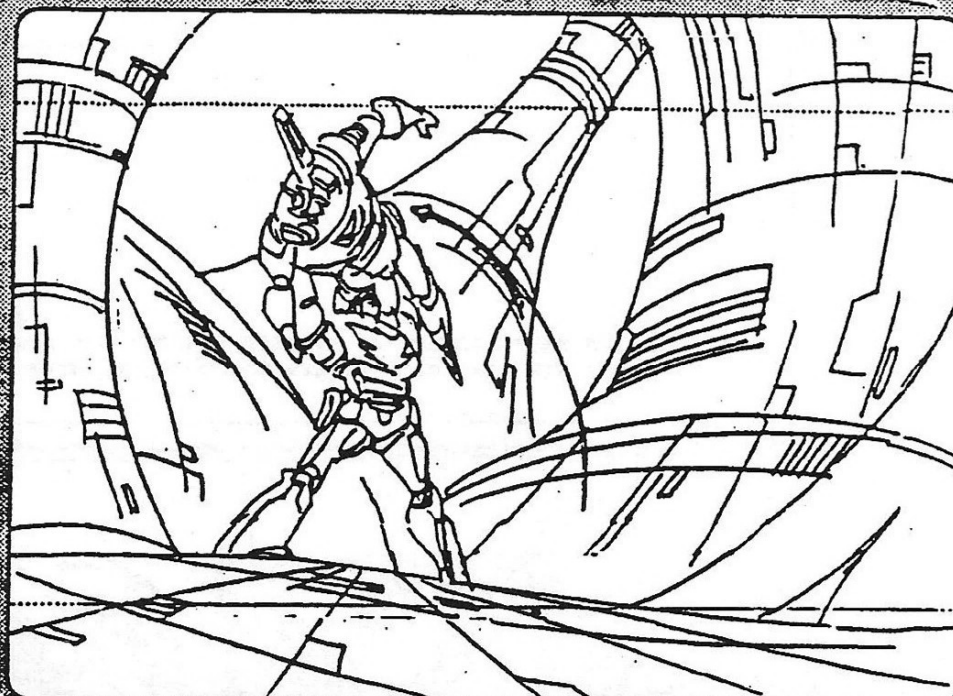
DIAL

MUSIC/SFX

CAMERA

SC. 31-29

SEQ. 3/ Page 26



ACTION L.S. RODIMUS PRIME AND GALVATRON. RODIMUS LIFTS GALVATRON HIGH OVER HIS HEAD.

DIAL

MUSIC/SFX

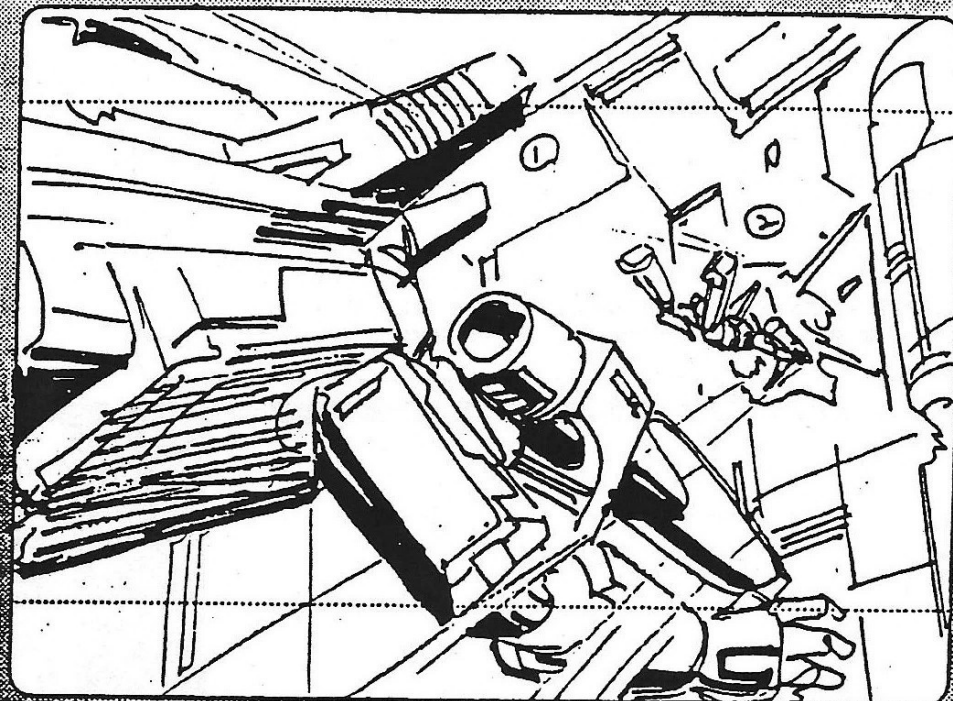
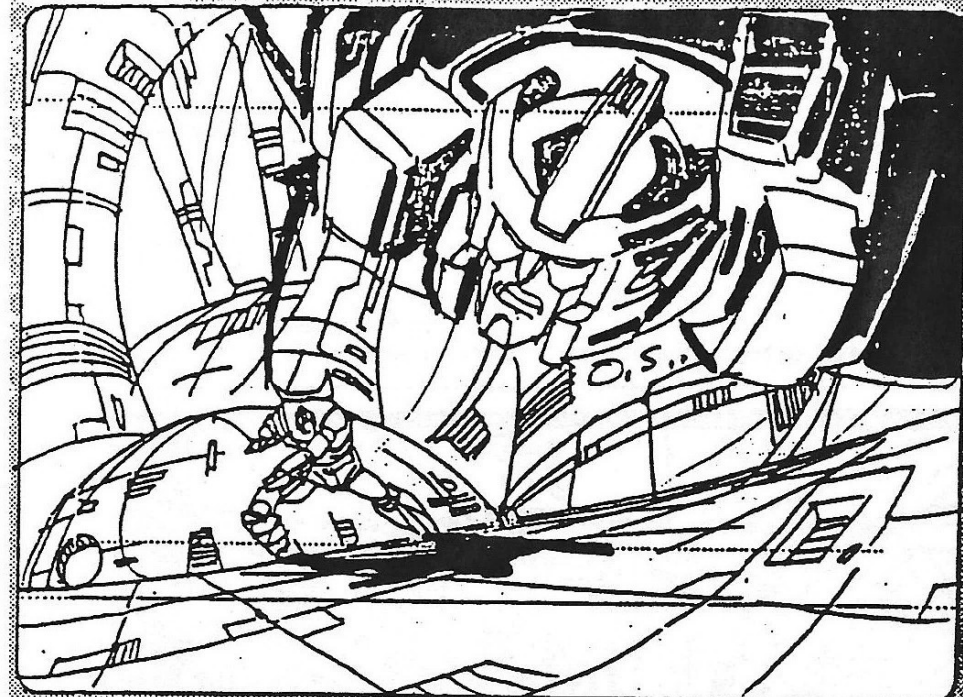
CAMERA



SC. 31-30

SC. 31-31

SEQ. 3/ Page 27



TION X.L.S. RODIMUS PRIME AND GALVATRON. RODIMUS PRIME HURLS  
GALVATRON O.S.

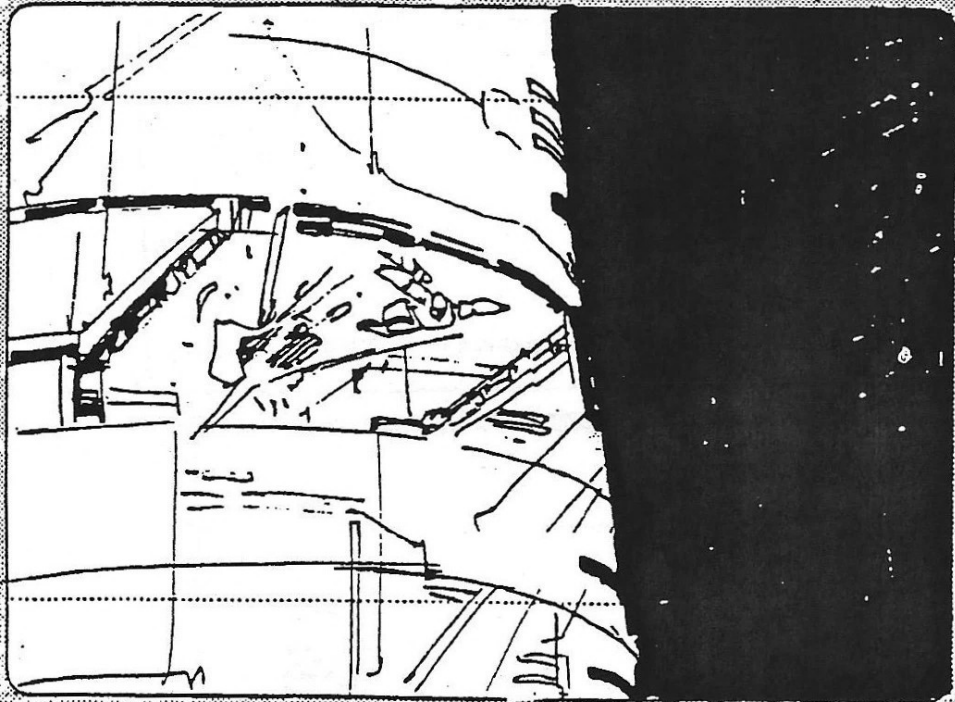
ACTION M.S. GALVATRON. HE SAILS AWAY FROM US AND SMASHES INTO  
THE SIDE OF UNICRON.

DIAL GALVATRON (SCREAM)

MUSIC/SFX

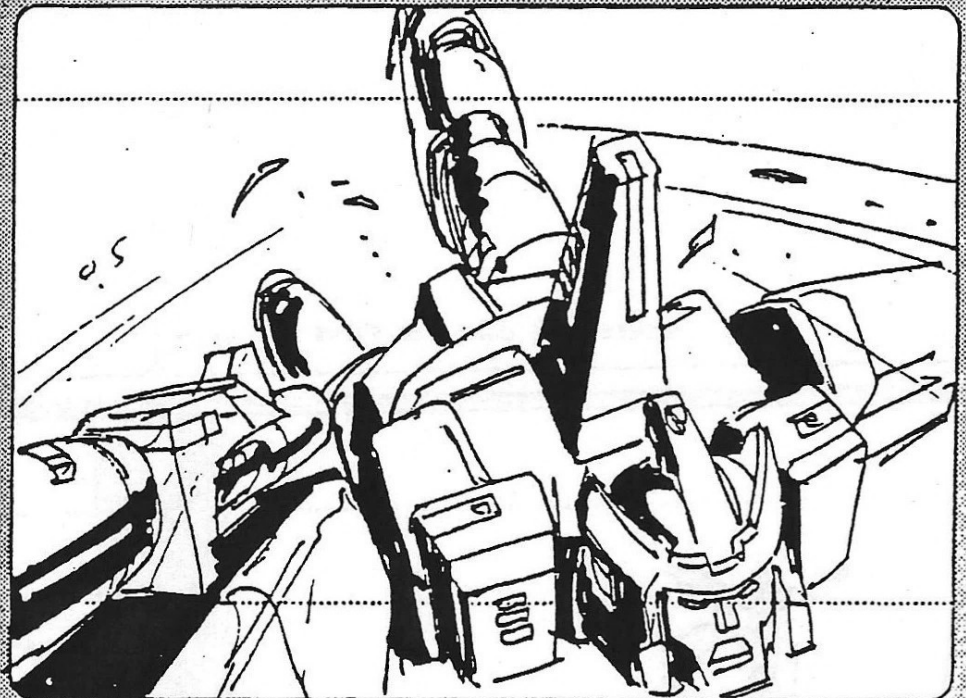
CAMERA

SC. 31-32



SC. CONT

SEQ. 3/ Page 28



TION C.U. EXTERIOR OF UNICRON AS GALVATRON COMES SMASHING  
THROUGH UNICRON'S WALL AND...

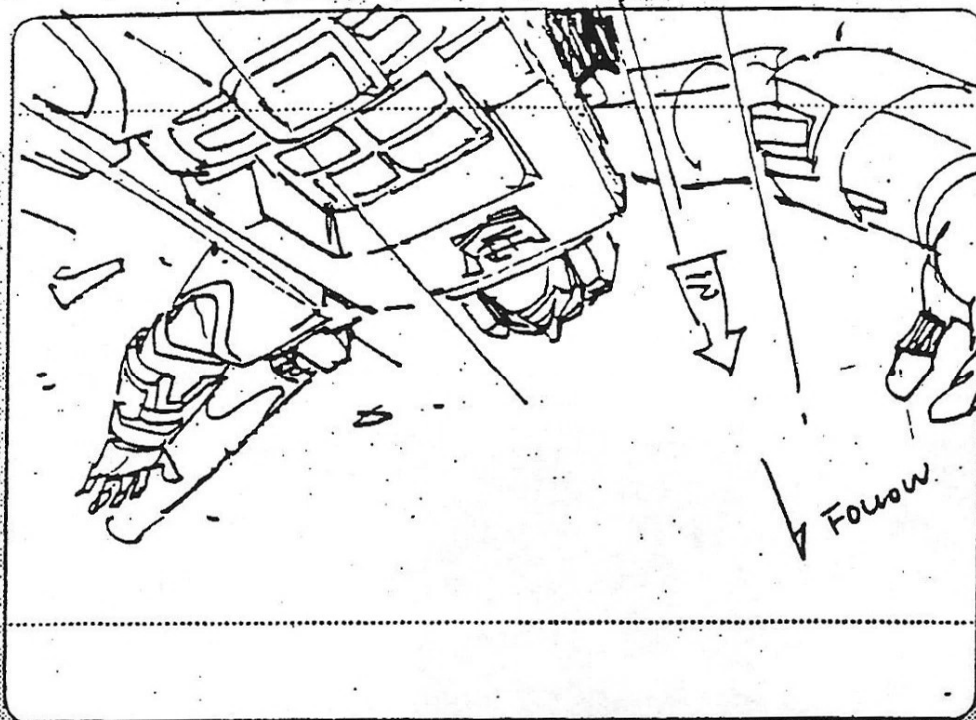
ACTION ...FLIES TOWARD US...

DIAL

MUSIC/SFX

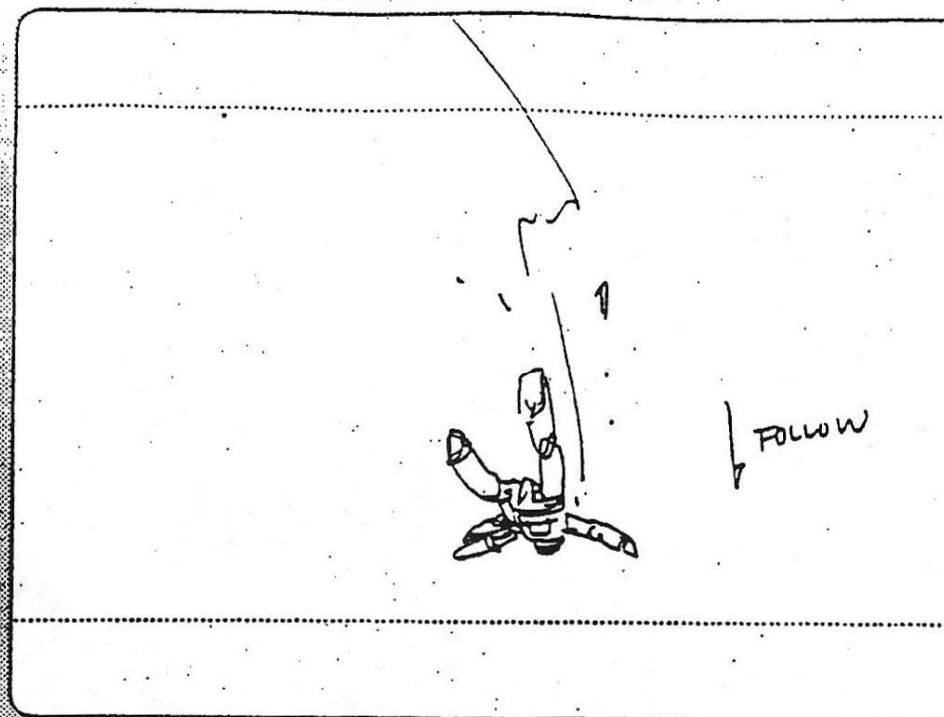
CAMERA

SC. 31-55



SC. CONT PAN DOWN

PAN: Page 29



ACTION ...SPACE. GALVATRON HURLS INTO SCENE AND...

DIAL

MUSIC/SFX

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...SAILS OUT INTO DEEP SPACE.

DIAL

MUSIC/SFX

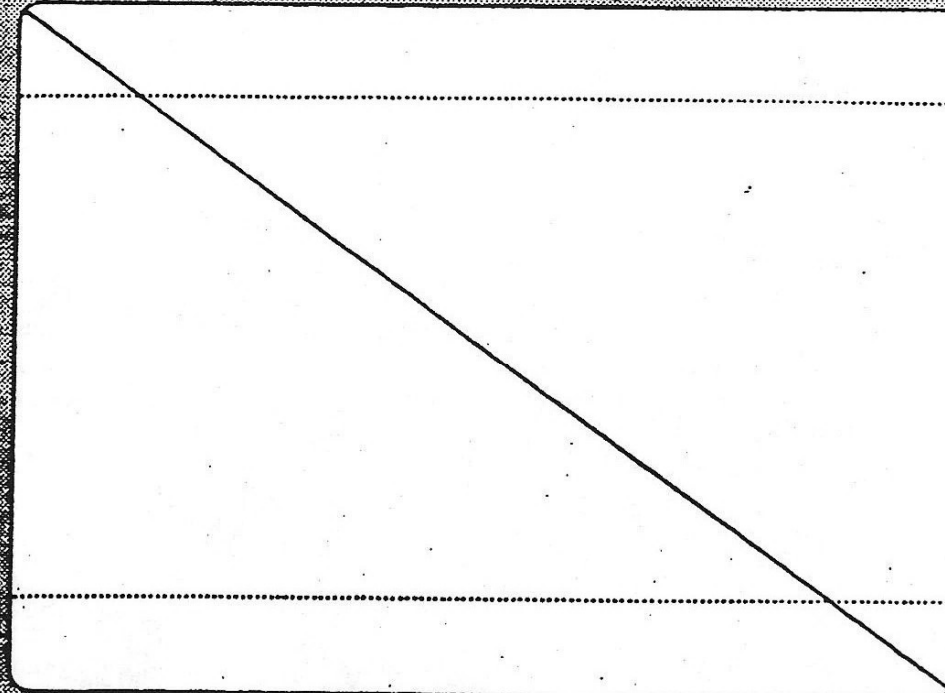
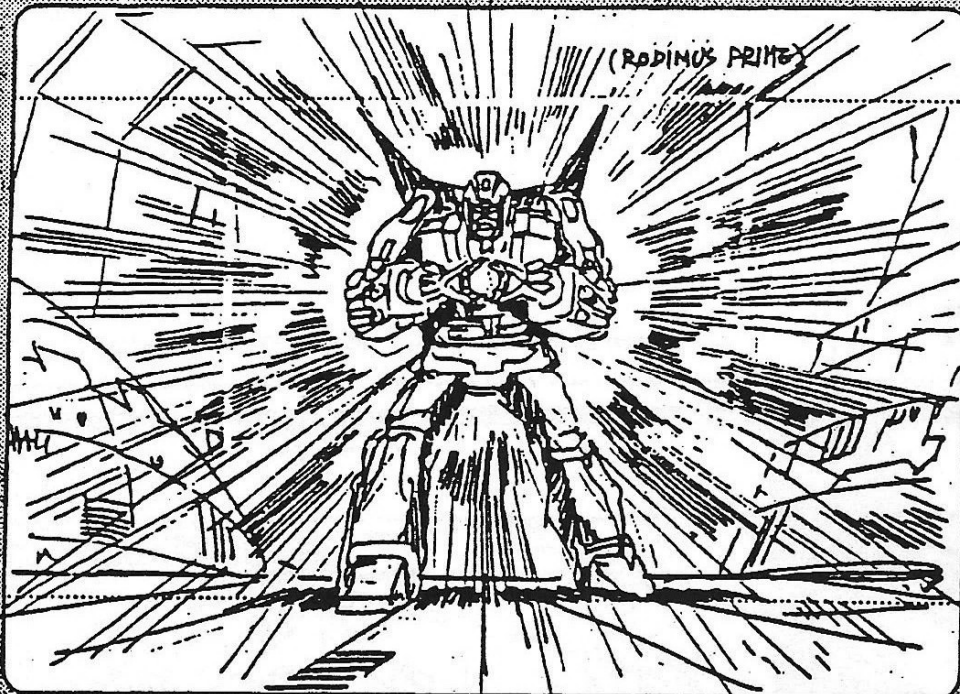
SC. 31-34

SC.

SEQ 30

Page

30



ACTION L.S. RODIMUS PRIME. HE STANDS HOLDING THE GLOWING MATRIX IN FRONT OF HIM.

DIAL

MUSIC/SFX

CAMERA

ACTION X.C.U. RODIMUS PRIME'S HANDS. HE SLIPS HIS FINGERS INTO THE HOLES IN THE MATRIX. THEY ARE THE EXACT SHAPE AND SIZE OF RODIMUS PRIME'S FINGERS.

DIAL

MUSIC/SFX

CAMERA

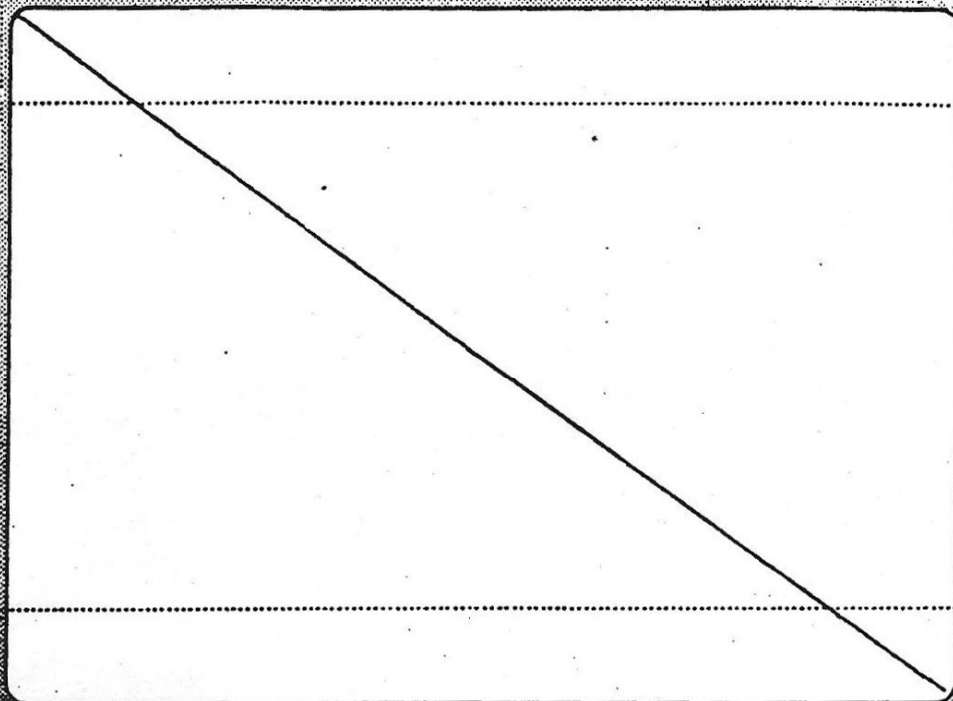
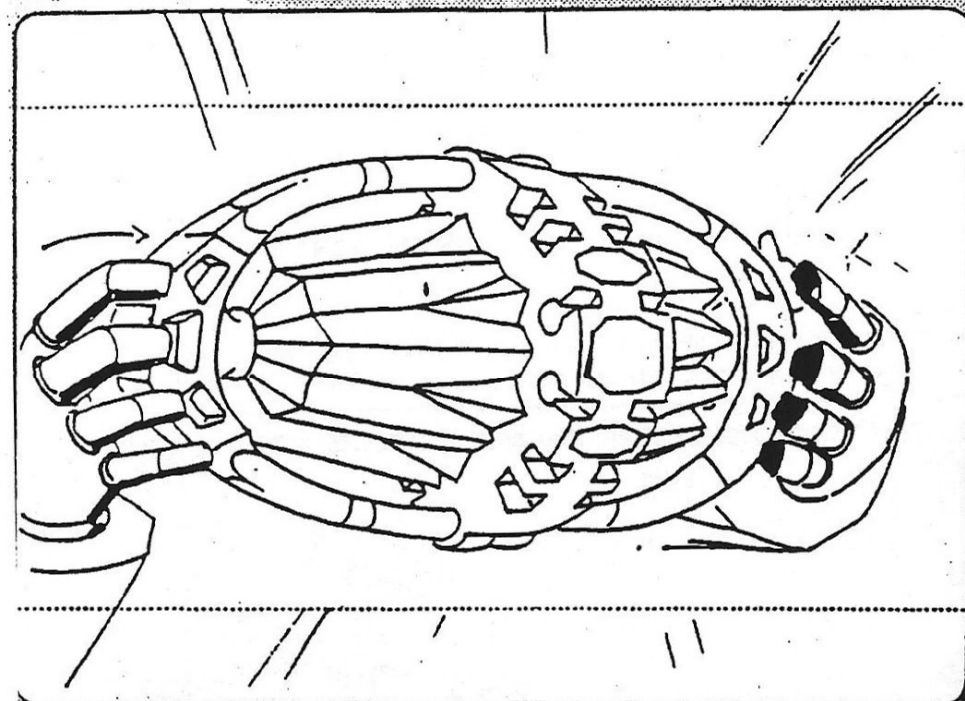


SC. 31 - 35

SC.

SEQ. 31

Page 31



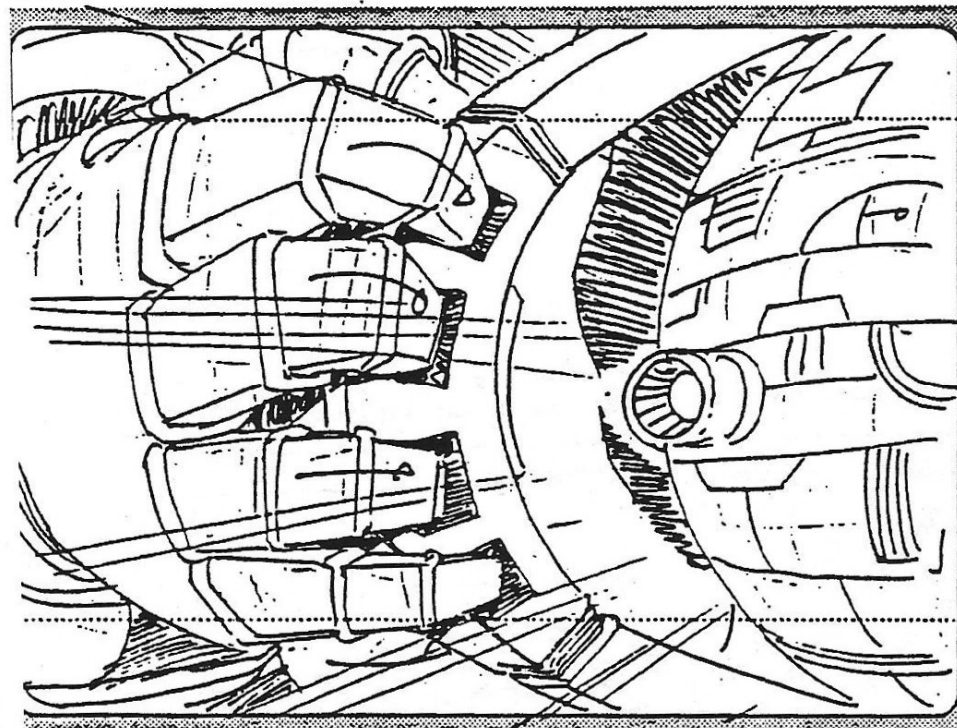
ION C.U. THE MATRIX. RODIMUS PRIME TAKES A HOLD OF IT...

ACTION

DIAL

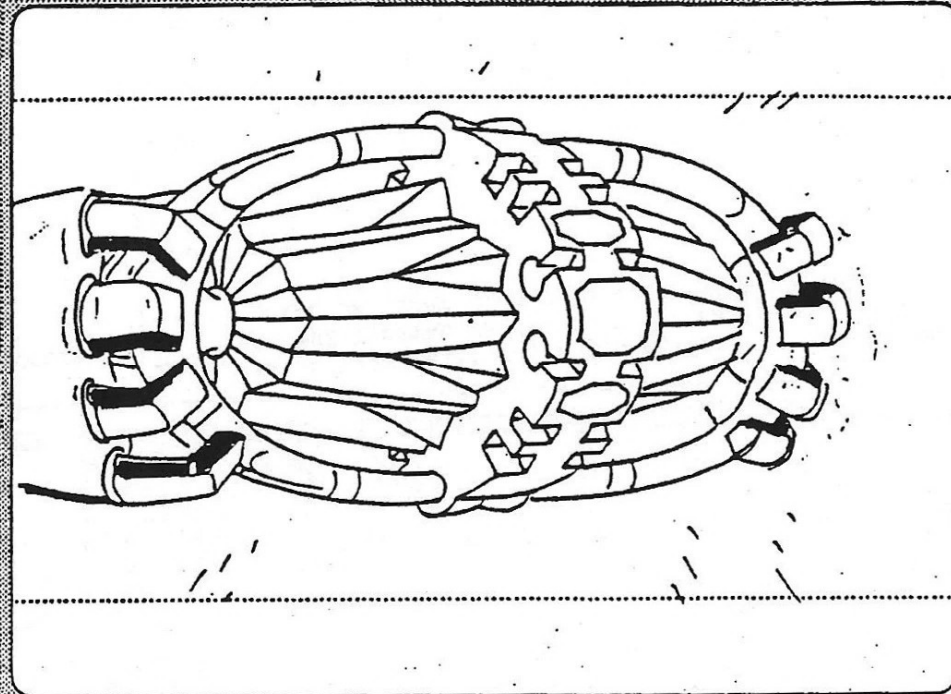
MUSIC/SFX

SC. 31-35 A



SC. 31-36

SEQ 31 Page 32



ON  
X.C.U. RODIMUS PRIME'S HANDS. HE SLIPS HIS FINGERS INTO  
THE HOLES IN THE MATRIX. THEY ARE THE EXACT SHAPE AND  
SIZE OF RODIMUS PRIME'S FINGERS.

C/SFX

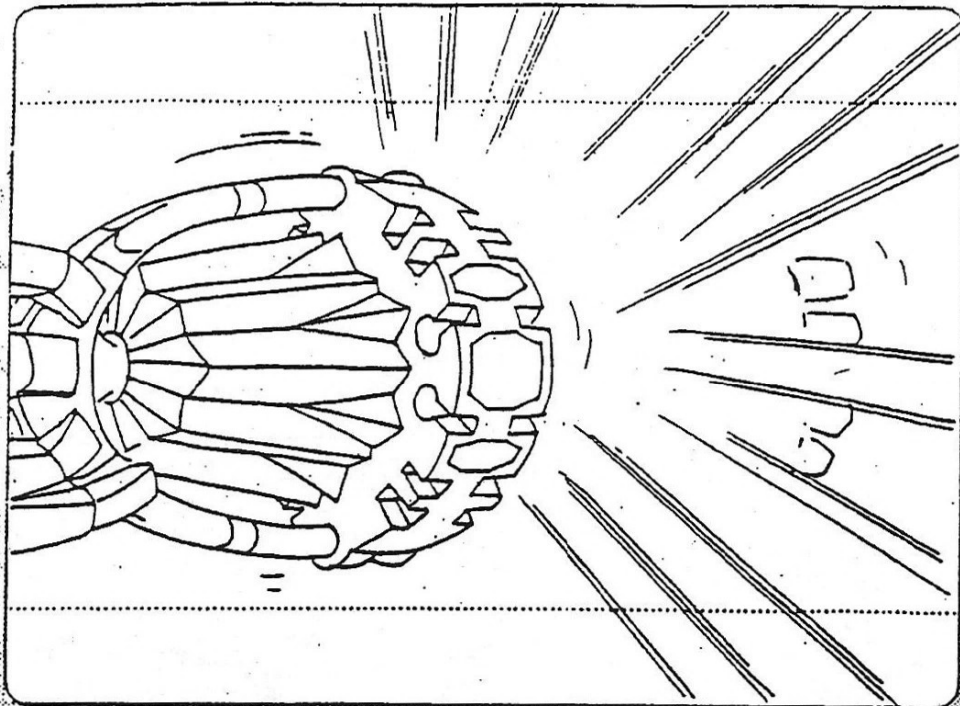
ACTION HIS FINGERS FIT PRECISELY THE SHAPE OF THE HOLES IN THE MATRIX.  
HE SLIPS HIS FINGERS IN...

DIAL

MUSIC/SFX

CAMERA

SC. CONT 31-36



ACTION ...SUDDENLY THE MATRIX BEGINS TO SHAKE AND GLOWING MULTI\_COLORED BANDS OF LIGHT STREAK OUT.

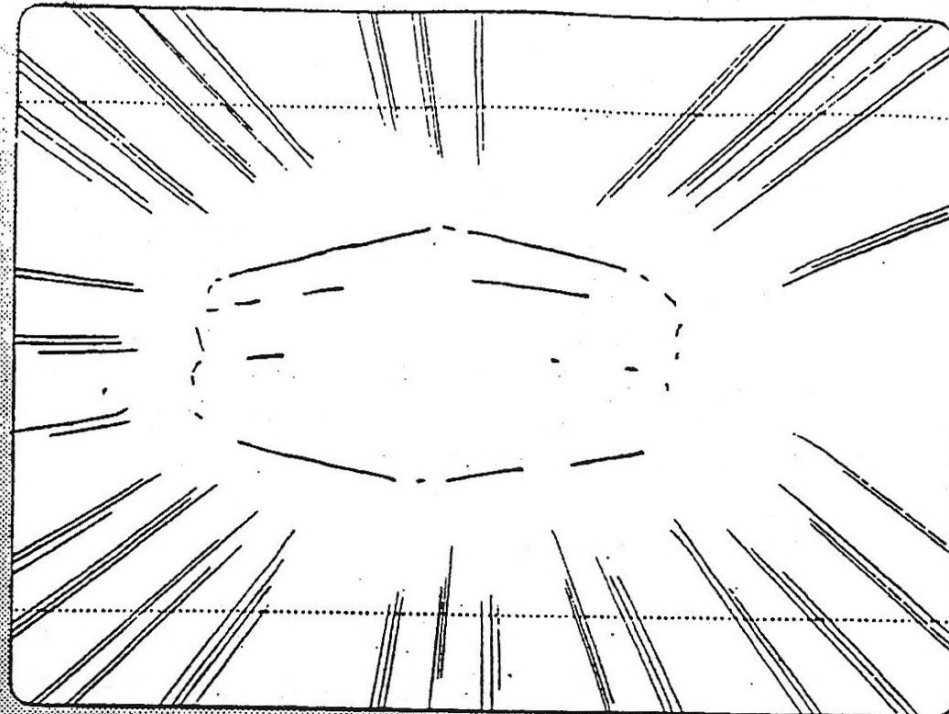
DIAL

MUSIC/SFX

**TFR**  
CAMERA *ation 1 to Beast Hunters and Beyond!!!!*

SC. CONT

SEQ. 31 Page 33



ACTION AS RODIMUS PRIME PULLS THE MATRIX OPEN RELEASING THE FULL POWER OF THE CRYSTAL WHICH SENDS OUT BRILLIANT , AWESOME , RAINBOW BEAMS OF LIGHT. THIS IS SEEN IN SLOW MOTION.

DIAL

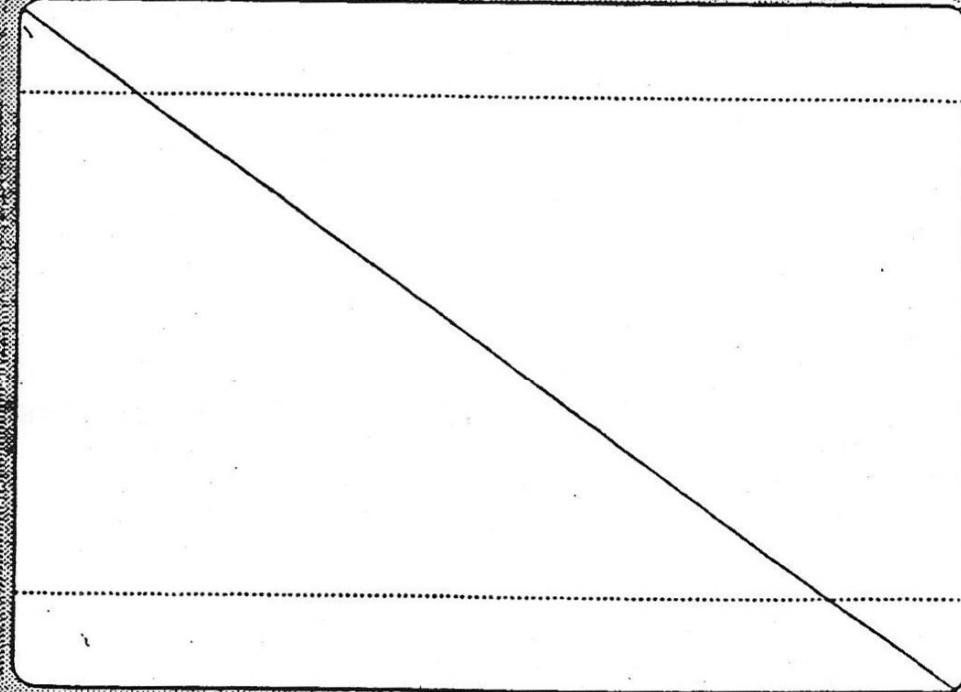
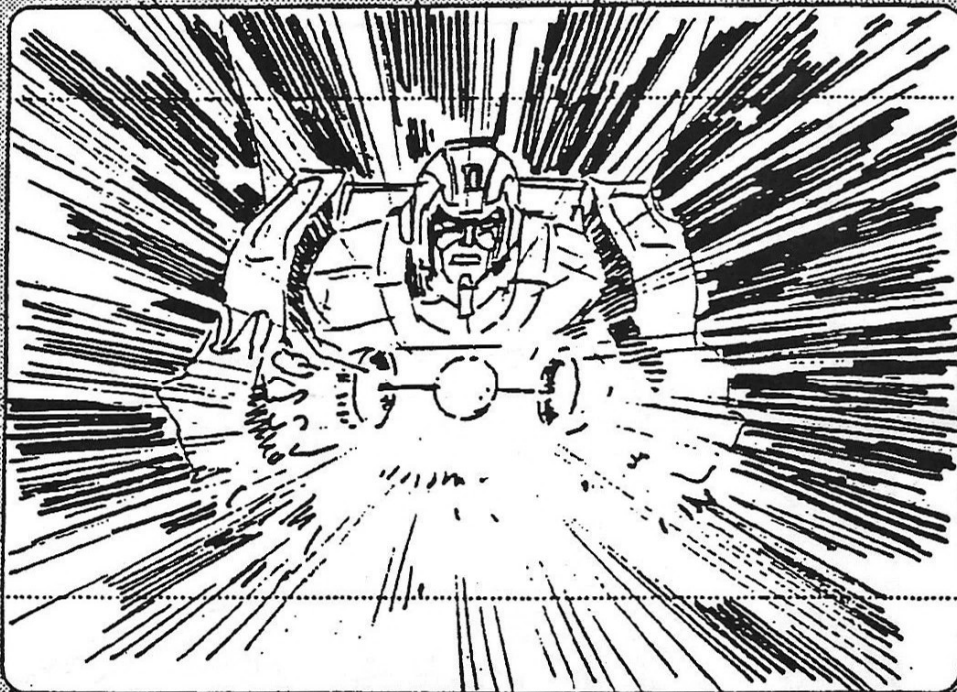
MUSIC/SFX

CAMERA

SC. 31-36-A

SC. -

SEQ. 37 Page 34



ACTION M.S. RODIMUS PRIME. HE SLOWLY OPENS THE MATRIX. ITS GLOW INCREASES AS HE OPENS IT. WE SEE THIS IN SLOW MOTION.

DIAL RODIMUS PRIME Now light our darkest hour!

MUSIC/SFX

CAMERA

ACTION

DIAL

MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

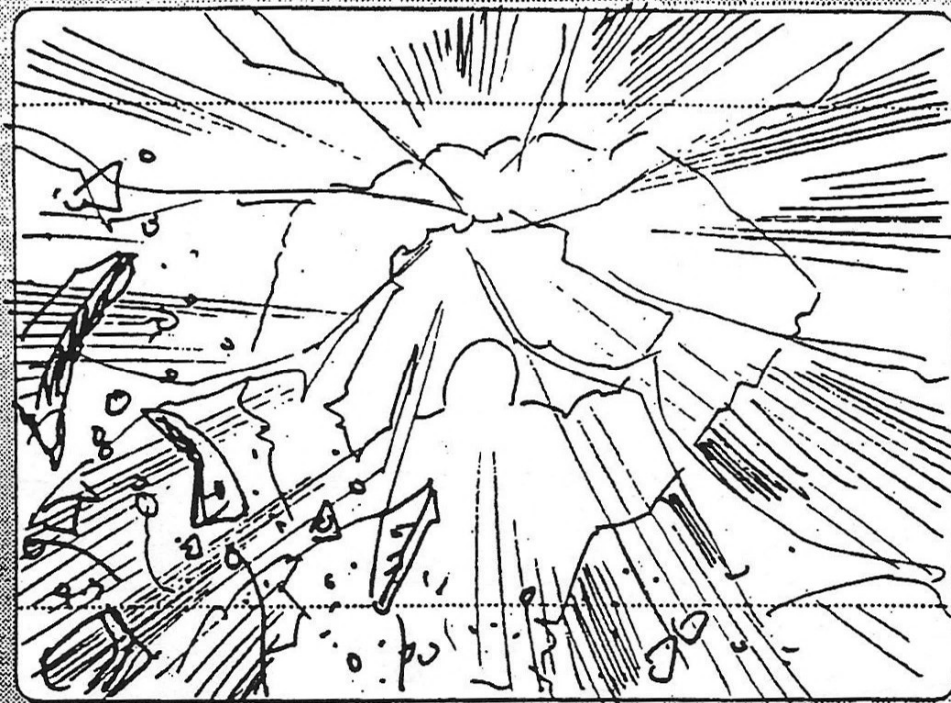
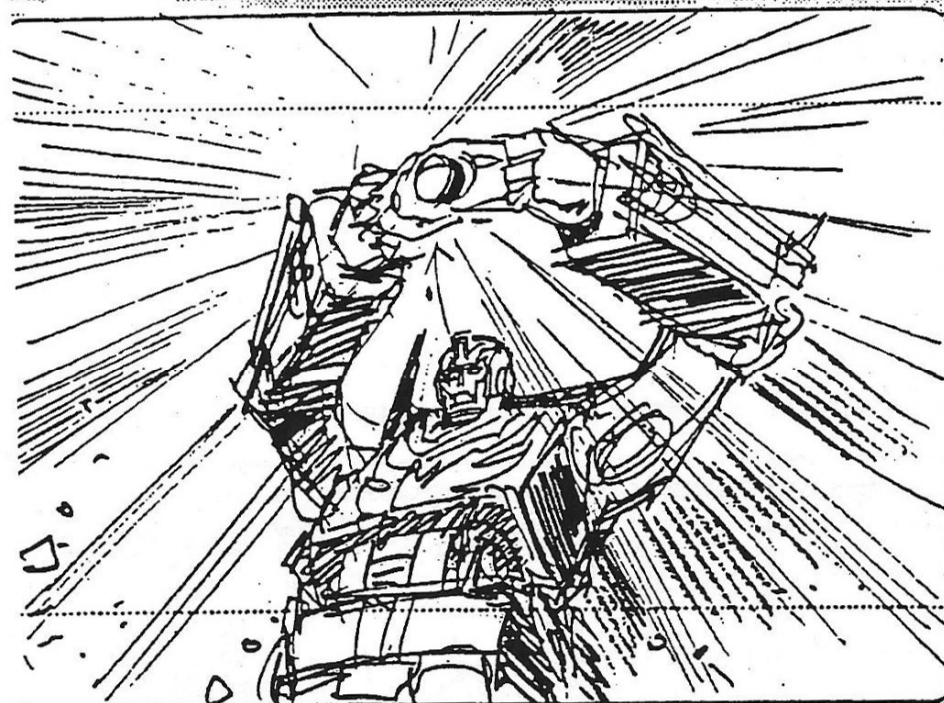


SC. 31-36C

SC. CONT

SEQ. 31

Page 35



NEXT PAGE

ON M.S. RODIMUS PRIME. HE LIFTS THE MATRIX HIGH OVER HIS HEAD  
WE AGAIN SEE HIM OPEN IT UP IN SLOW MOTION THE ENERGY FLOODS  
OUT...

ACTION ...IN A MAGNIFICENT DISPLAY OF LIGHT AND POWER.

DIAL

MUSIC/SFX

CAMERA

SC. 31-36 B



SC. CONT

SEQ. 31 / Page 35.A



NEXT PAGE

N L.S. RODIMUS PRIME. THE ENERGY FROM THE CRYSTAL OF THE AUTOBOT MATRIX STREAKS OUT IN ALL DIRECTIONS. AS AGAIN WE SEE HIM OPEN IT IN SLOW MOTION.

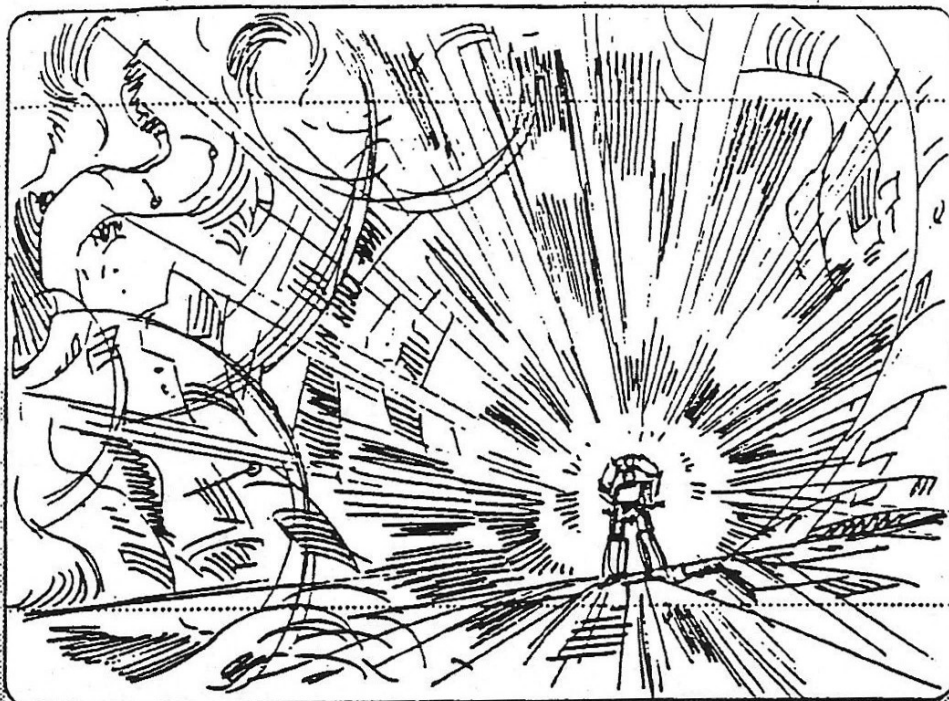
ACTION: IT INCREASES IN BRILLIANCE AND POWER, FILLING THE SCENE WITH AN AWESOME DISPLAY OF FORCE.

DIAL

MUSIC/SFX

CAMERA

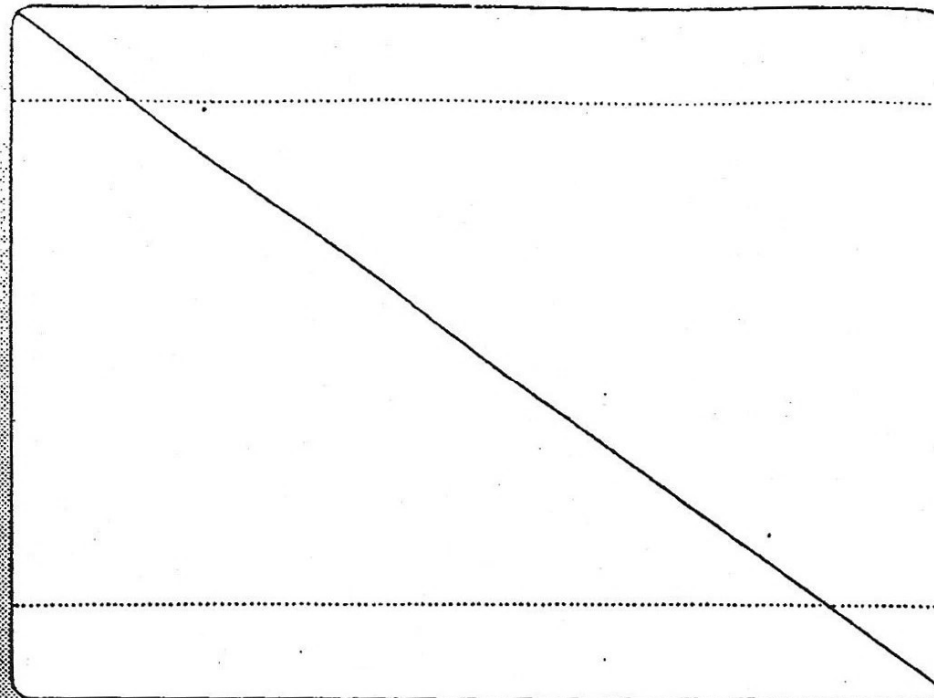
SC. 21-23



NO SCENE 31-39

SC.

22.07 Page 30



ACTION X.L.S. RODIMUS PRIME. HE IS BATHED IN THE POWER OF MATRIX WHICH SPREADS OUT THROUGH UNICRON.

DIAL

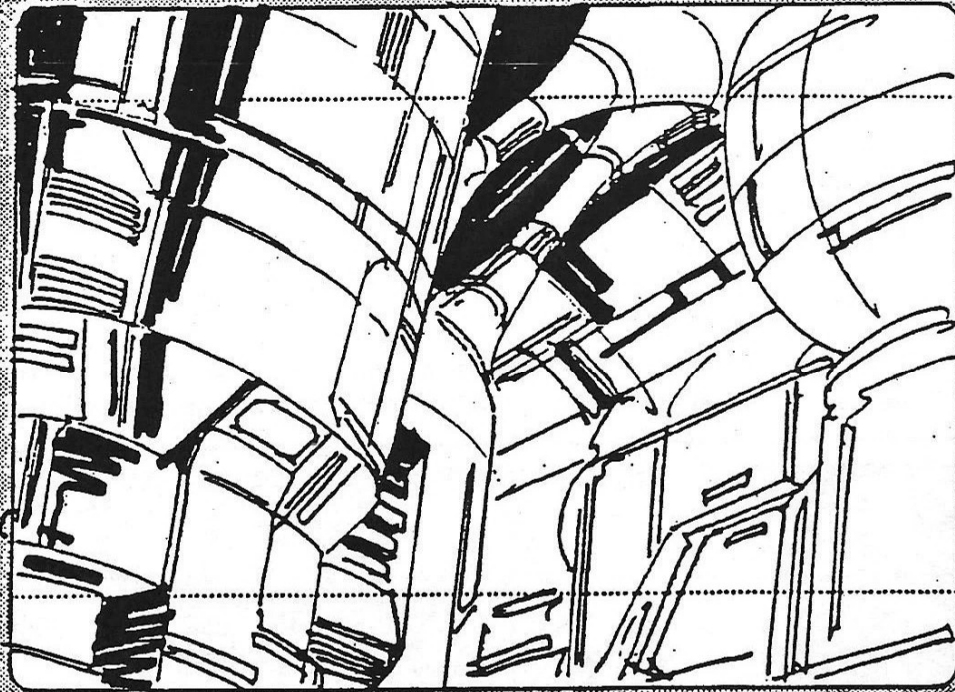
MUSIC/SFX

ACTION

DIAL

MUSIC/SFX

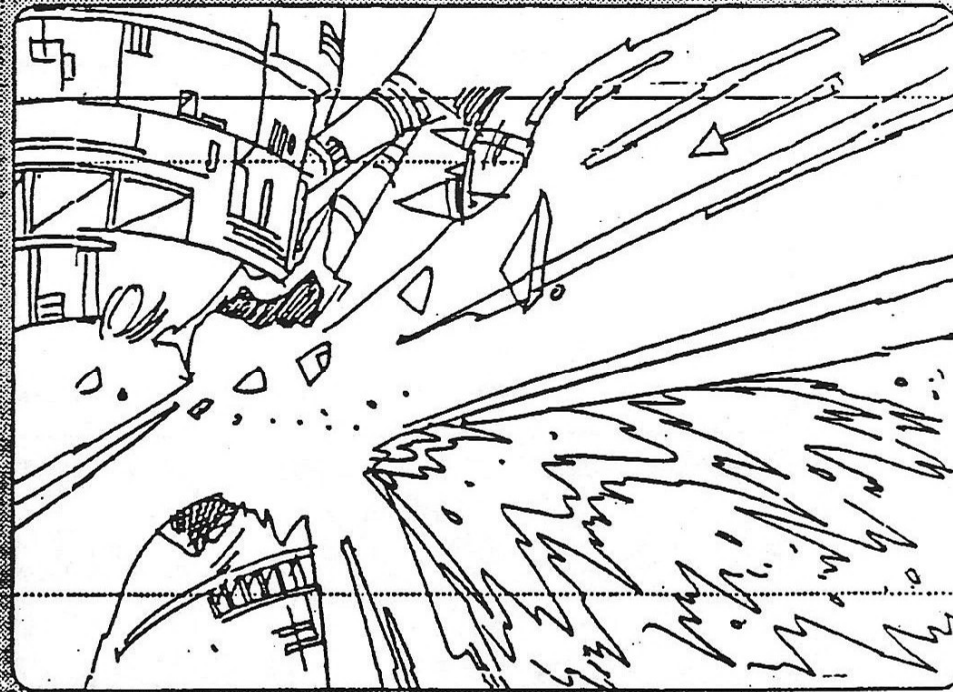
SC. 31- 40



SC. CONT

SEQ. 31

Page 37



ACTION M.S. ANOTHER PORTION OF UNICRON'S INTERIOR AS...

DIAL

MUSIC/SFX

CAMERA

ACTION ...THE EFFECTS OF THE MATRIX'S UNLEASHED POWER CAUSES IT TO BURST!

DIAL

MUSIC/SFX

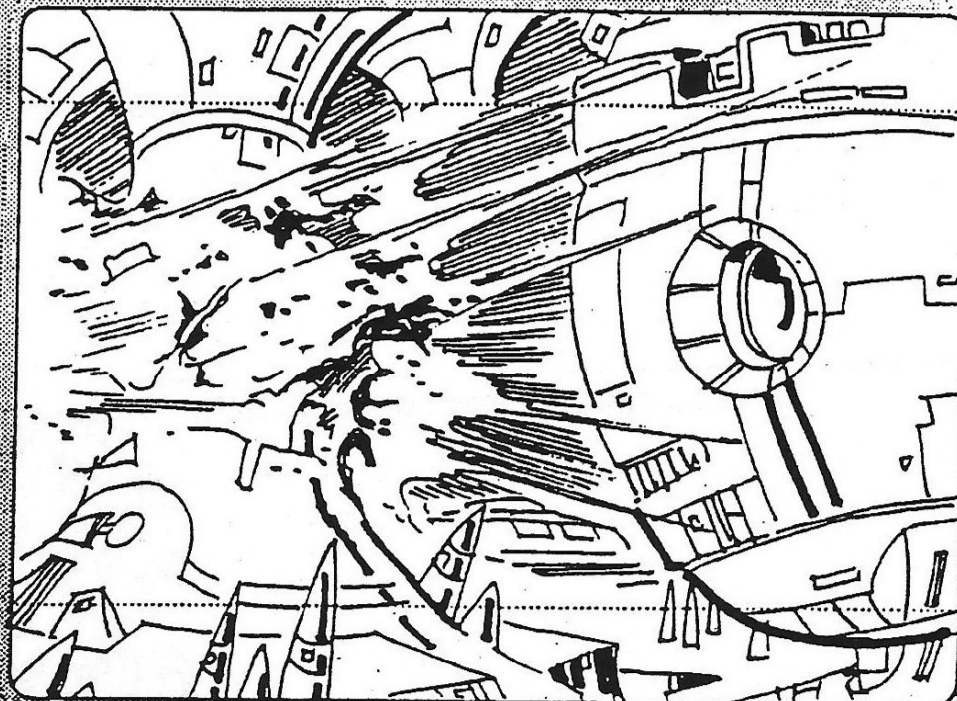
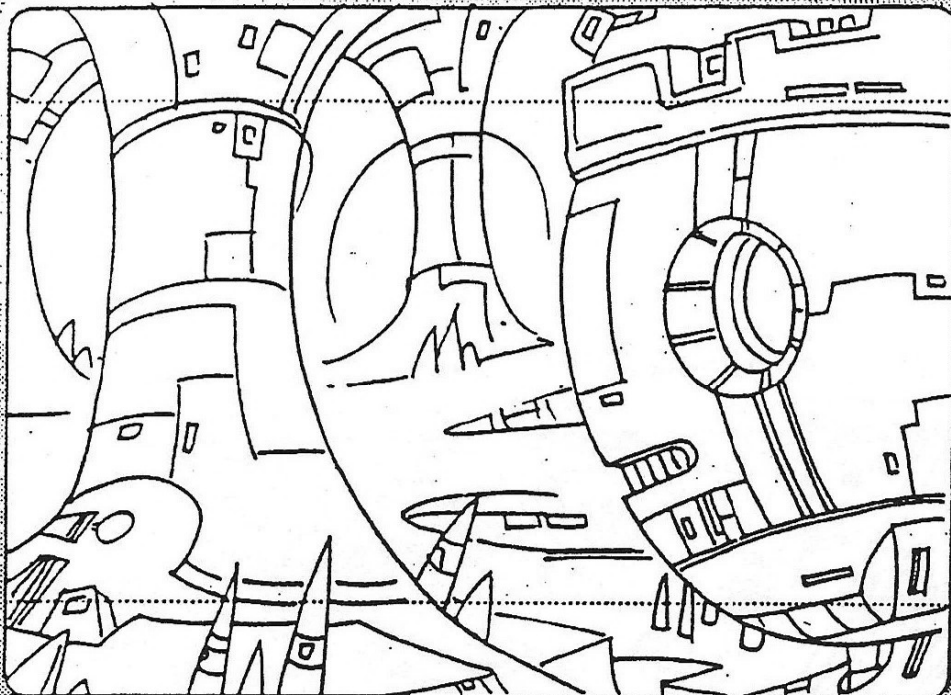
CAMERA



SC. 31- 41

SC. CONT

SEQ. 3 / Page 38



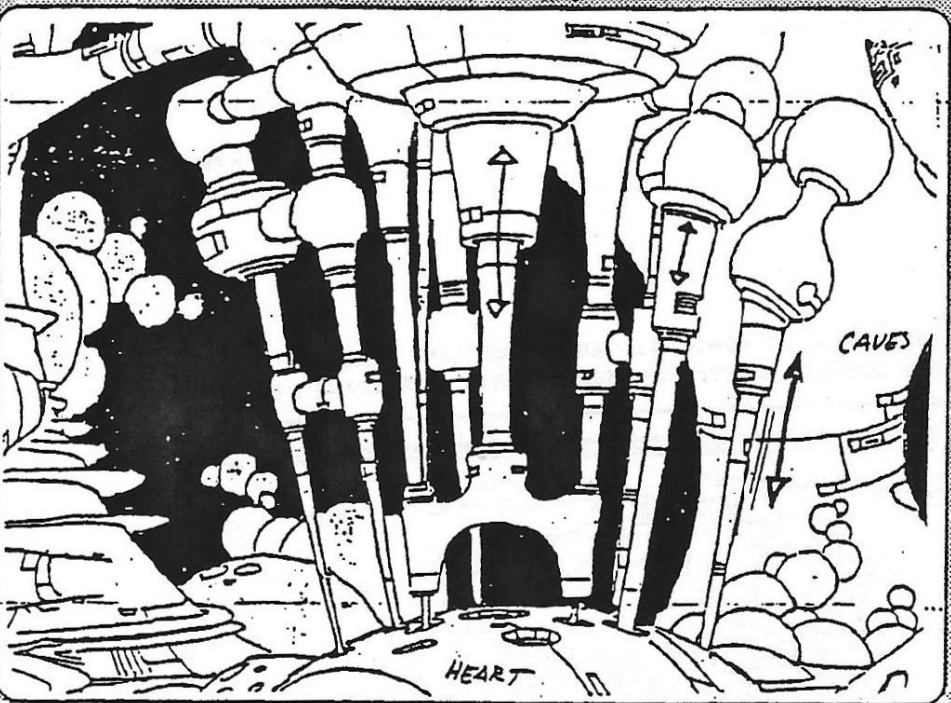
ION L.S. A SECTION OF UNICRON'S INTERIOR AS...

ACTION THE POWER OF THE MATRIX BLASTS ON DESTROYING EVERYTHING IN ITS PATH.

DIAL

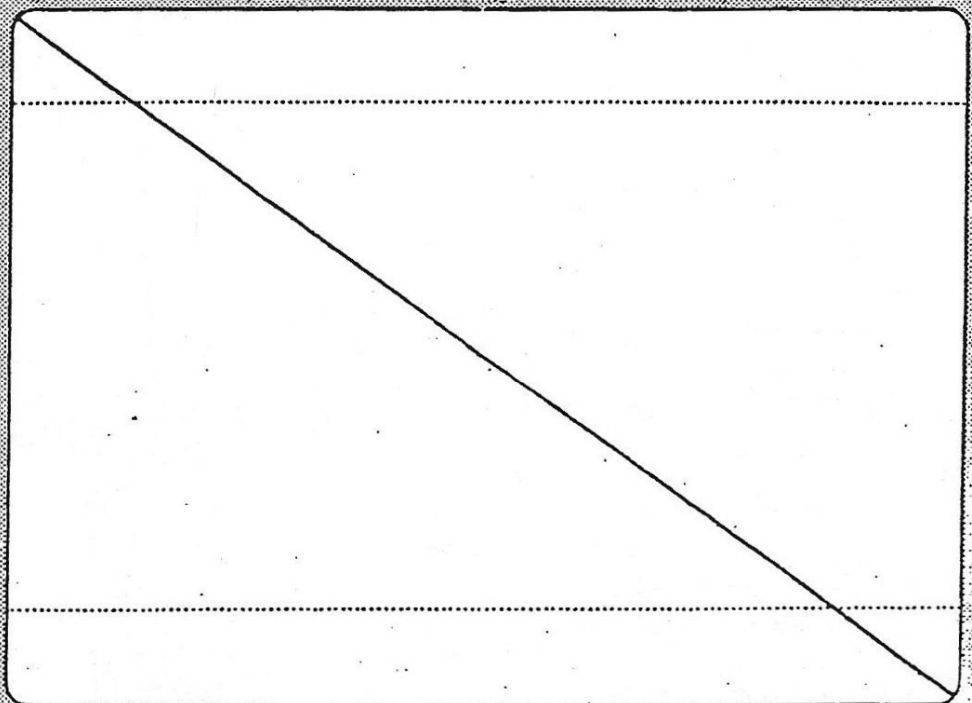
MUSIC/SFX

SC. 31-42



\*  
↓  
NO SCENES  
X 31-43 THRU 31-47

SC.



ION M.S. UNICRON'S HEART PUMP...

IT BEATS FASTER AND FASTER AS IT FEELS THE EFFECTS OF THE POWER OF THE MATRIX.

IC:SFX

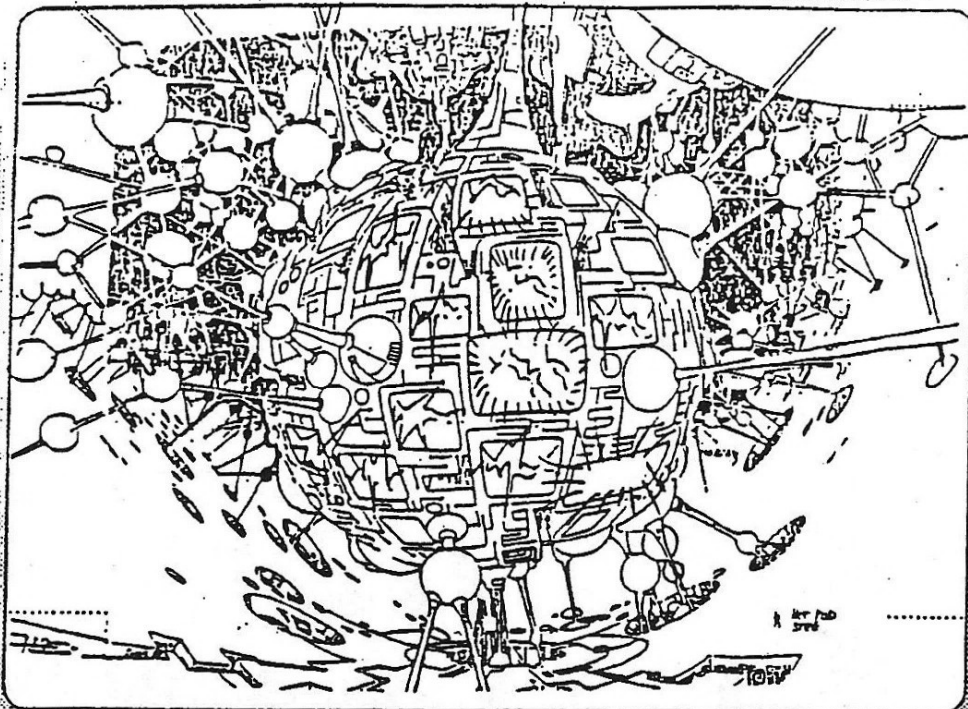
ACTION

DIAL

MUSIC/SFX

CAMERA

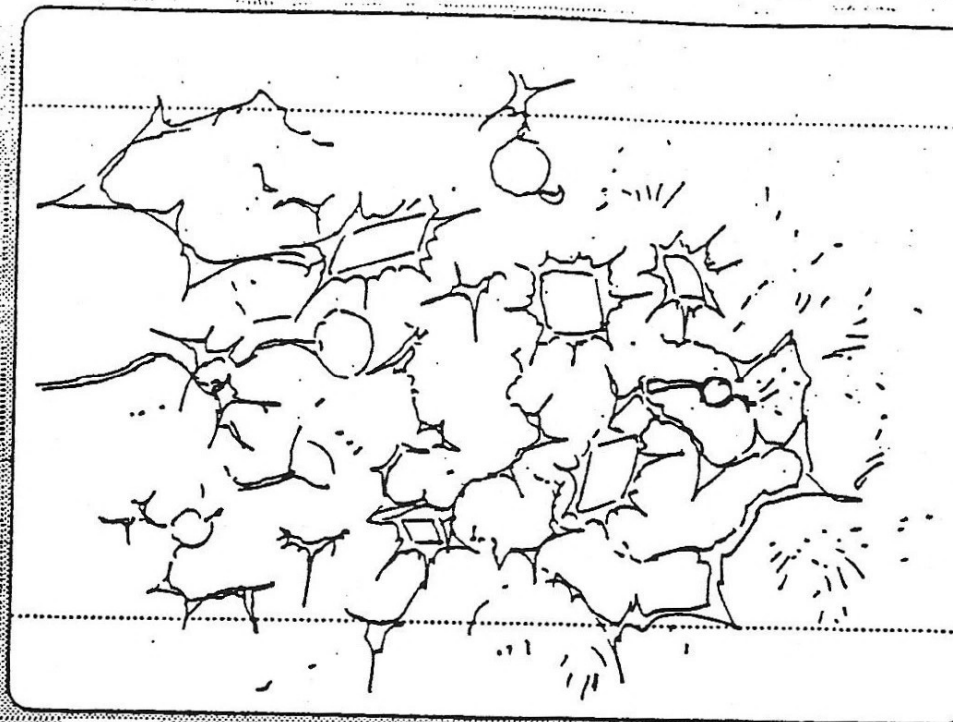
SC. 71-70



SC. CONT

SEQ.31

Page 40



ACTION L.S. UNICRON'S BRAIN, IMPULSES FLASH THROUGH THE SYSTEM, WHICH IS SUDDENLY INFILTRATED BY THE POWER OF THE MATRIX.

DIAL

MUSIC/SFX

TFRAW  
CAMERA tion 1 to Beast Hunters and Beyond!!!!

ACTION IT IS OVERTAKEN BY FLASHING PULSATING WAVES OF ENERGY FROM THE MATRIX.

DIAL

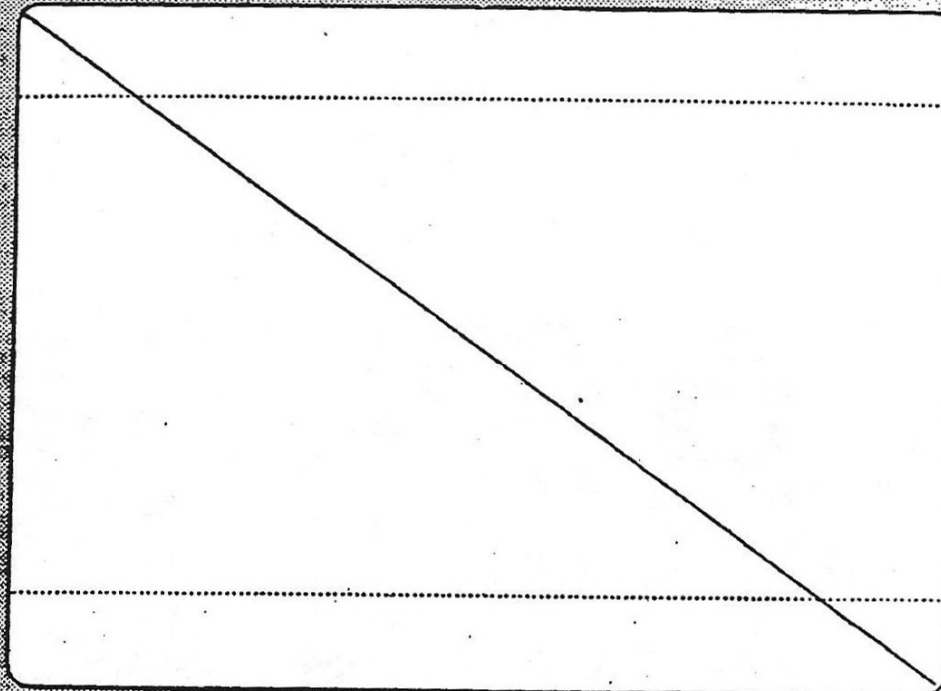
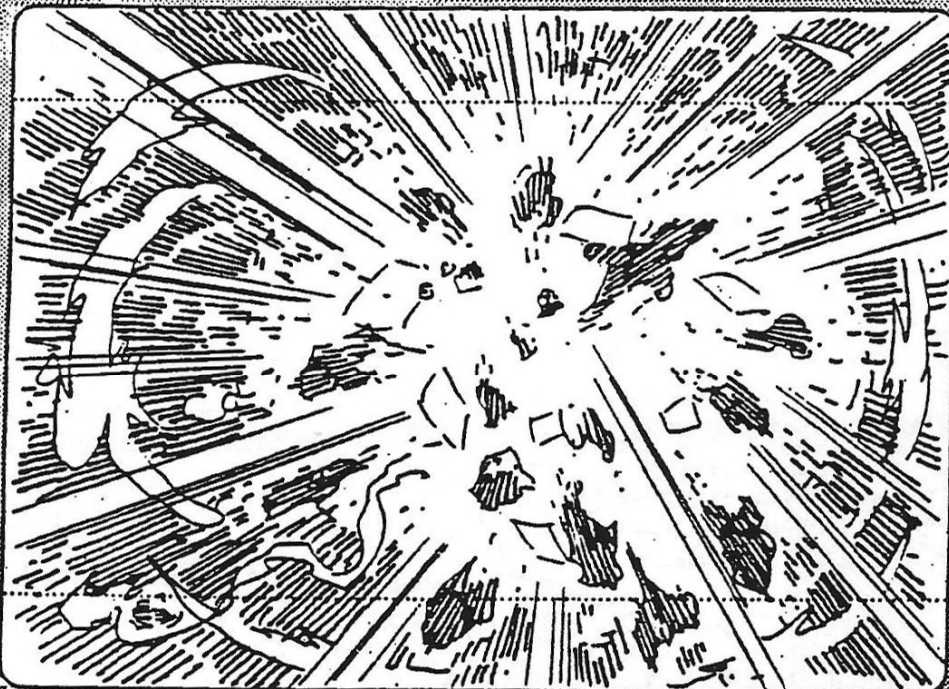
MUSIC/SFX

SC. CONT 31-48

SC.

SEQ. 31

Page 41



ACTION ...CAUSING THE BRAIN OF UNICRON TO EXPLODE!

DIAL

MUSIC/SFX

CAMERA

ACTION

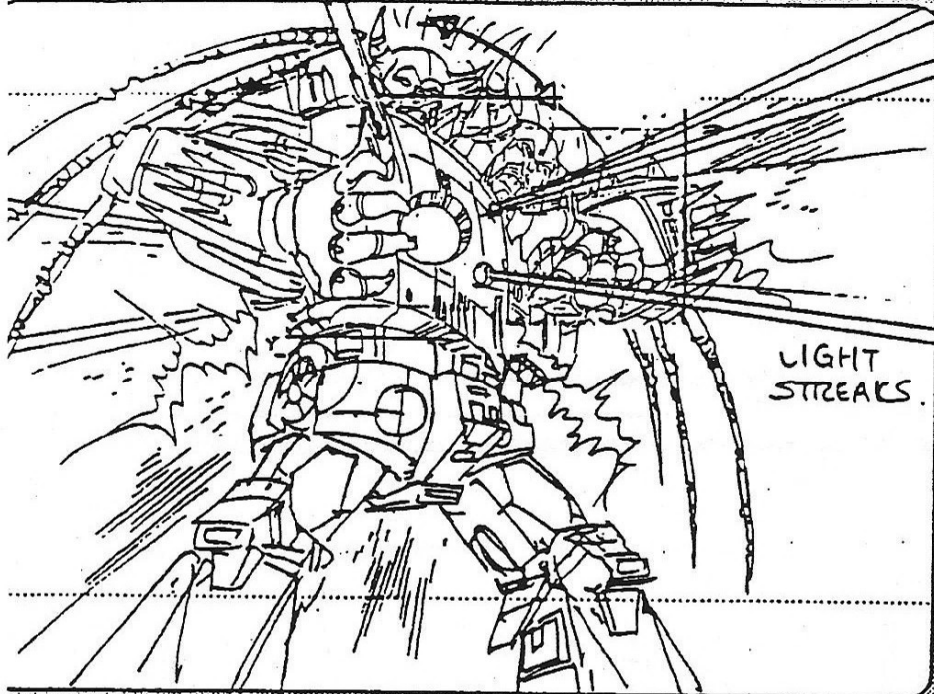
DIAL

MUSIC/SFX

CAMERA



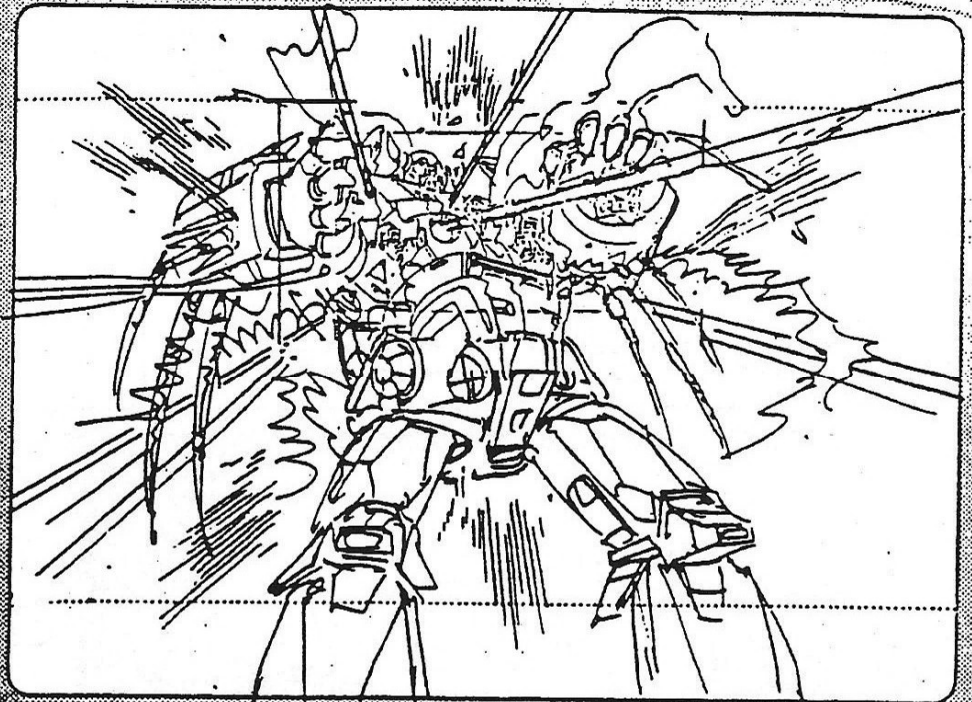
SC. 31- 49



LIGHT  
STREAKS.

SC. CONT

SEQ. 31 Page 42



ON M.S. UNICRON. HE SENSES THE POWER OF THE MATRIX OVERTAKING HIM, INFUSING EVERY PORTION OF HIS BODY...  
HE SHAKES HIS HEAD FROM SIDE TO SIDE AND LOSING ALL LOGICAL CONTROL FUNCTIONS..  
LIGHT BEAMS FLASH OUT ON ALL SIDES OF HIS BODY.

ACTION ...HE STARTS RIPPING AT HIMSELF TRYING TO RIP HIMSELF OFF THIS INFECTION.

DIAL

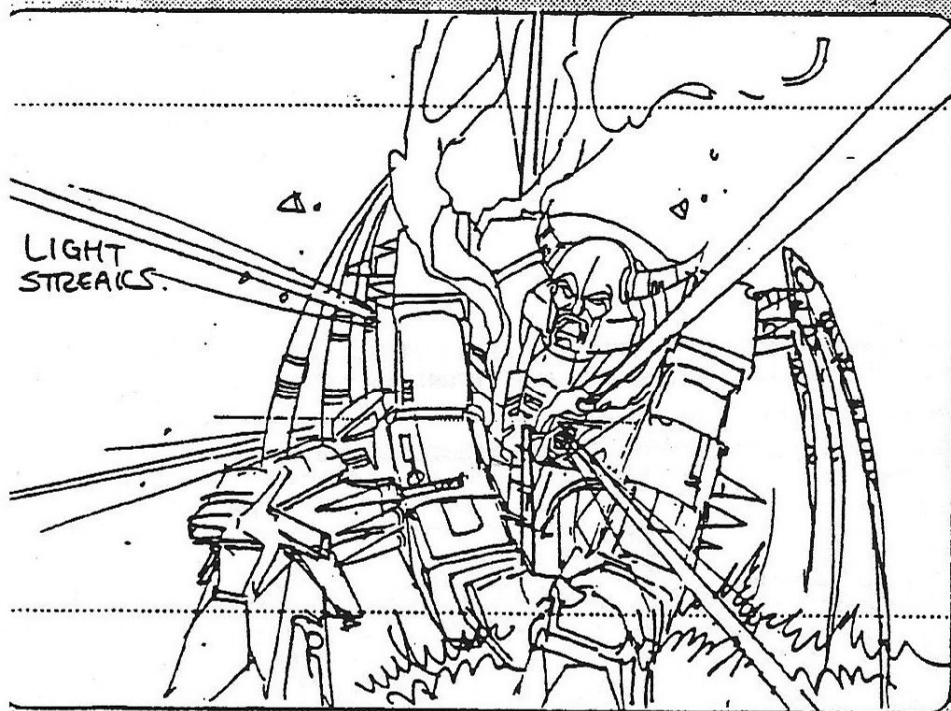
MUSIC/SFX

CAMERA

VSFX

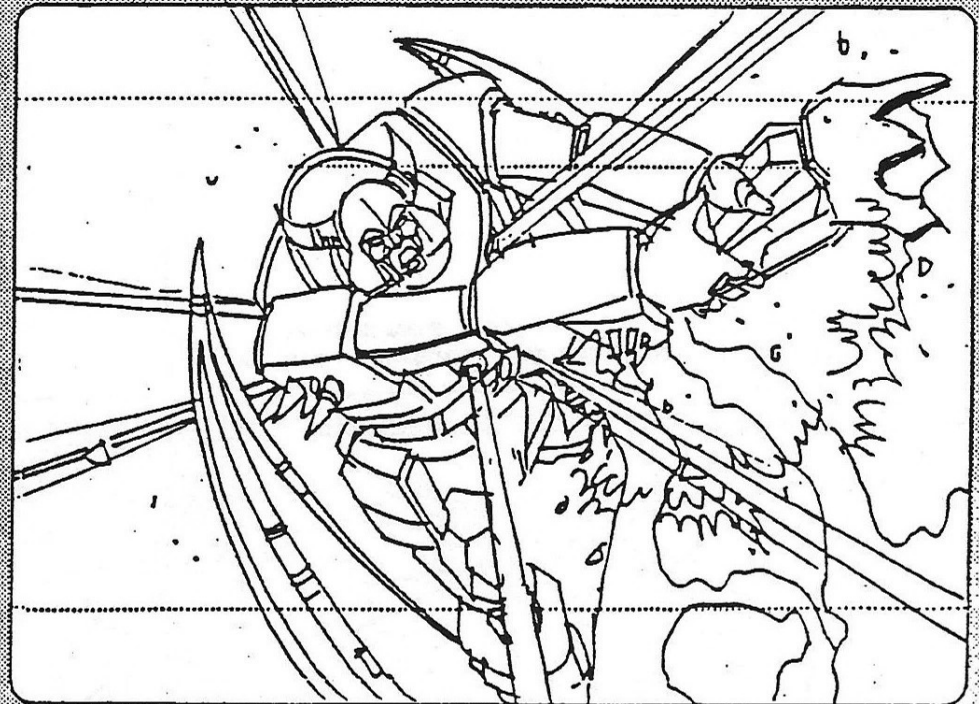
**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 31-49



SC. CONT

SEQ. 3 / Page 43



ON ...HE REACHES DOWN AND TAKES AHOLD OF HIS LEG. HE CAN'T  
STAND THE EFFECTS OF THE MATRIX...

C/SFX

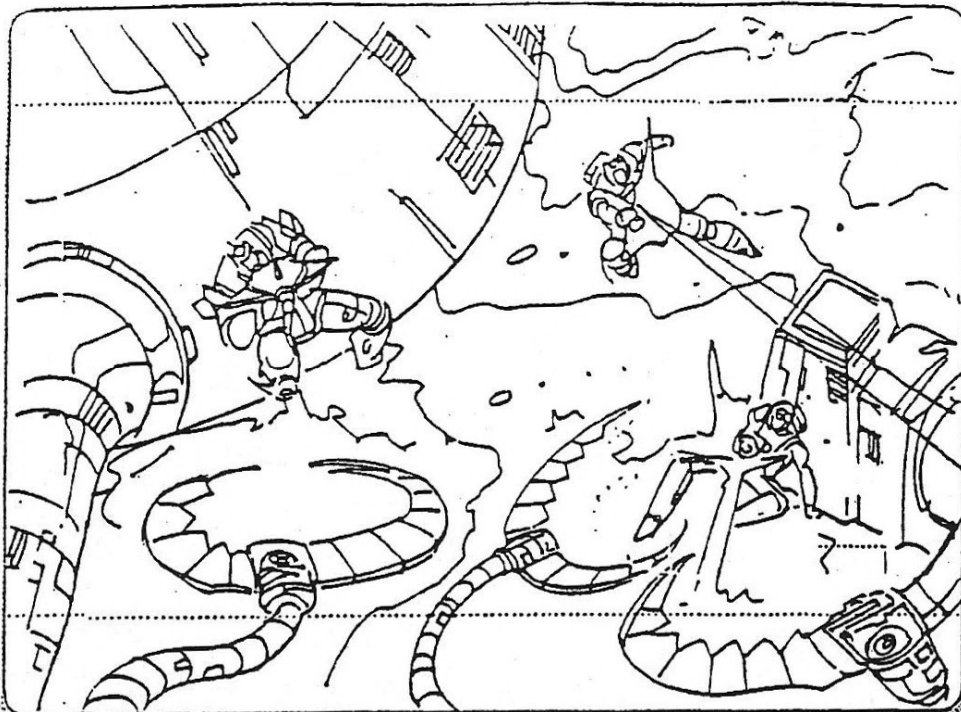
ACTION ...HE TEARS HIS LEG OFF!

DIAL

MUSIC/SFX

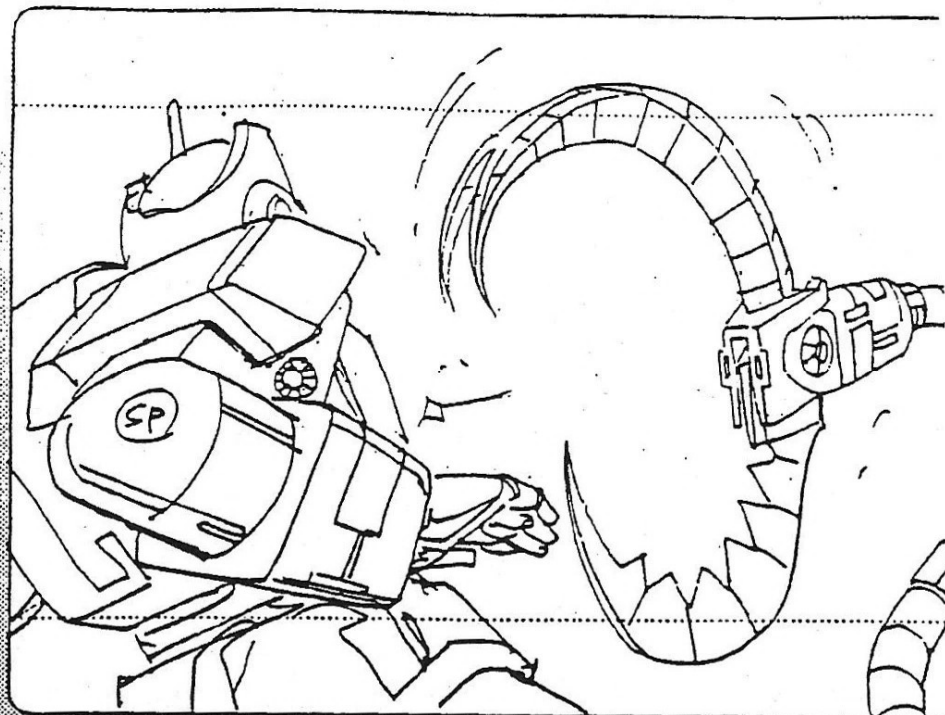
CAMERA

SC. 31-50



SC. 31-51

SEQ. 31/4 min 44



ACTION X.L.S. SPRINGER, KUP AND ARCEE DEEP INSIDE UNICRON'S BODY.  
THEY TRY TO FIGHT OFF THE ADVANCING ANTIBODIES.

DIAL

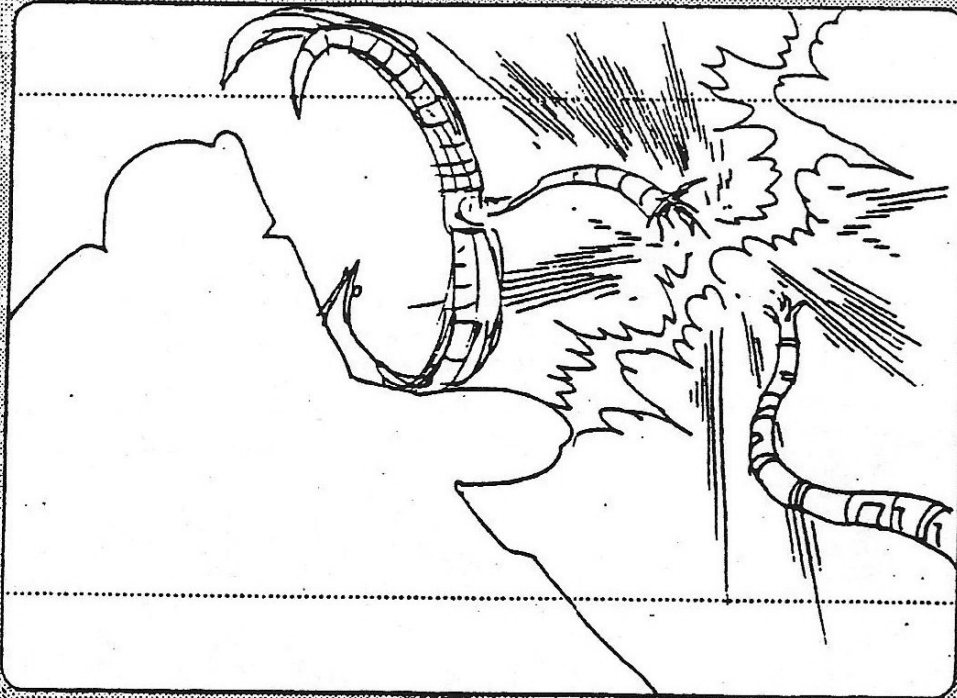
MUSIC/SFX

ACTION M.S. SPRINGER. HE BACKS OFF AS AN ANTIBODY MOVES IN TRYING  
TO OVERTAKE HIM.

DIAL

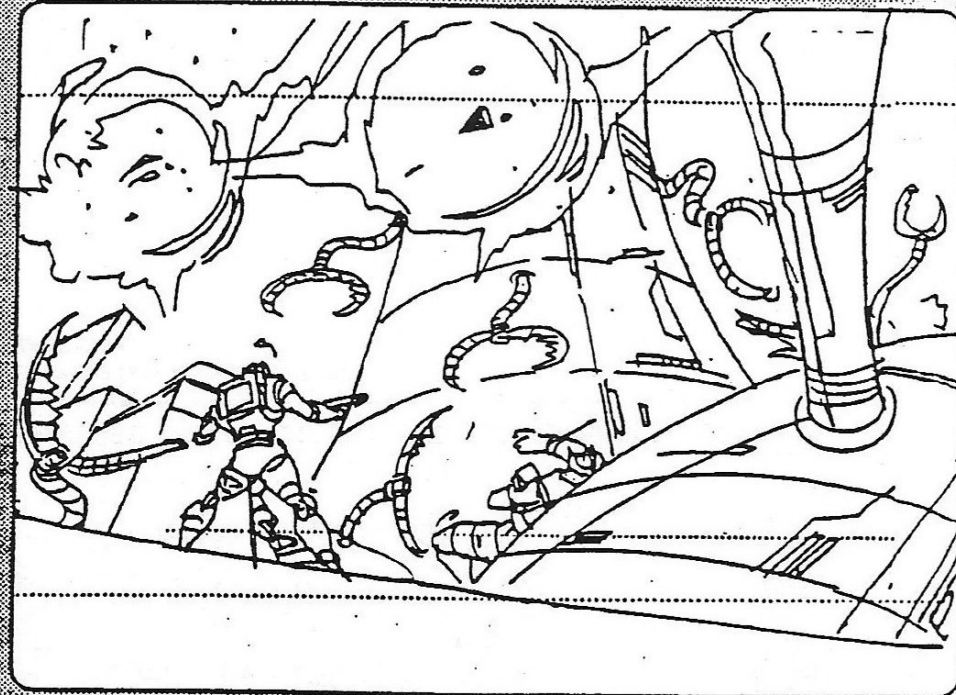
MUSIC/SFX

SC. CONT. 31-51



SC. 31-52

SEQ. 3 / Page 45



ACTION SUDDENLY THE ANTIBODY SHATTERS TO PIECES.

DIAL

MUSIC/SFX

CAMERA

ACTION X.L.S. SPRINGER, ARCEE, KUP. ALL AROUND THEM THE ANTIBODIES, ONE AFTER ANOTHER SPONTANEOUSLY EXPLODE.

DIAL

MUSIC/SFX

CAMERA

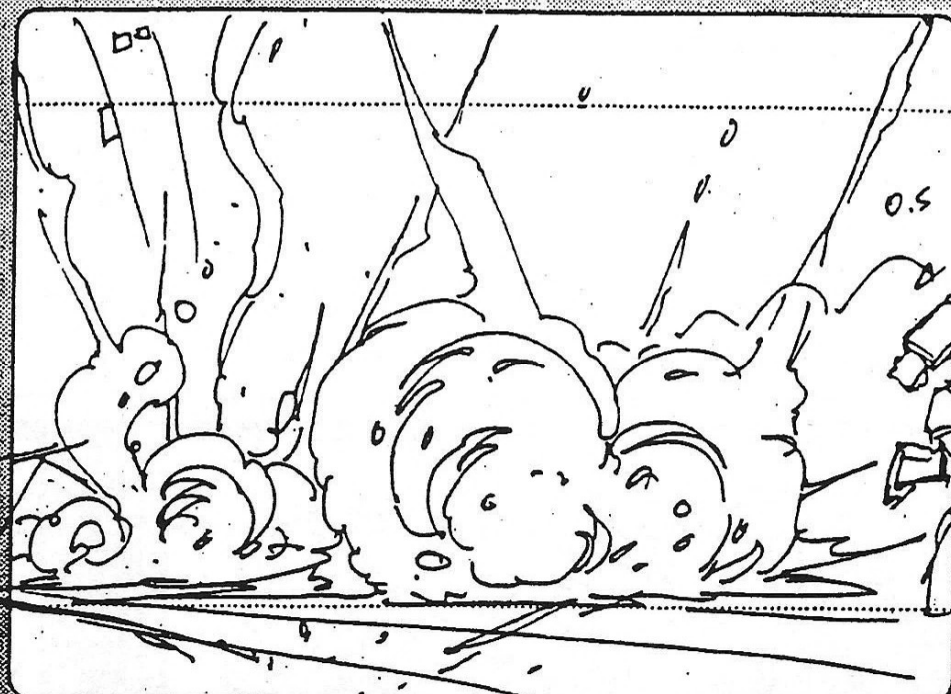
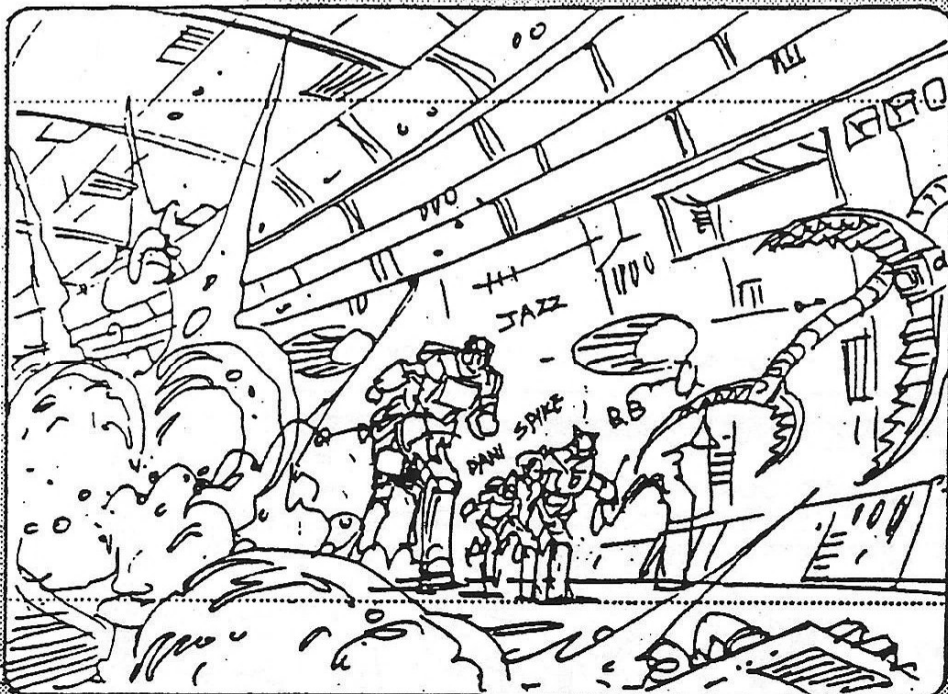


SC. 31-53

FOLLOW PAN →

SEQ 31

Page 46



NEXT PAGE 46A

FROM L.S. THE AUTOBOTS DASH FORWARD AND O.S. AS BEHIND THEM THE ANTIBODY EXPLODES...

ACTION ...IN A CHAIN OF ERUPTIONS CAUSED BY THE INFLUX OF THE MATRIX'S ENERGY.

DIAL

MUSIC/SFX

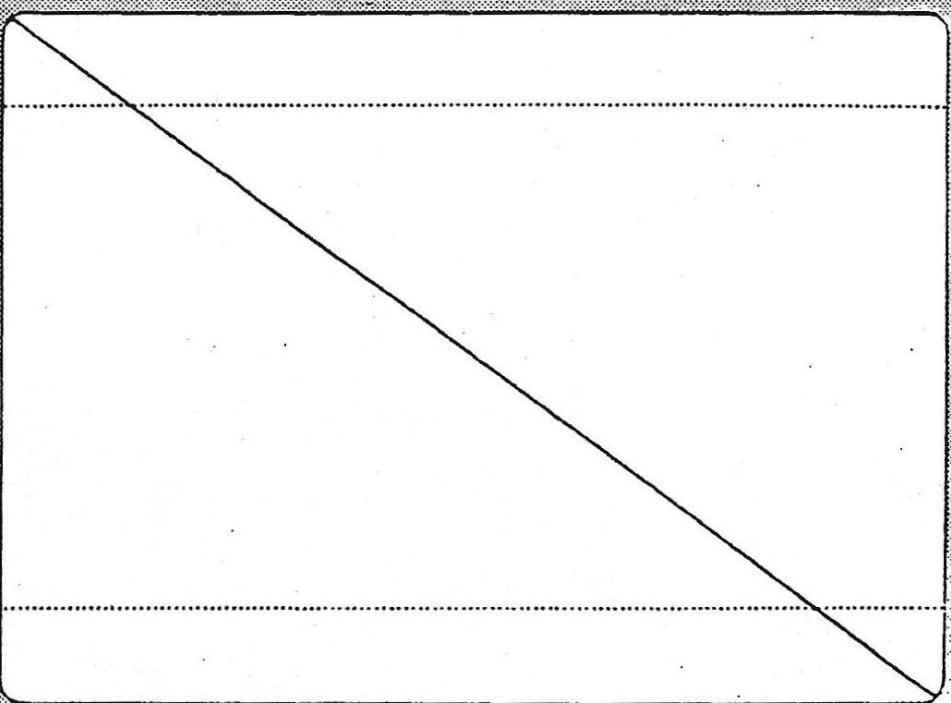
CAMERA

SC. 31-53A



SC.

SEQ. 31 Page 46A



NEXT PAGE 47

ICN M.S. SPRINGER AND ARCEE. THEY MOVE FORWARD AS THEY NOTICE SPIKE AND DANIEL O.S.

ARCEE Spike! Daniel!  
(PICK UP LINE)

C.S.F.

ACTION

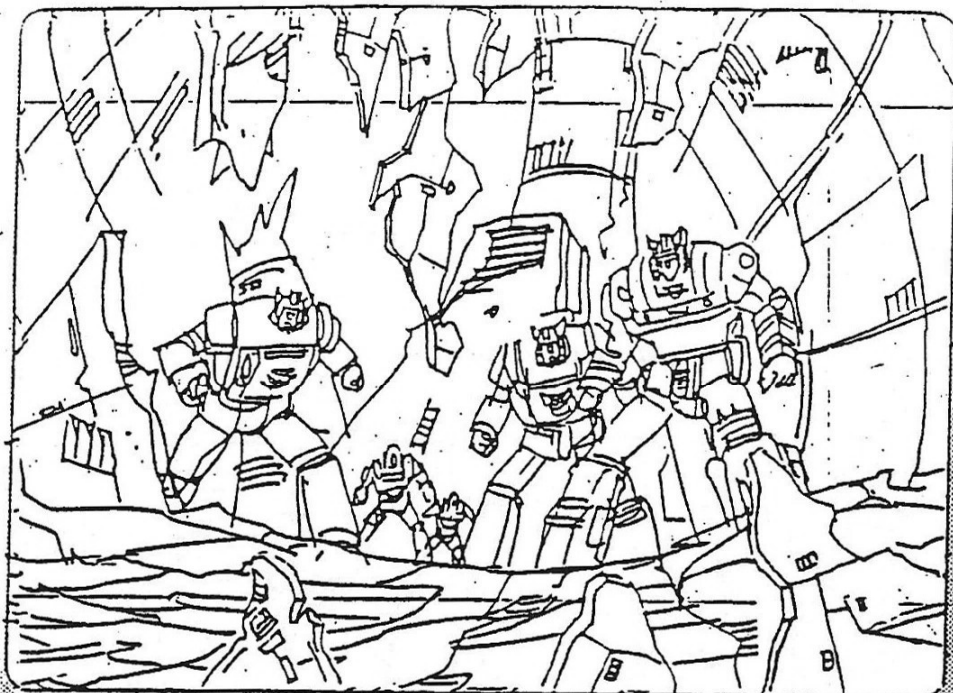
DIAL

MUSIC/SFX

CAMERA

SC.

31-535



ACTION L.S. BUMBLEBEE, SPIKE, DANIEL, CLIFFJUMPER AND JAZZ. THEY ARE GLAD TO SEE THEIR COMPANIONS.

AL

MUSIC/SFX

**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 31-54

SEQ. 47



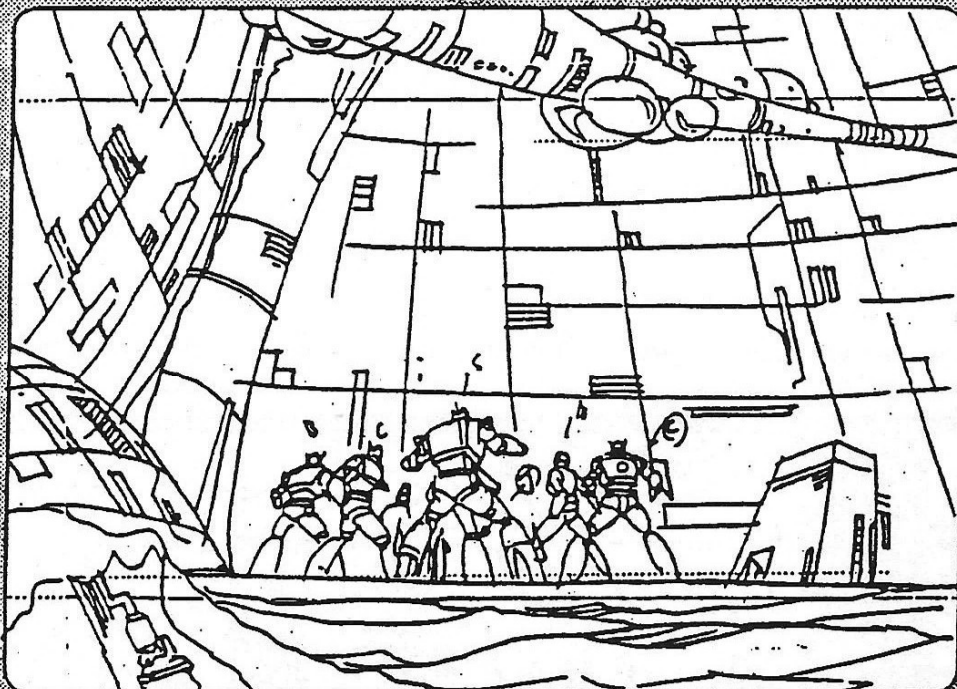
ACTION M.L.S. SPRINGER AND ARCEE AS SPIKE AND DANIEL MOVE INTO SCENE TO JOIN THEM.

DIAL SPRINGER No time for hello's.  
(PICK UP LINE)

Now let's get out of here...

MUSIC/SFX

SC. 31-55



SC. CONT

SEQ. 3 / Page 48



ACTION X.L.S. THE AUTOBOTS. THEY TURN TO SEE...

DIAL

MUSIC/SFX

CAMERA

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...THE CLAWS OF UNICRON RIP THROUGH HIS OWN SIDE.

DIAL

MUSIC/SFX

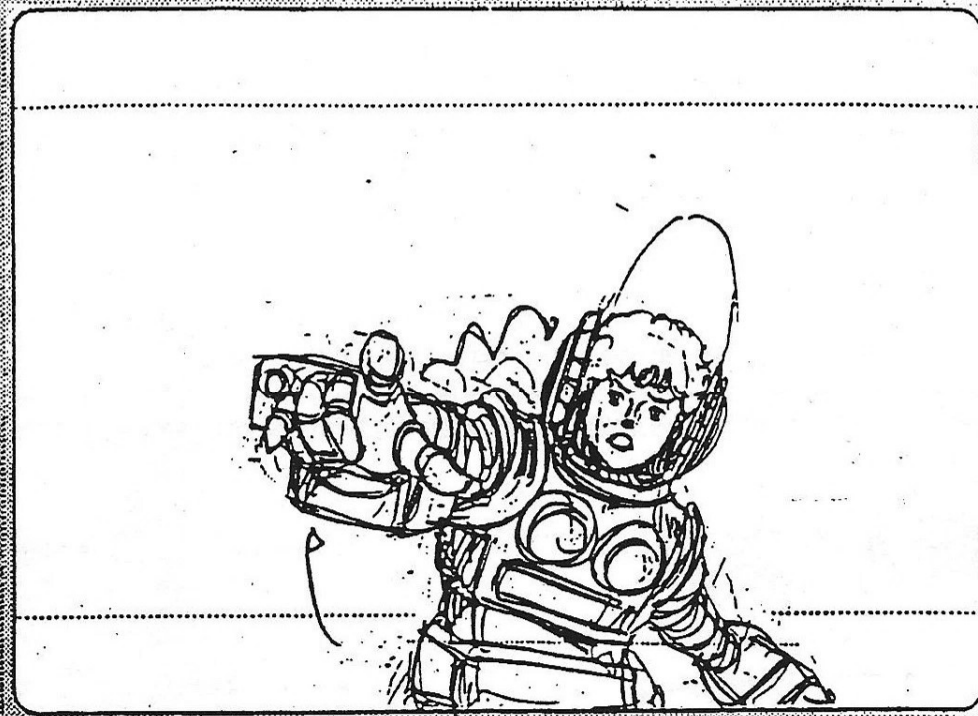
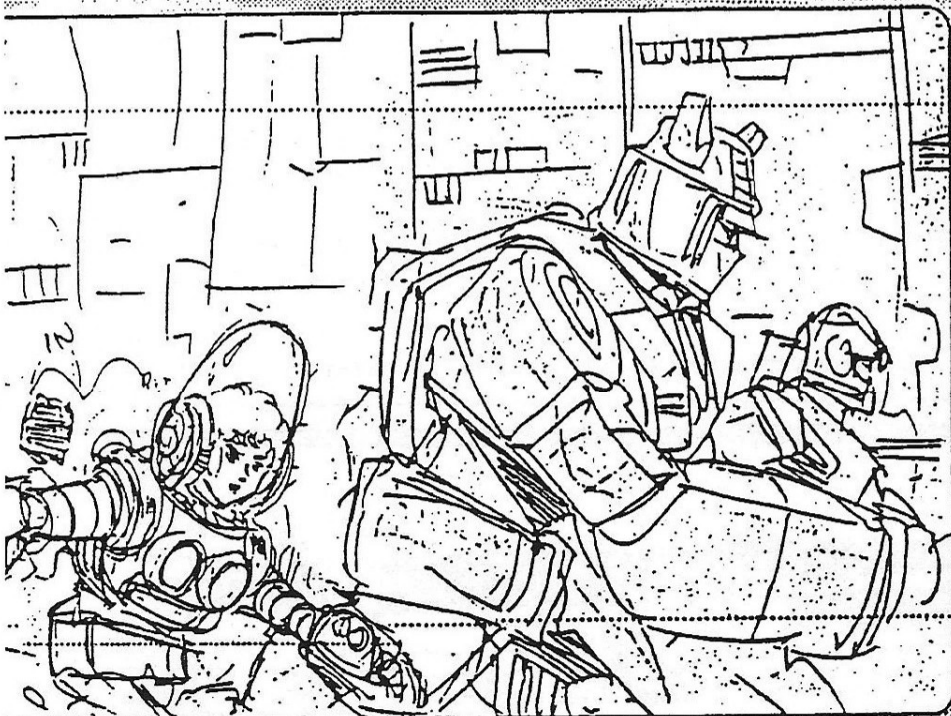
CAMERA



SC. 31-56

SC. CONT

BEQ. 31 Page 49



ON M.L.S. THE AUTOBOTS AND DANIEL RUNNING ALONG...

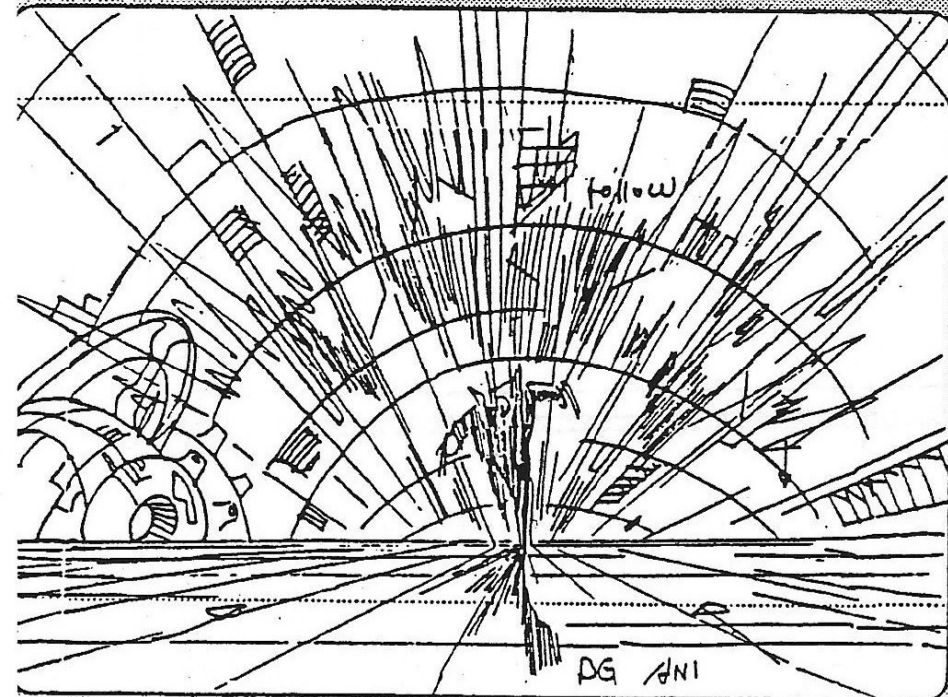
ACTION DANIEL. HE POINTS O.S.

DIAL DANIEL Look!

MUSIC/SFX

SC. 31-57

Follow ↑



ON X.L.S. RODIMUS PRIME. HE RACES FORWARD FROM OUT OF THE DISTANCE. A GLOW FILLS THE AREA BEHIND HIM.

IC:SFX



SC. 31-58' Follow ↑

SEQ. 3 / Page 50



NO SCENE 31-58

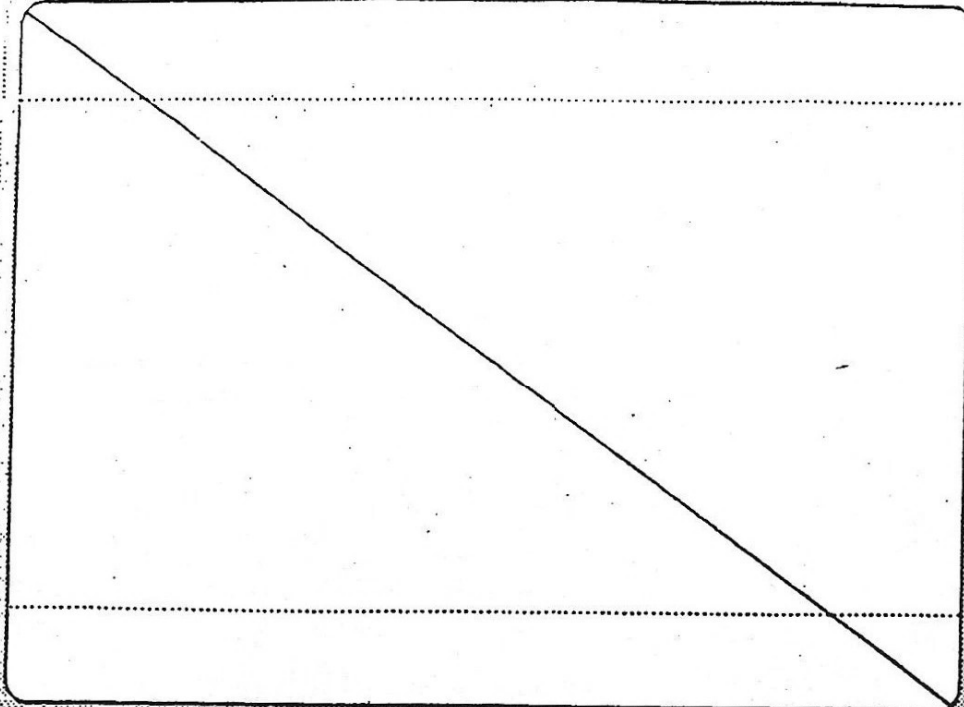
ACTION C.U. RODIMUS PRIME. WE MOVE WITH HIM AS HE RUNS FORWARD.

DIAL

MUSIC/SFX

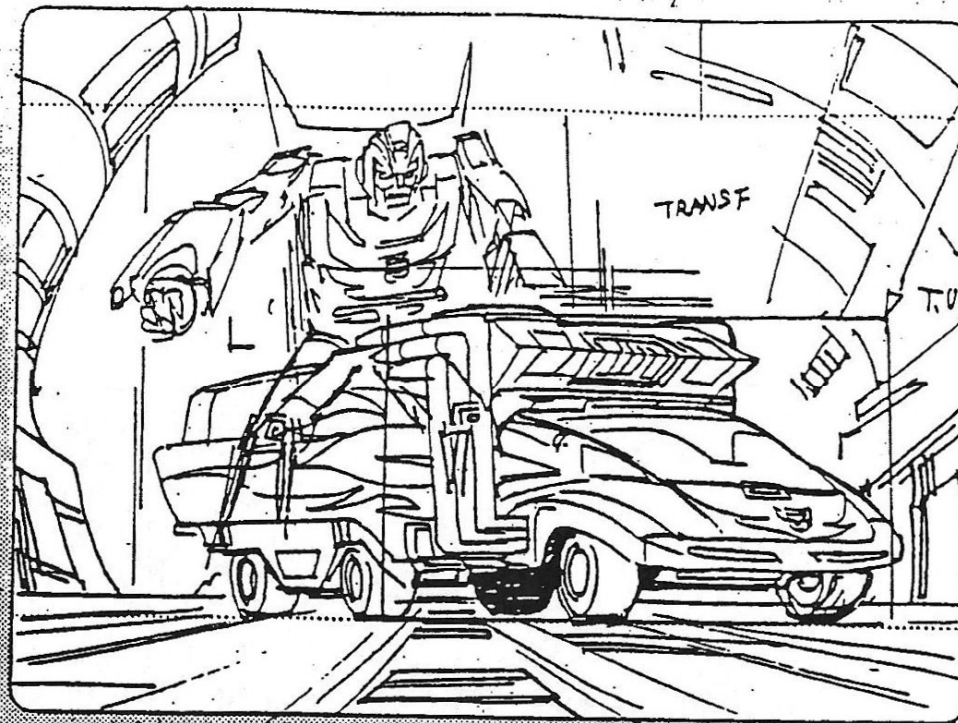
CAMERA.

SC.



SC. 31-51

SEQ. 81 Page 51



ACTION

DIAL

MUSIC/SFX

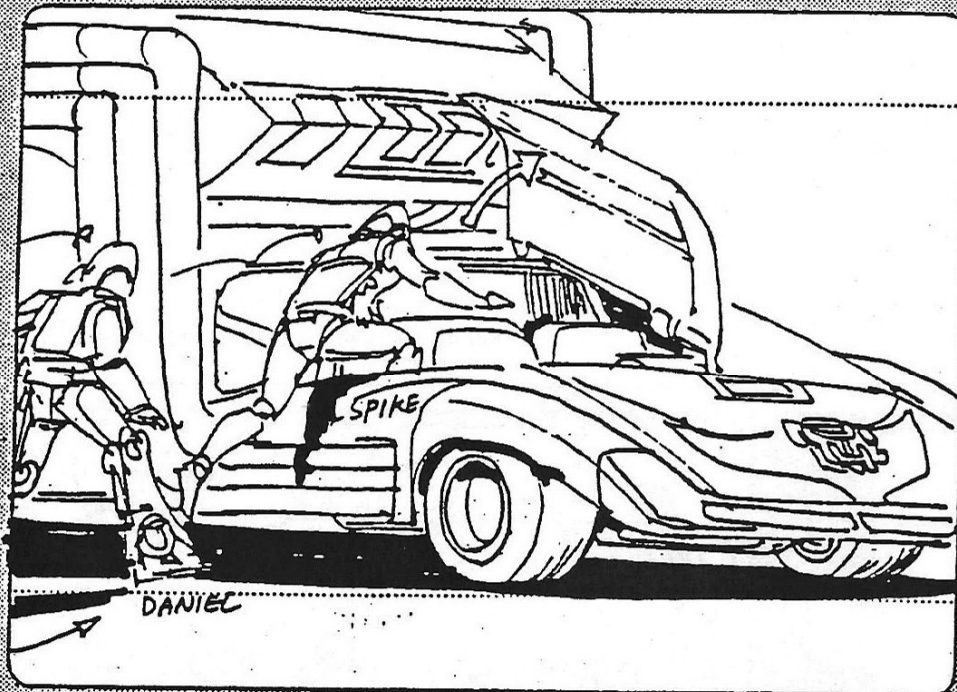
**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION L.S. RODIMUS PRIME. HE TRANSFORMS INTO HIS TRUCK MODE.

DIAL RODIMUS PRIME Autobots! Transform . . .

MUSIC/SFX

SC. CONT 31-59



ACTION ...SPIKE AND DANIEL RUN IN AND CLIMB INTO HIS CAB...

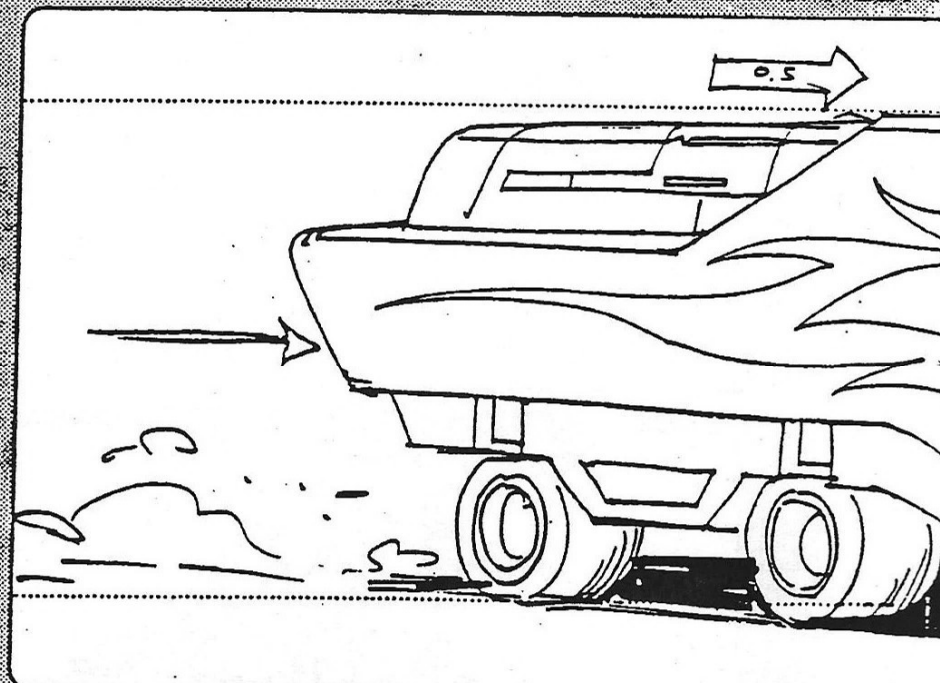
DIAL      RODIMUS PRIME (CONT)      (V.O.) .... and roll out!

MUSIC/SFX

CAMERA

SC. CONT

SEQ. 3 / Page 52



ACTION ...RODIMUS PRIME THEN ROLLS OUT.

DIAL

MUSIC/SFX

CAMERA

CAMERA

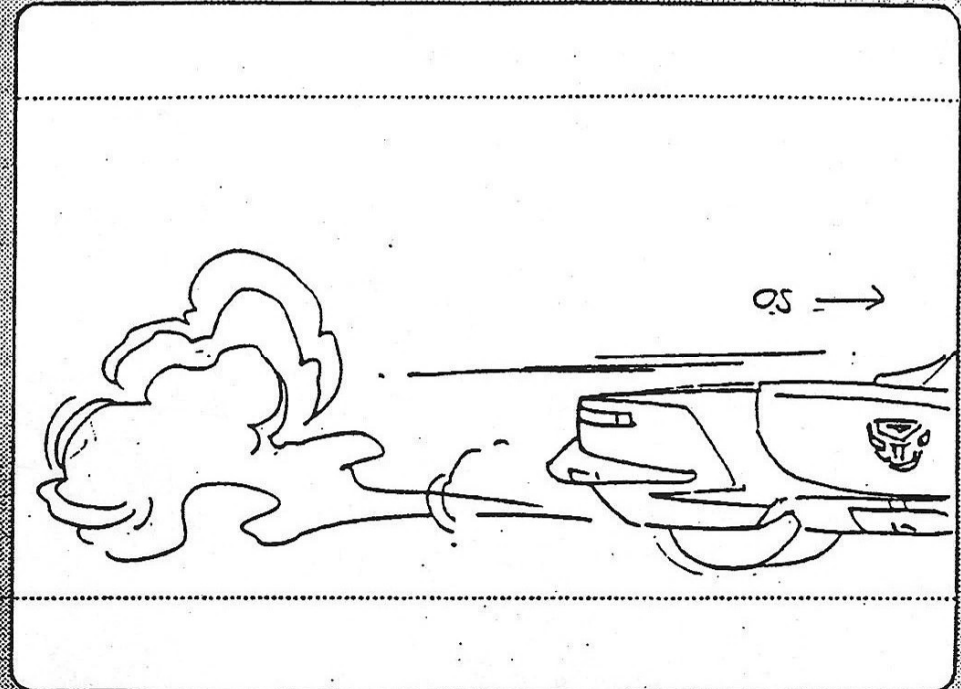
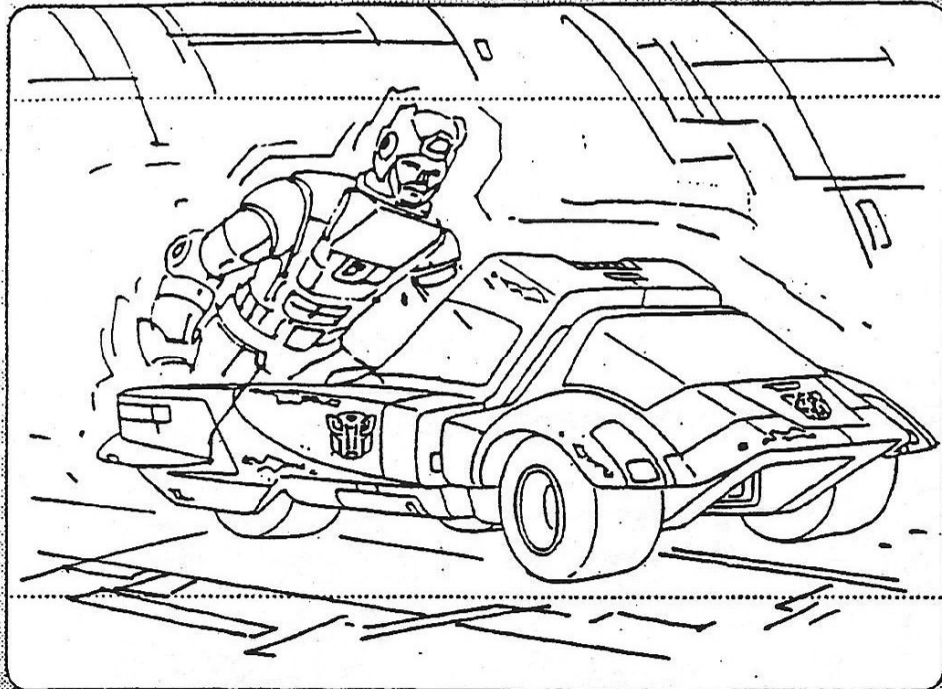
**CAMERA**  
**IF RAW**  
*From Generation 1 to Beast Hunters and Beyond!!!!*



SC. 31- 60

SC. CONT

SEQ. 31 Page 53



TION M.L.S. KUP TRANSFORMS AND...

" KUP I knew you had potential, lad.

SIC/SFX

**TFRAW**  
MEGA  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...ZOOMS O.S.

DIAL

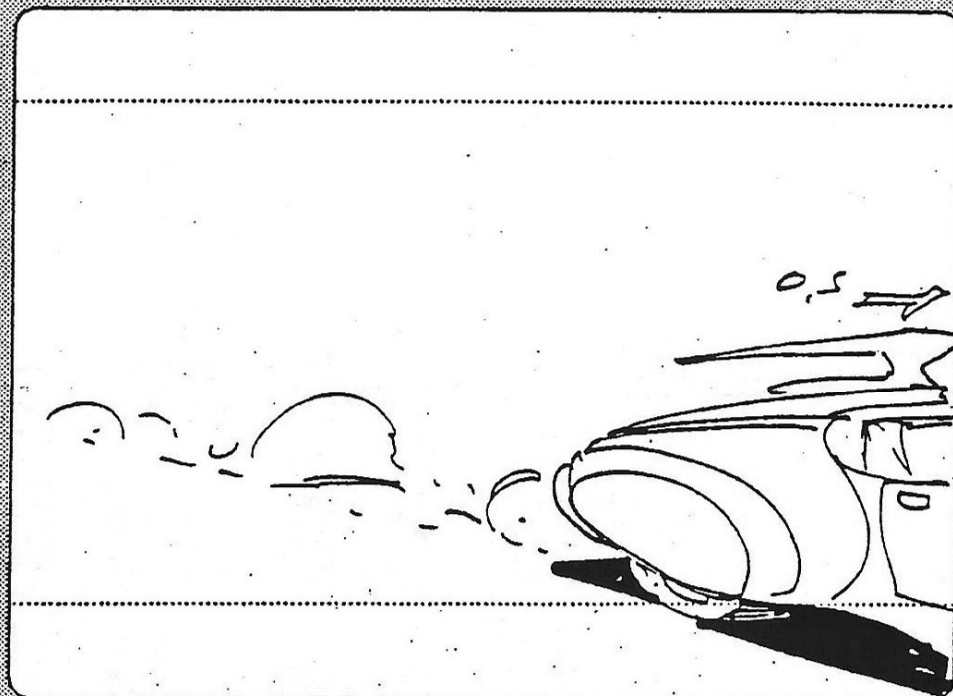
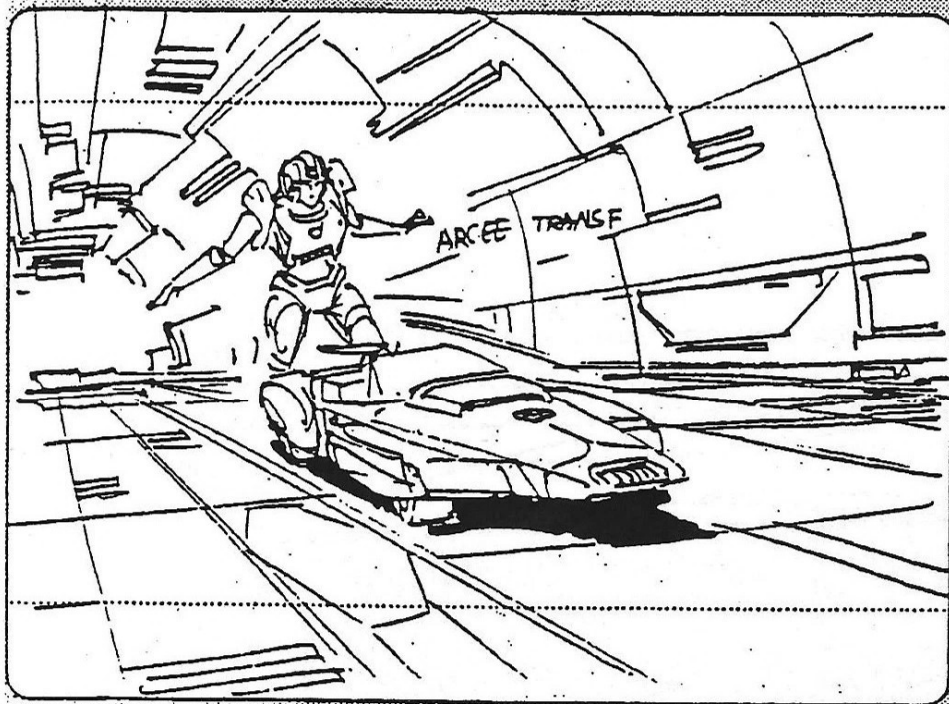
MUSIC/SFX

CAMERA

SC. 31-61

SC. CONT

SEQ. 3 / Page 54



ACTION L.S. ARCEE. SHE TRANSFORMS INTO AUTO MODE...

ACTION ...AND SPEEDS O.S.

DIAL

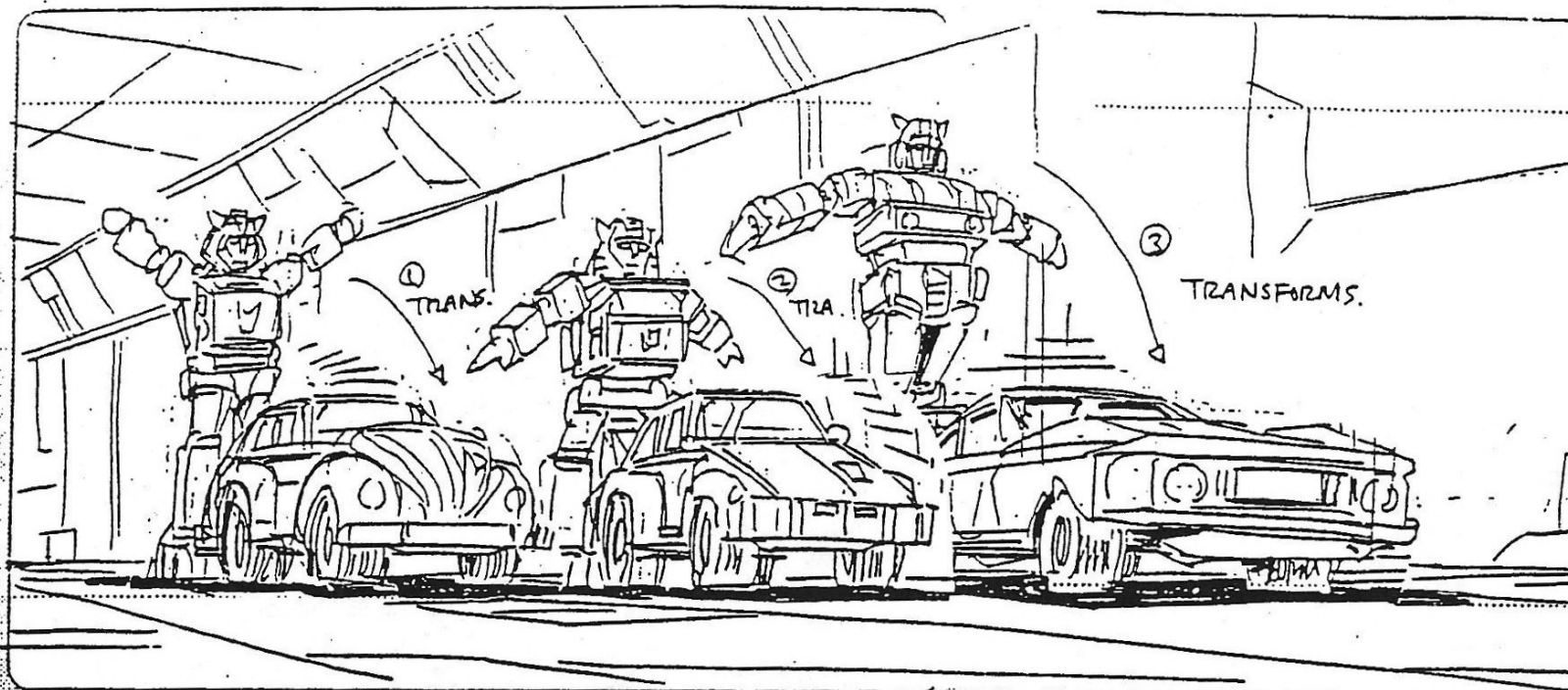
MUSIC/SFX

CAMERA

SC. 51 - 02 STREET

STEP

55



ACTION L.S. BUMBLEBEE, CLIFFJUMPER, AND JAZZ TRANSFORM INTO AUTO  
MODE...

DIAL

MUSIC/SFX

TFRAW

For CAMERA 1 to Reast Hunters and Beyond!!!!

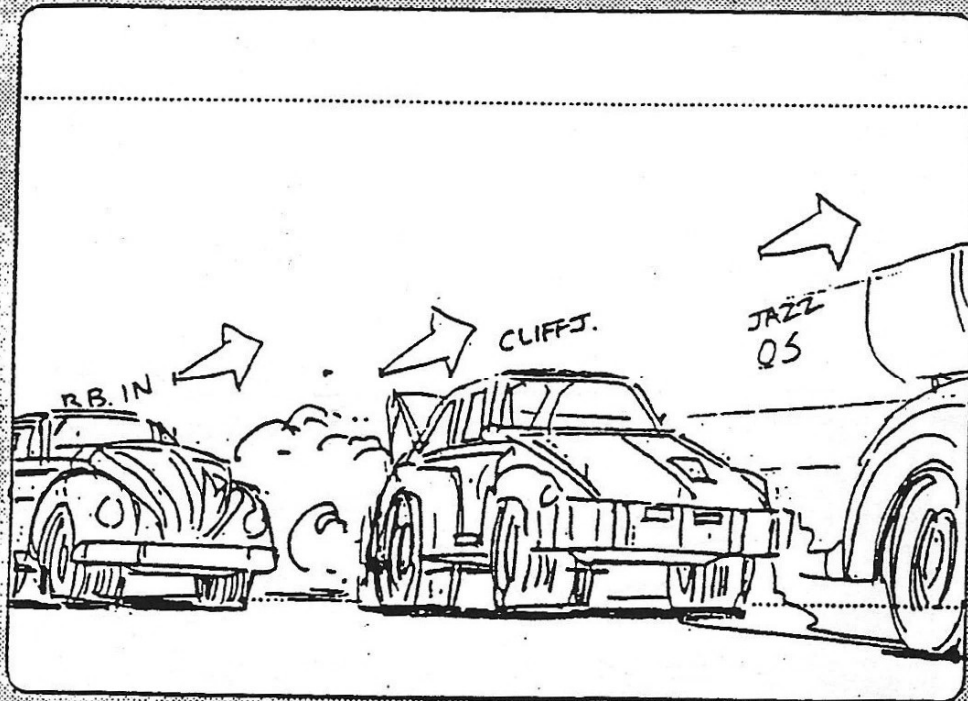
ACTION

DIAL

MUSIC/SFX

CAMERA

SC. CONT 31-62



ACTION THEN THEY RACE O.S. FIRST JAZZ...

DIAL

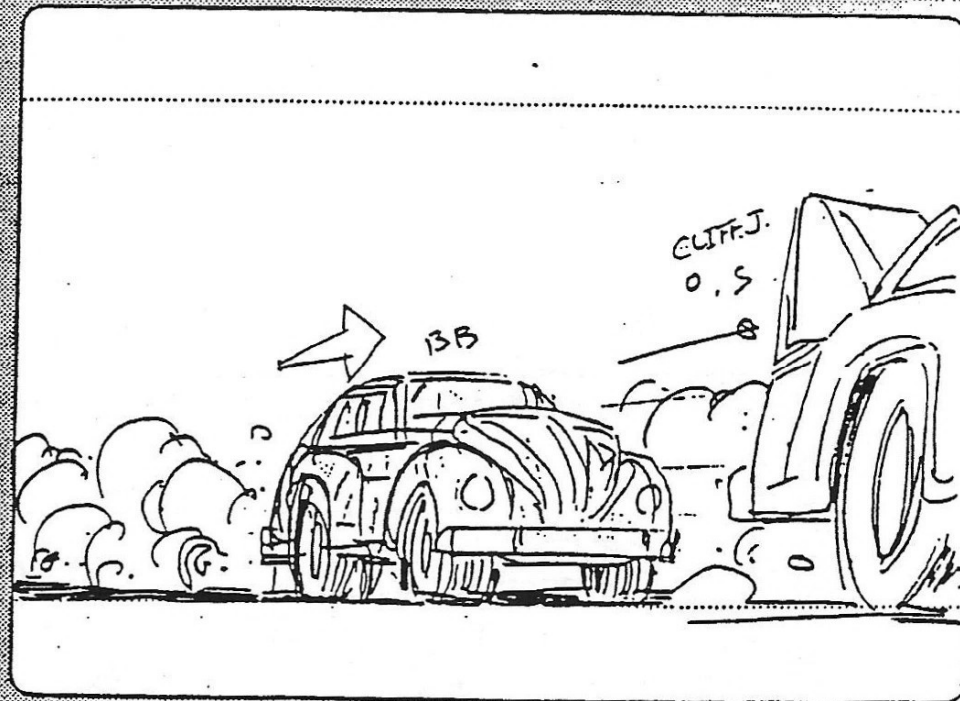
MUSIC/SFX

CAMERA

**TFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

Page 56



ACTION ...THEN CLIFFJUMPER...

DIAL

MUSIC/SFX

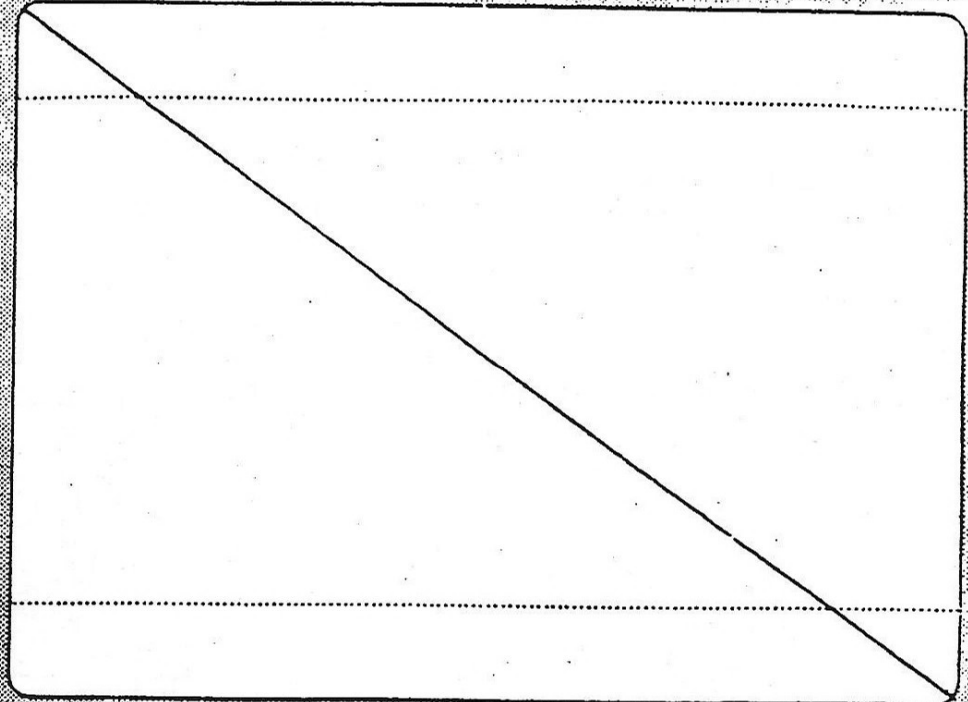
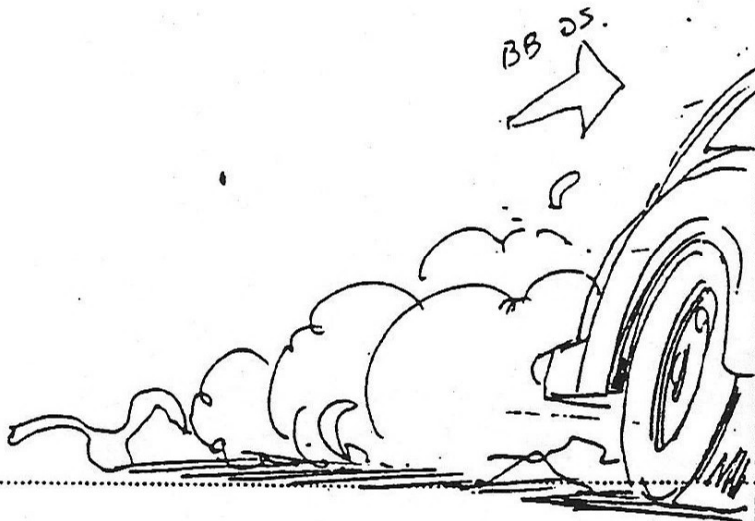
CAMERA



SC. CONT 31-62

SC.

Page 57



TION ...FINALLY BUMBLEBEE.

ACTION

DIAL

MUSIC/SFX

CAMERA

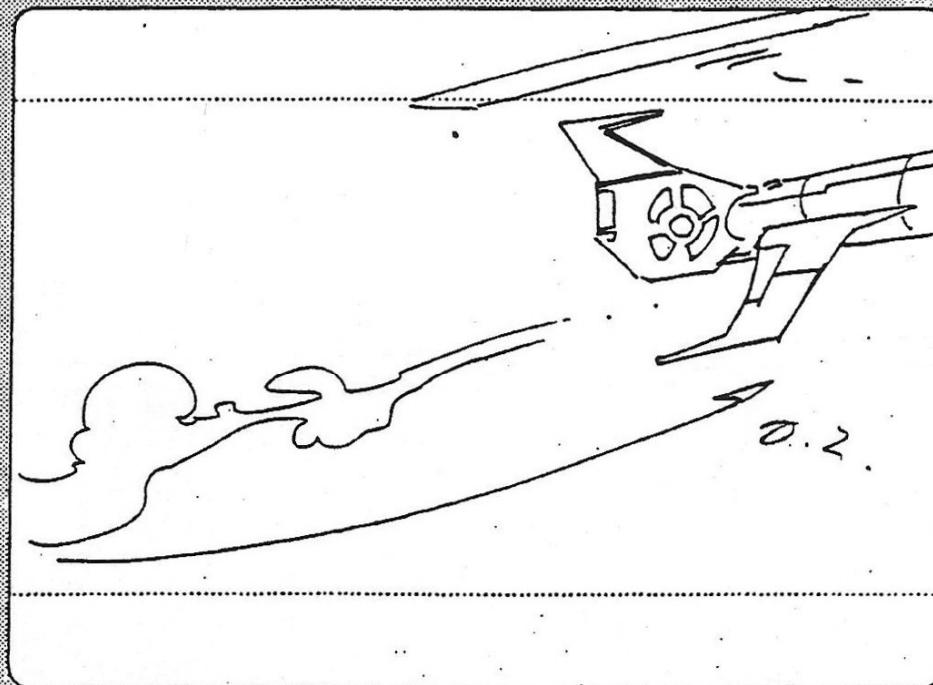
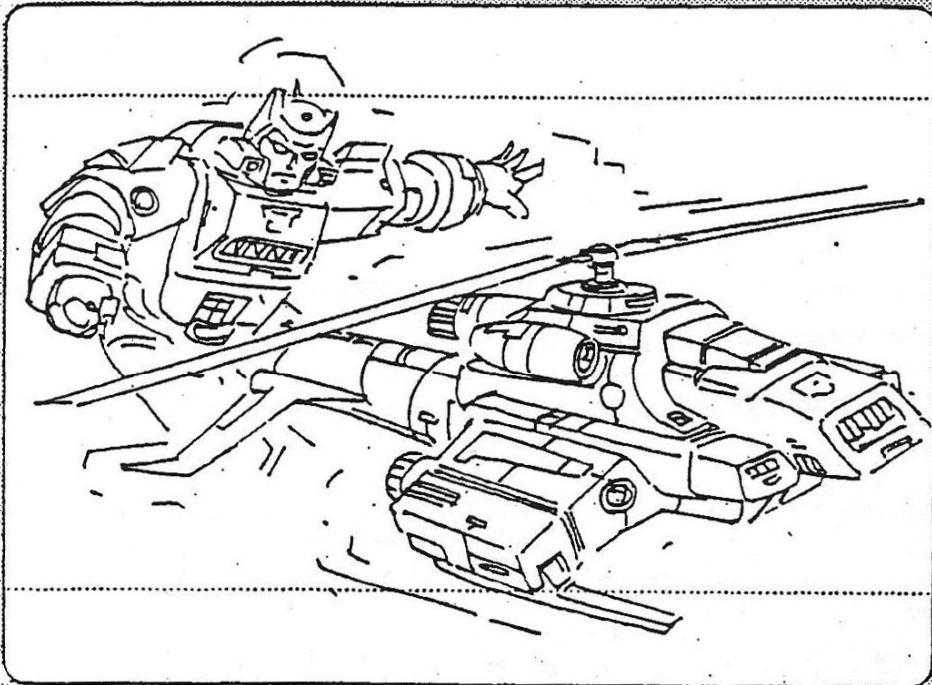
SIC/SFX

TFRAW  
FROM Generation 1 to Beast Hunters and Beyond!!!!

SC. 31-63B

SC. CONT

SEQ. 31 Page 58



NO PAGE 59  
NEXT SCENE  
31-64

TION. M.L.S. SPRINGER. HE TRANSFORMS INTO COPTER MODE AND...

ACTION ...FLIES AWAY O.S.

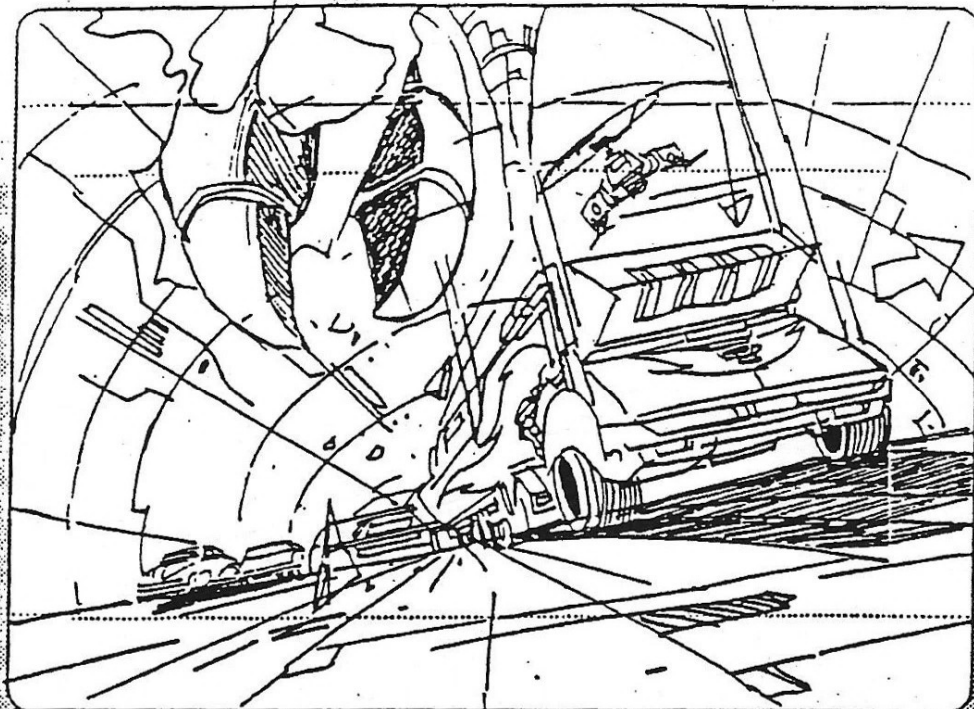
DIAL

MUSIC/SFX

CAMERA

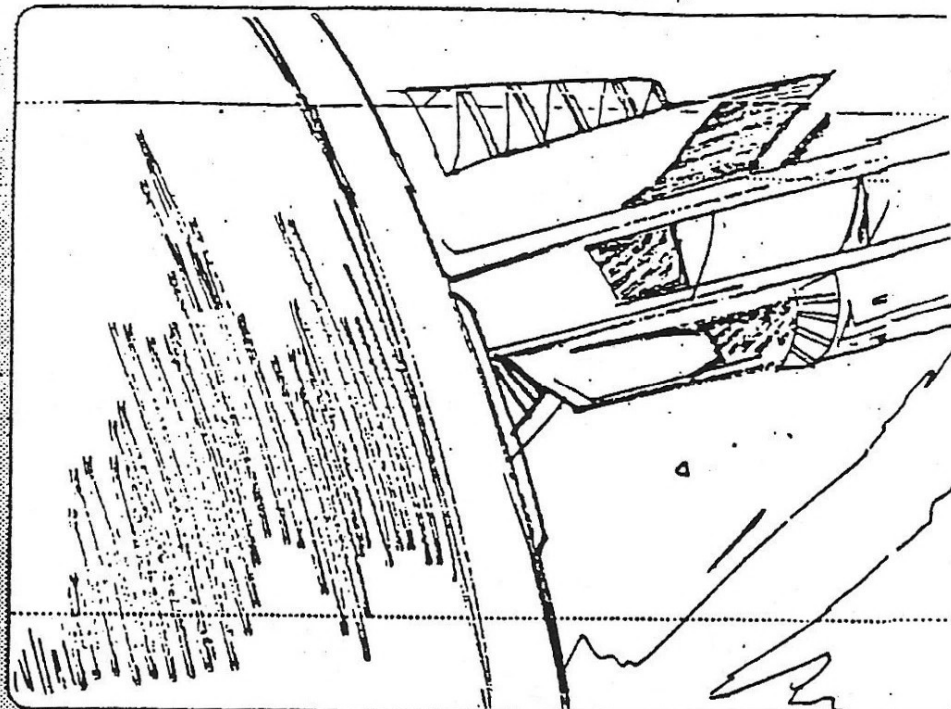
SC. 31-PT

FOLLOW PAN



SC. CONT

SEQ. 3 Page 60



ACTION X.L.S. THE GROUP OF AUTOBOTS IN AUTO, TRUCK AND HELICOPTER  
MODE ROAR FOREARD AS UNICRON'S HAND RIPS THROUGH THE WALL BEHIND  
THEM, THEY SPEED ON...

DIAL

MUSIC/SFX

CAMERA

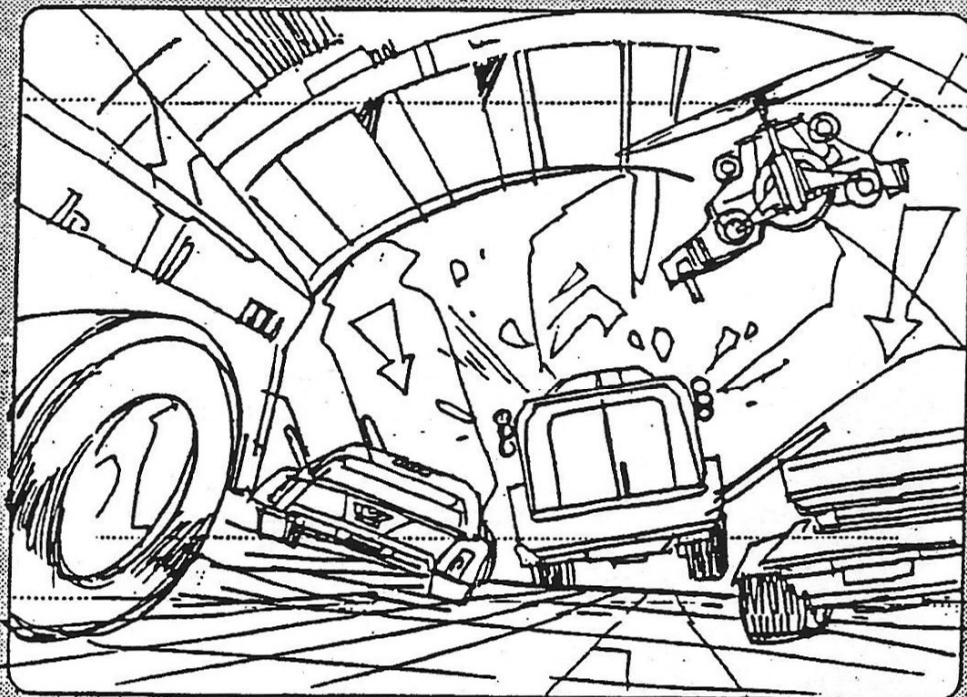
ACTION ...AND PAST US.

DIAL

MUSIC/SFX

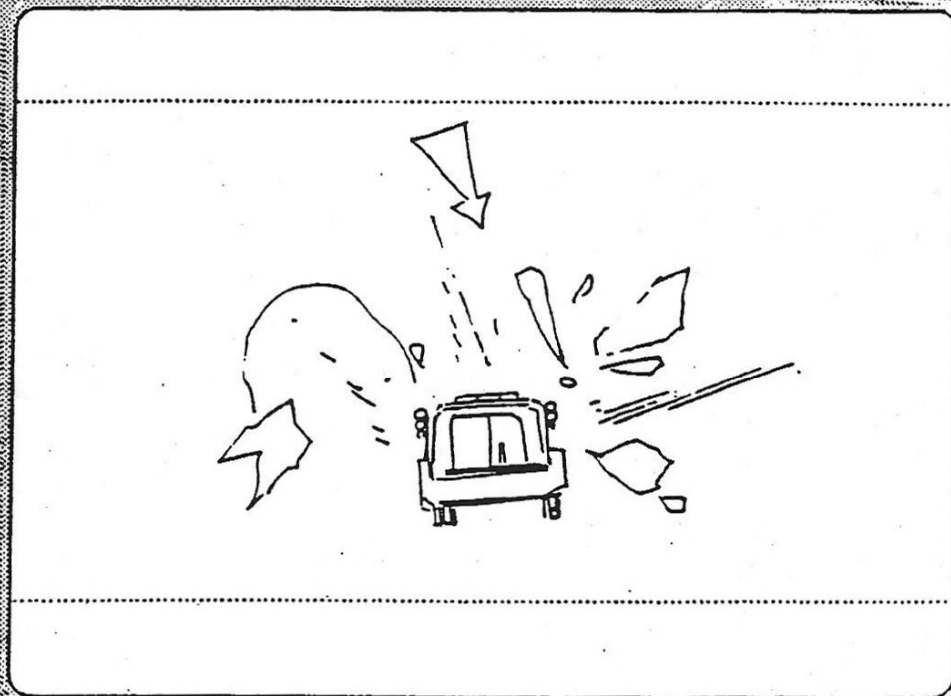
CAMERA

SC. CONT 31- 6.4



SC. CONT

SEQ. 31 Page 61



ACTION ...THEY ZOOM AWAY INTO THE DISTANCE, TOWARD UNICRON'S GOOD EYE.

DIAL

MUSIC/SFX

CAMERA

IFRAW  
from Generation 1 to Reboot Hunters and Beyond!!!

ACTION THEY CRASH THROUGH IT.

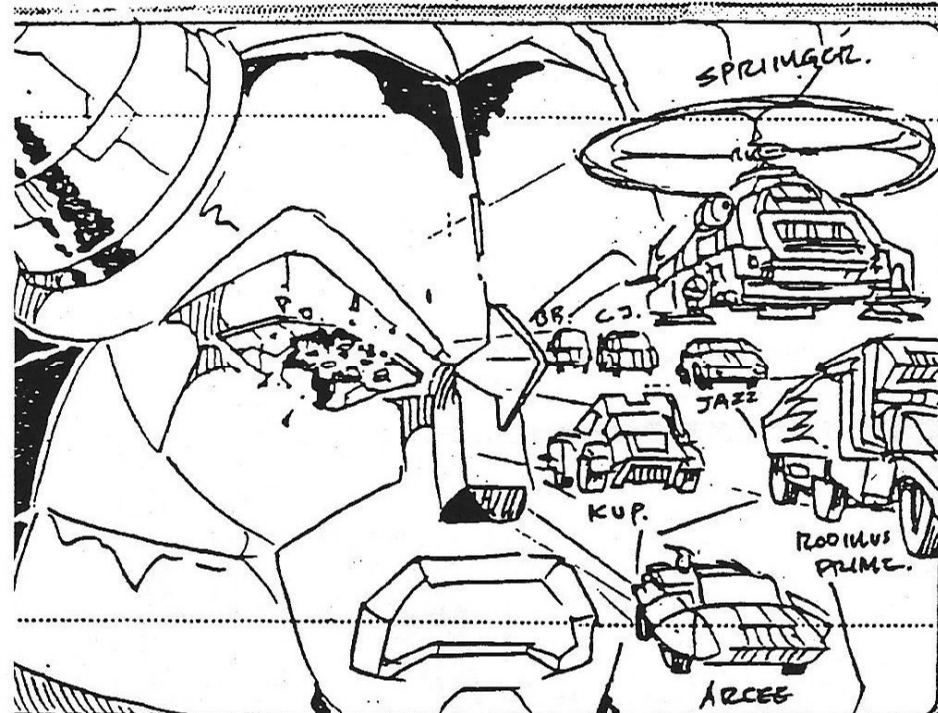
DIAL

MUSIC/SFX

CAMERA



SC. 31-65



SC. 31-66

TRUCK  
BACK

SEQ. 31 Page 62



ON C.U. UNICRON'S FACE. THE AUTOBOTS CRASH OUT THROUGH HIS EYE INTO THE FREEDOM OF SPACE.

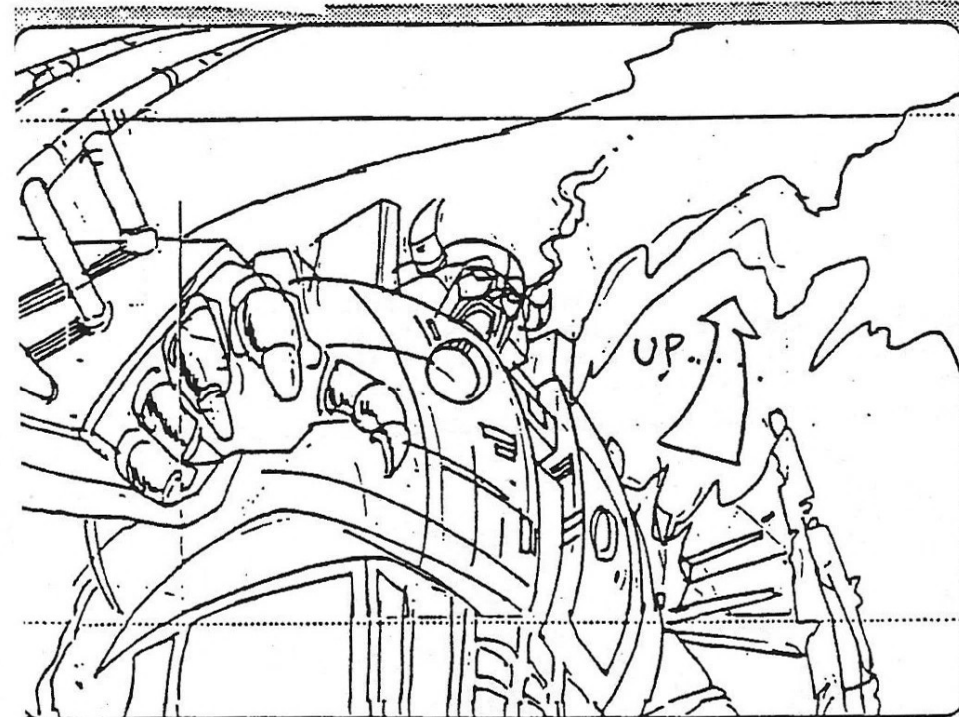
ACTION X.C.U. UNICRON'S FACE. BOTH OF HIS EYES ARE NOW SHATTERED.

DIAL

MUSIC/SFX

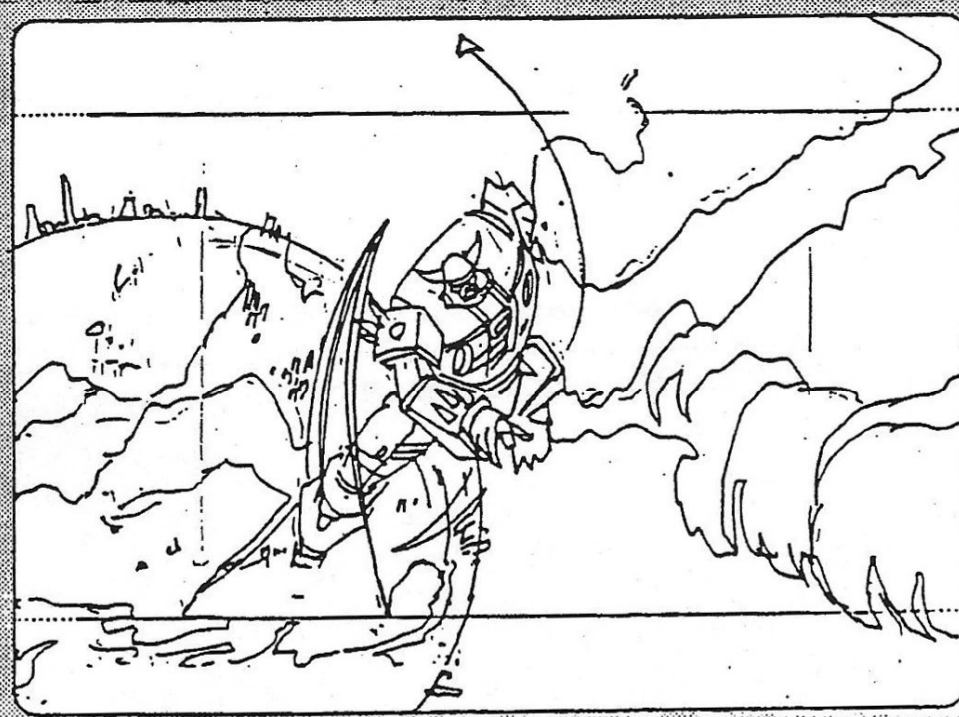
CAMERA

SC. 31- 61



SC. 31-68

SEQ. 3/ Page 63



ION M.S. UNICRON. HE LETS OUT A LOUD AGONIZED ROAR. THE EFFECTS OF THE MATRIX SPREAD THROUGHOUT HIS BODY AND SPILL OUT OF HIM INVISIBLE FUMES. HE STARTS TO FLY UP FROM CYBERTRON.

UNICRON Destiny. You cannot destroy...

C/SFX

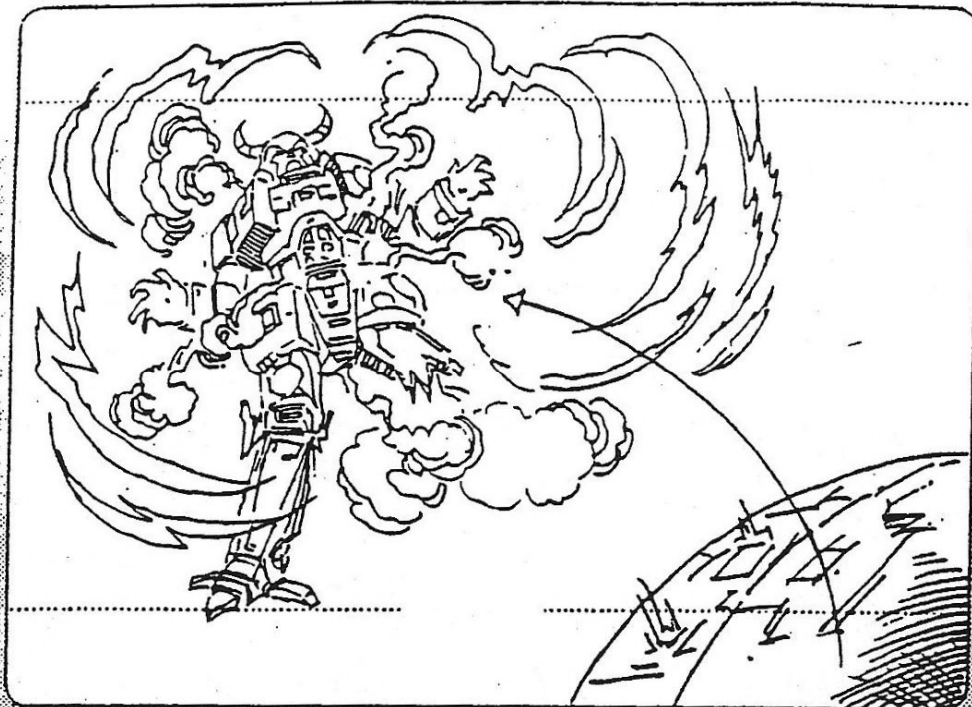
ACTION X.L.S. UNICRON. HE LEAVES THE PLANET CYBERTRON AND FLIES UP INTO SPACE...FUMES OF THE MATRIX SPILL INTO SPACE.

DIAL UNICRON (CONT) ...my destiny.

MUSIC/SFX

CAMERA

SC. CONT 31- 60



ACTION WE FOLLOW UNICRON AS HE FLIES HIGH ABOVE CYBERTRON THROUGH THE FORCE OF THE MATRIX, WHERE HE EXPLODES FIRST WITH A SMALL BLAST WHICH SHATTERS HIS FRAME...

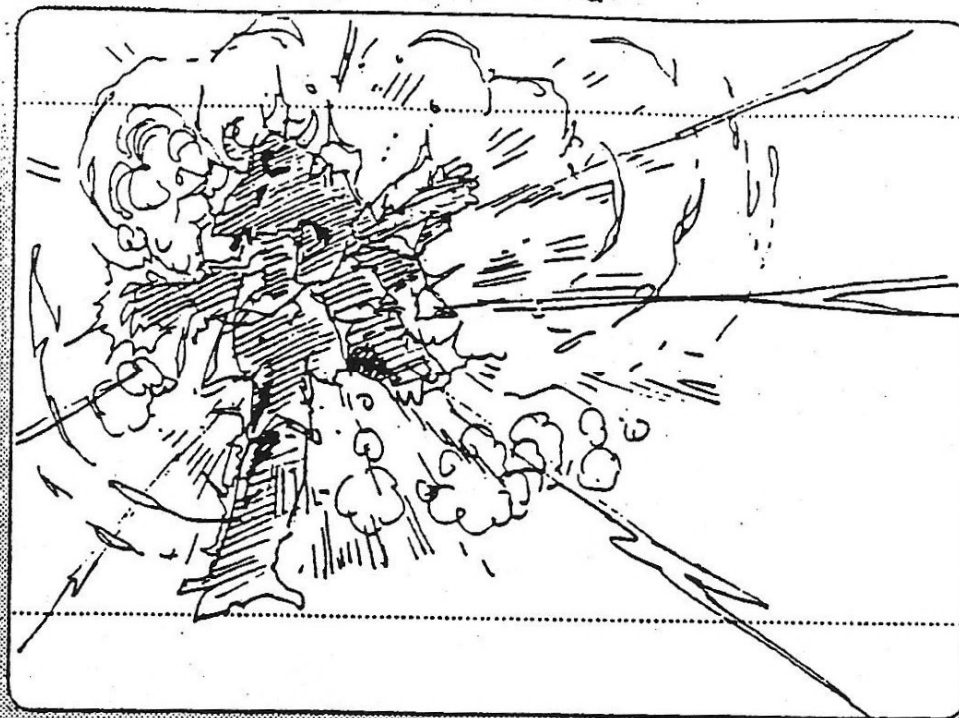
DIAL

MUSIC/SFX

**IFRAW**  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

SEQ. 31 Page 67

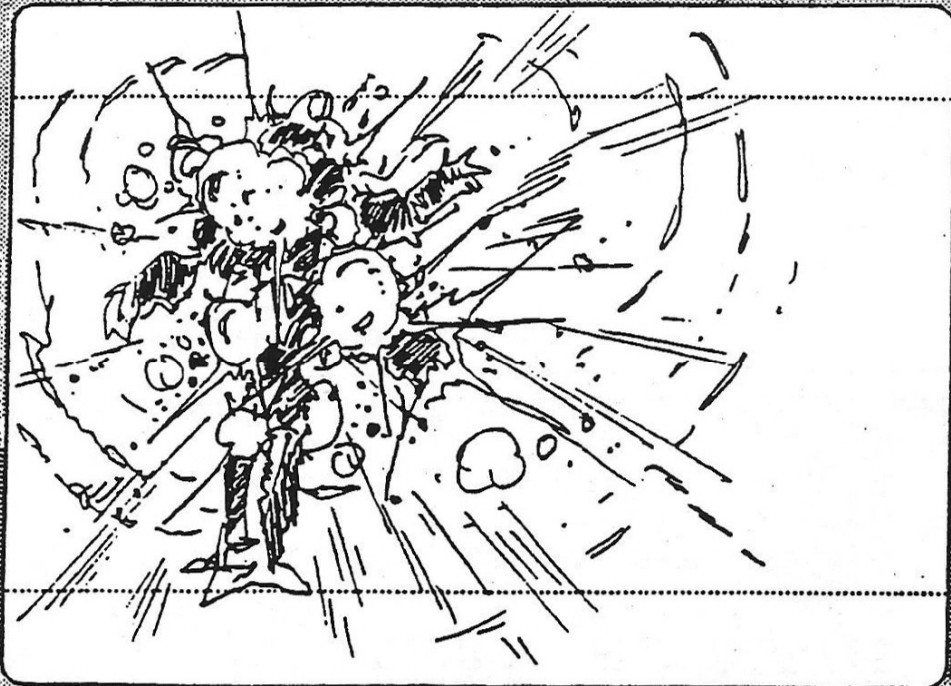


ACTION HE EXPLODES FOR A SECOND TIME...

DIAL

MUSIC/SFX

SC. CONT 31-68



ACTION

FOLLOWED BY A SERIES OF RAPID EXPLOSIONS...

DIAL

MUSIC/SFX

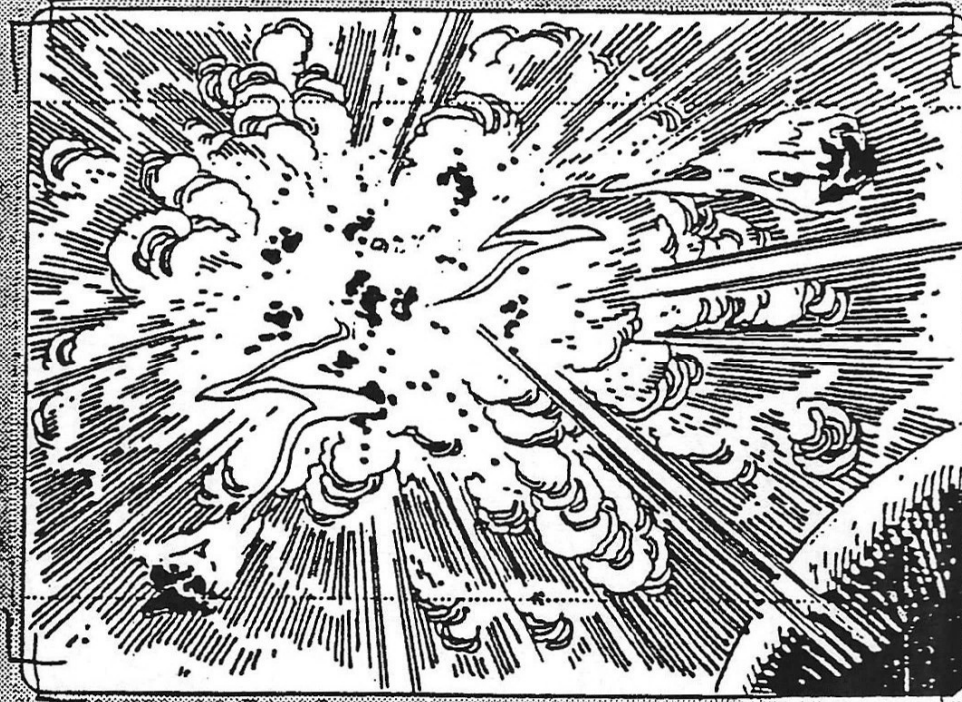
CAMERA

IFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

CAM  
SHAKE

Page 65



ACTION

...THEN A VIOLENT EXPLOSION COMPLETELY DESTROYS UNICRON AND SENDS OUT PRISMIC COLORS OF BLINDING LIGHT.

DIAL

MUSIC/SFX

CAMERA



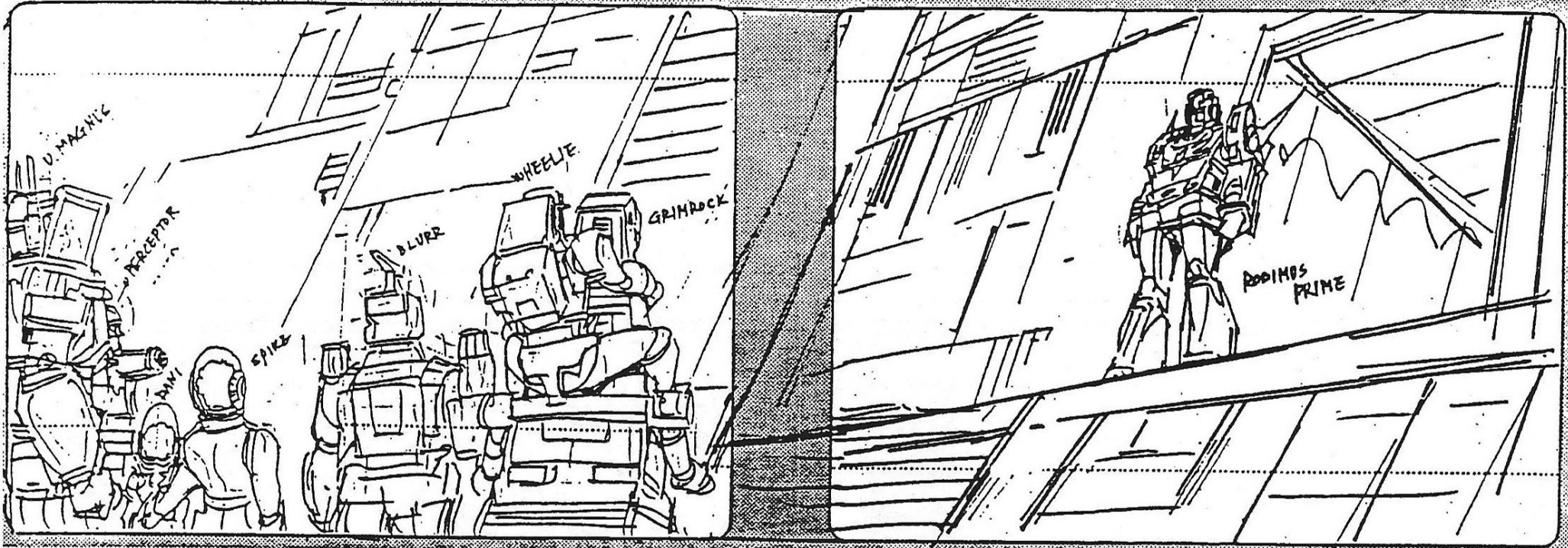
SC. 31-70

START

PAN

STOP

Page 66



FROM M.S. ALL THE AUTOBOTS LINED UP ON THE PLANET CYBERTRON  
WE PAN OVER TO SEE

ACTION RODIMUS PRIME STEP OUT OF A DOORWAY.

DIAL

MUSIC/SFX

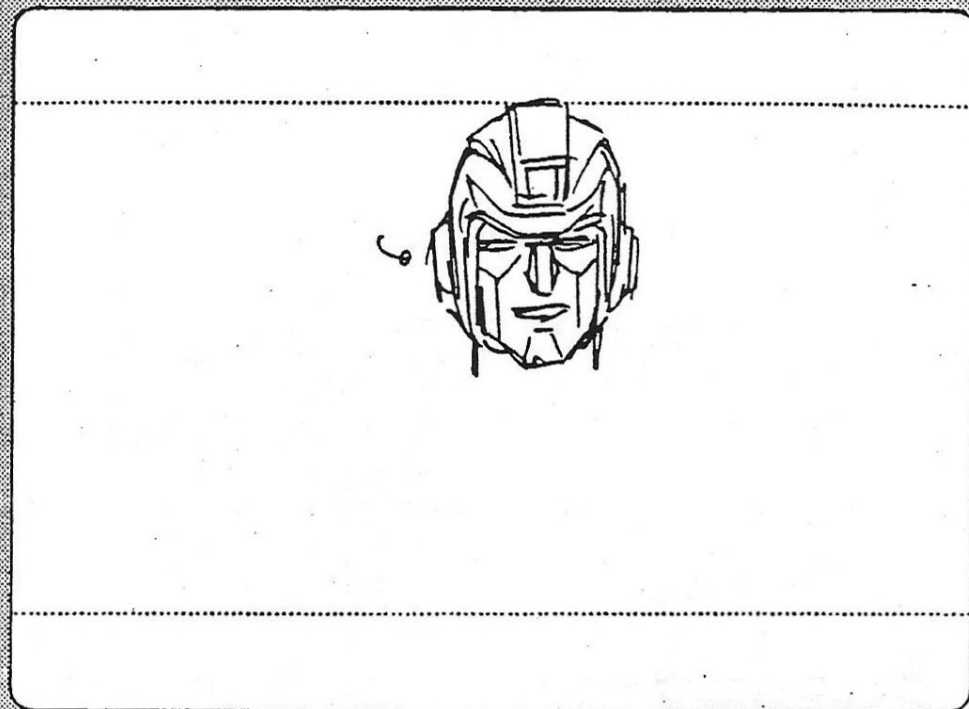
MUSIC/SFX

IFRAW  
From Generation 1 to Beast Hunters and Beyond!!!

SC. 31 - 71

SC. CONT

Page 67



ION M.S. RODIMUS PRIME. HE STEPS FORWARD, STOPS...

RODIMUS PRIME Let this ...

C/SFX

ACTION ...AND LOOKS OVER THE O.S. GROUP OF FRIENDS.

DIAL RODIMUS PRIME (CONT)

...mark the end...

MUSIC/SFX

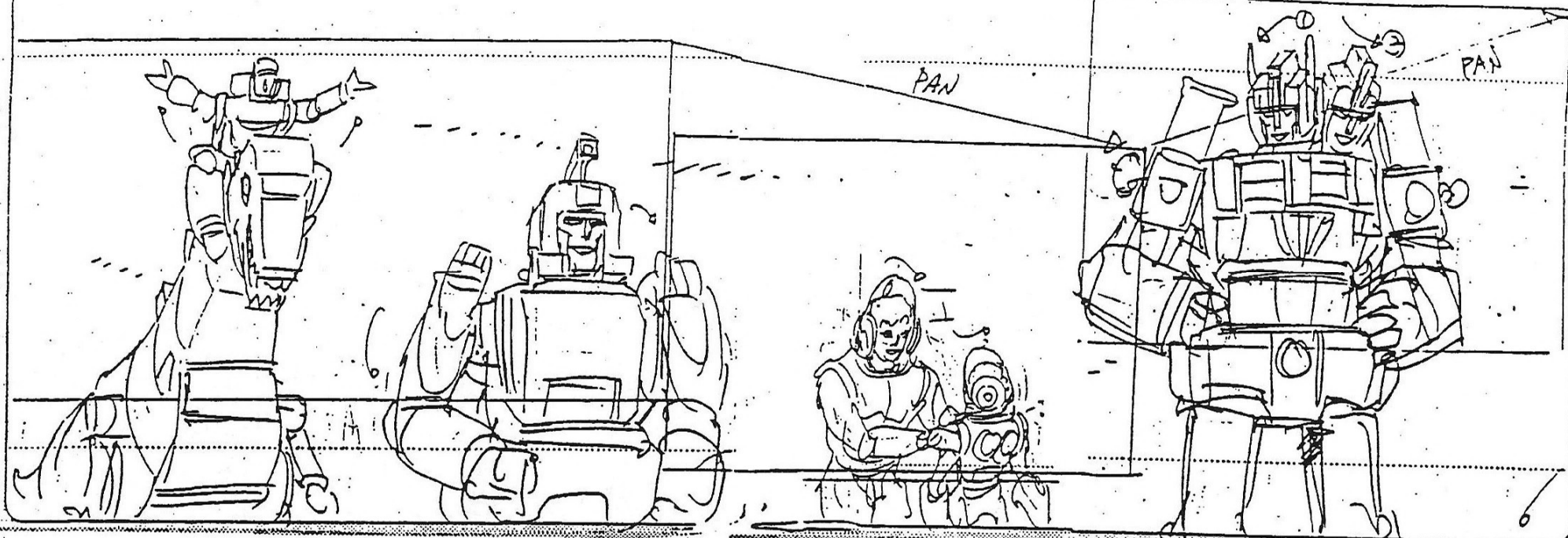
CAMERA

SC. 31-72

START

CONT.

Page 20



ACTION M.S. WHEELIE, GRIMLOCK AND BLURR SMILE AND WAVE AS BLURR LOOKS OVER AND DOWN WE PAN AND TRUCK IN DOWN TO SPIKE AND DANIEL. SPIKE SMILES AT BLURR, THEN HE AND DANIEL SMILE AT EACH OTHER...

DIAL RODIMUS PRIME (CONT) of the Cybertrons wars...  
As we march forward....

MUSIC/SFX

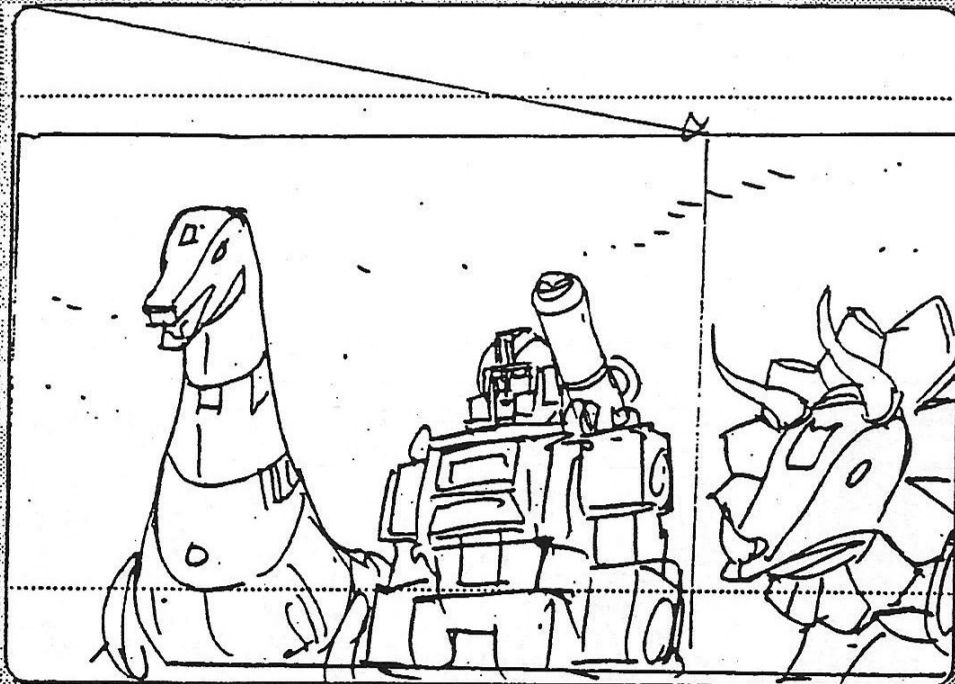
IFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...THEN AS DANIEL LOOKS UP AND SMILES WE PAN UP TO ULTRA MAGNUS WHO IS SMILING AND LOOKING DOWN AT DANIEL. HE TURNS AND STILL SMILING LOOKS THE OTHER WAY. WE CONTINUE TO PAN OVER TO...

DIAL RODIMUS PRIME (CONT) to a new age of peace...

MUSIC/SFX

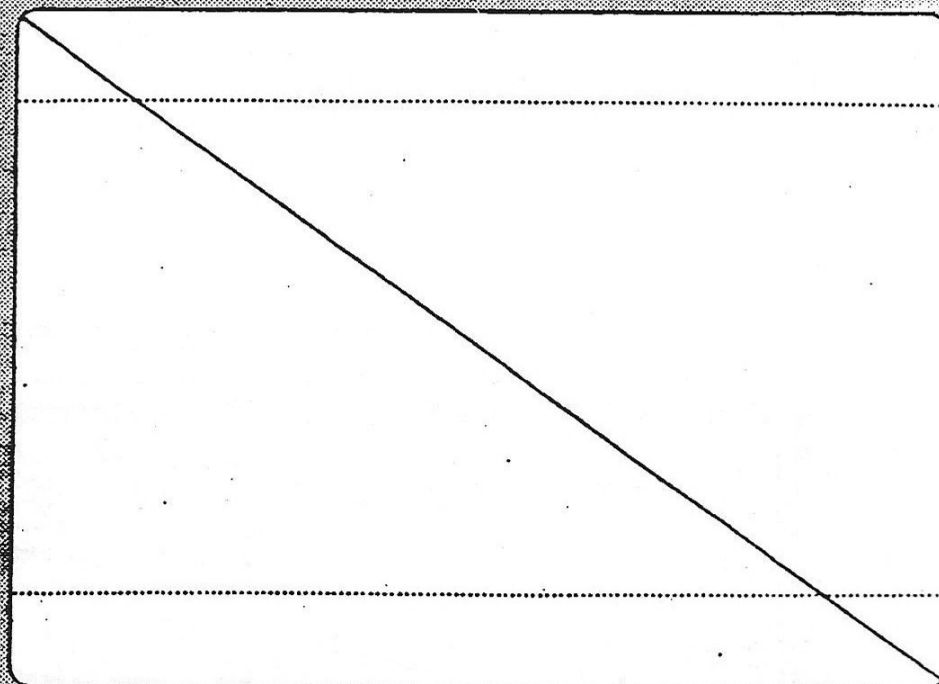
SC. CONT PAN CONT 31-72 STOP



SC.

SEQ 31

Page 69



ACTION SLUDGE, PERCEPTOR AND SLAG ALL ENJOYING THEIR VICTORY.

DIAL RODIMUS PRIME (CONT) ...and happiness.

MUSIC/SFX

CAMERA

TFRAW  
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

DIAL

MUSIC/SFX

CAMERA

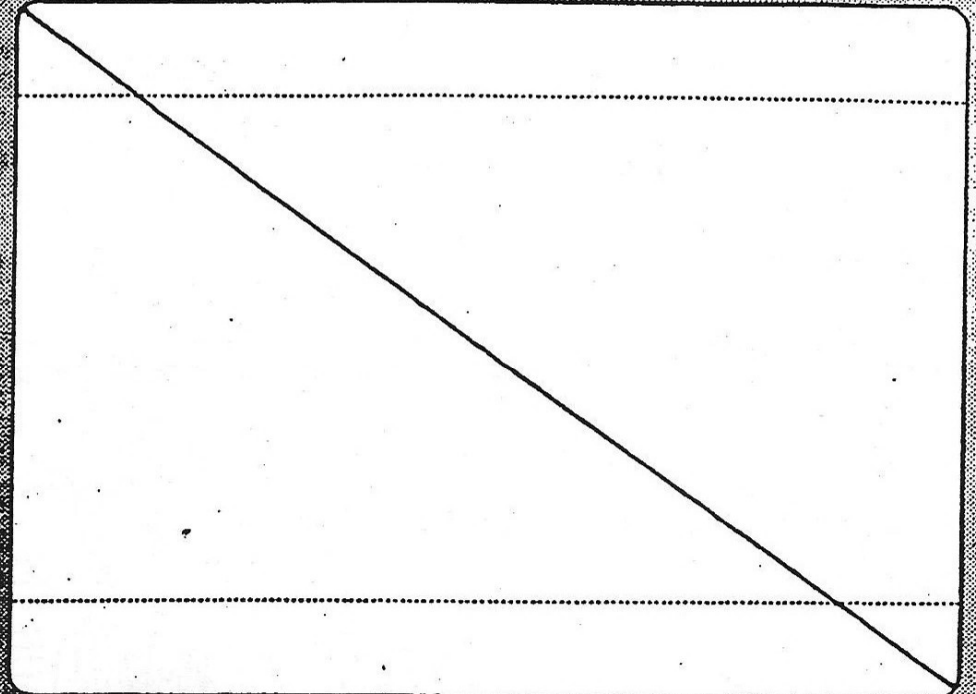


SC. 31 - 73

SC.

SEQ. 31

Page 70



ION M.S. RODIMUS PRIME. HE LIFTS UP HIS ARM IN A SALUTE.

RODIMUS PRIME (CONT) 'Til all are one.

ACTION

DIAL

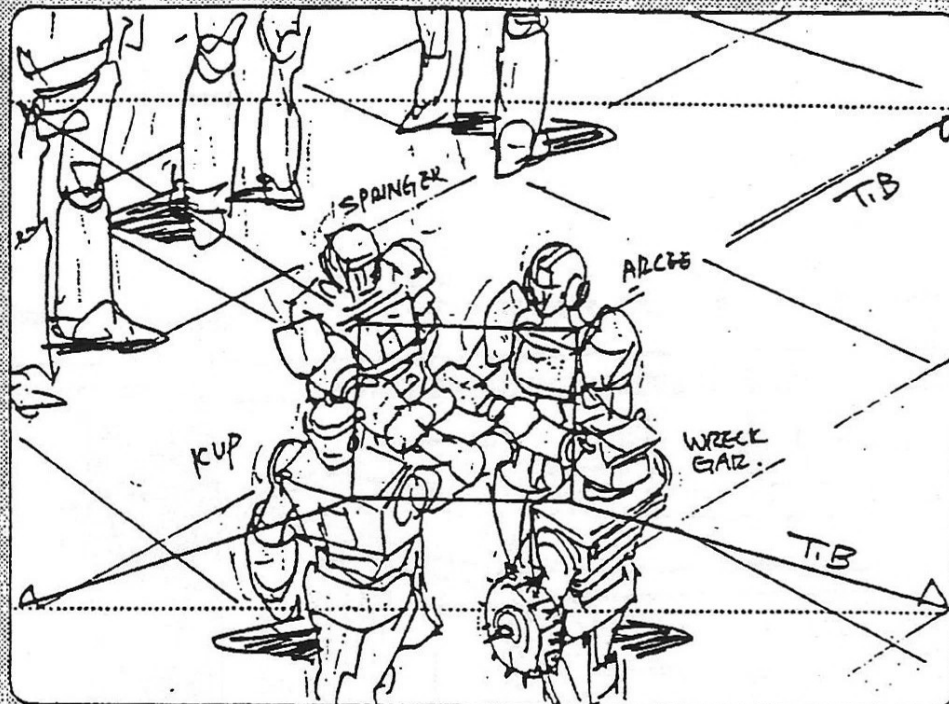
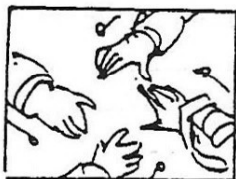
MUSIC/SFX

SC. 31-74

SC. CONT

SEQ 31

Page 71



ON C.U. THE HAND OF KUP, SPRINGER, ARCEE AND WRECK GAR. THEY REACH IN TO EACH OTHER...

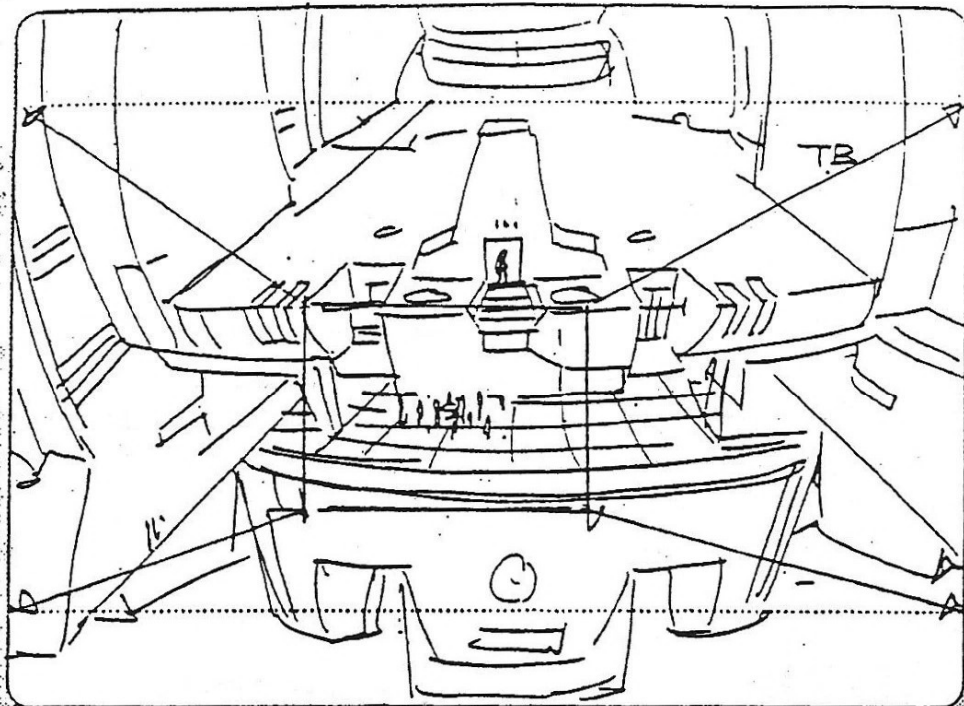
ACTION ...WE TRUCK OUT AS THEY JOIN THEIR HANDS IN A SYMBOL OF UNITY.

DIAL SPRINGER 'Til all are one.  
KUP  
ARCEE  
WRECK-GAR

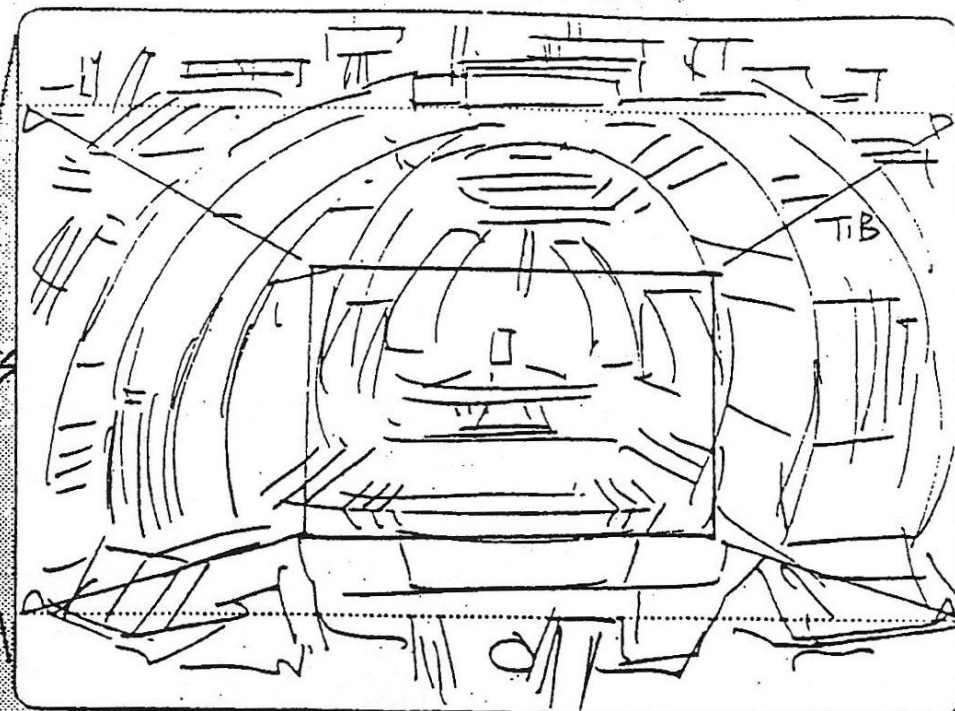
MUSIC/SFX

CAMERA

SC. 31-75 TRUCK OUT



SC. 31-76 TRUCK OUT Page 72



X-DISS

ACTION X.L.S. THE ENTIRE GROUP OF AUTOBOTS ON CYBERTRON. WE TRUCK OUT.

DIAL ALL "Til. all are one.

MUSIC/SFX

**IFRAW**  
 (CAMERA) tion 1 to Beast Hunters and Beyond!!!!

ACTION ...AND DISSOLVE ON TO A WIDER SHOT OF CYBERTRON AND CONTINUE TRUCKING BACK.

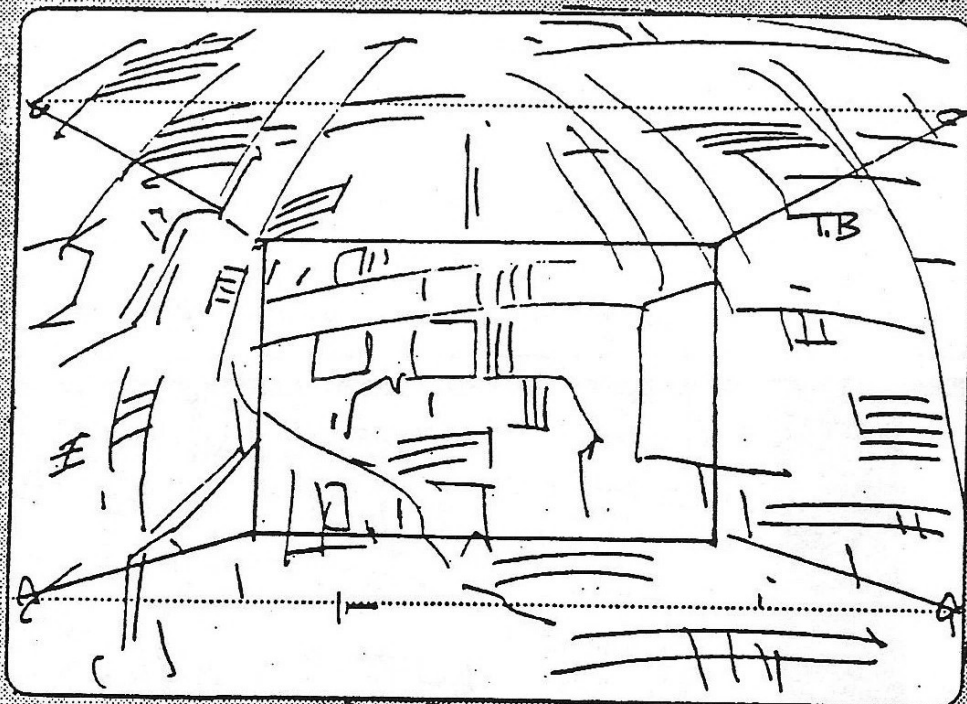
DIAL

MUSIC/SFX

CAMERA

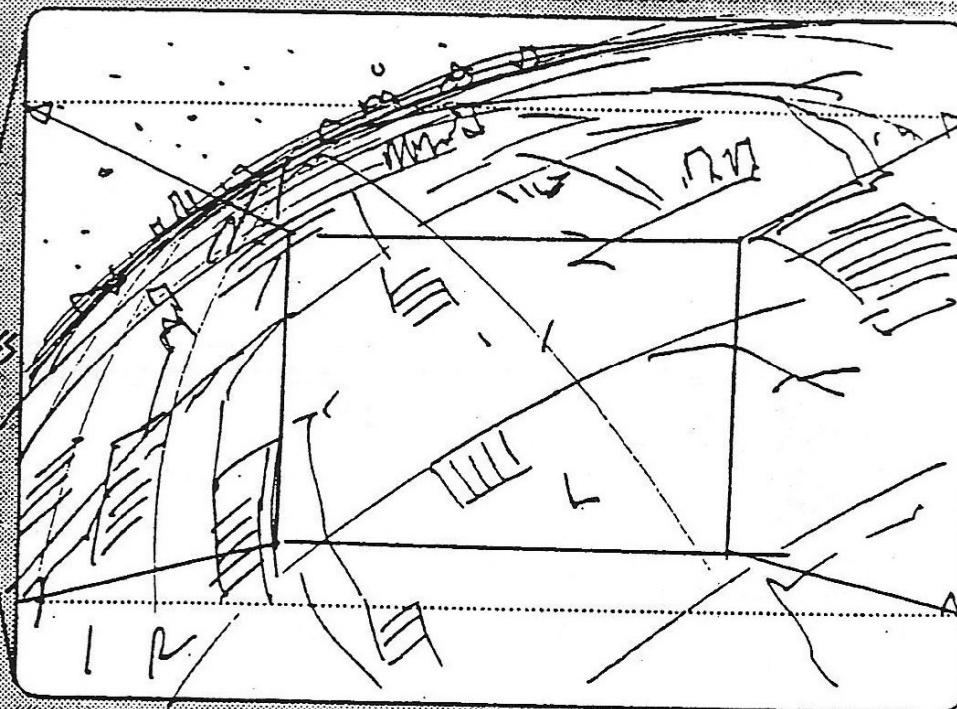
SC. 31-77

TRUCK OUT



SC. 31-78

TRUCK OUT SEQ. 31 Page 73



ACTION DISSOLVING TO AN EVEN WIDER SHOT OF CYBERTRON, TRUCK OUT.

DIAL

MUSIC/SFX

CAMERA



ACTION DISSOLVE TO A WIDE SHOT, TRUCK OUT.

DIAL

MUSIC/SFX

CAMERA



SC. 31-79

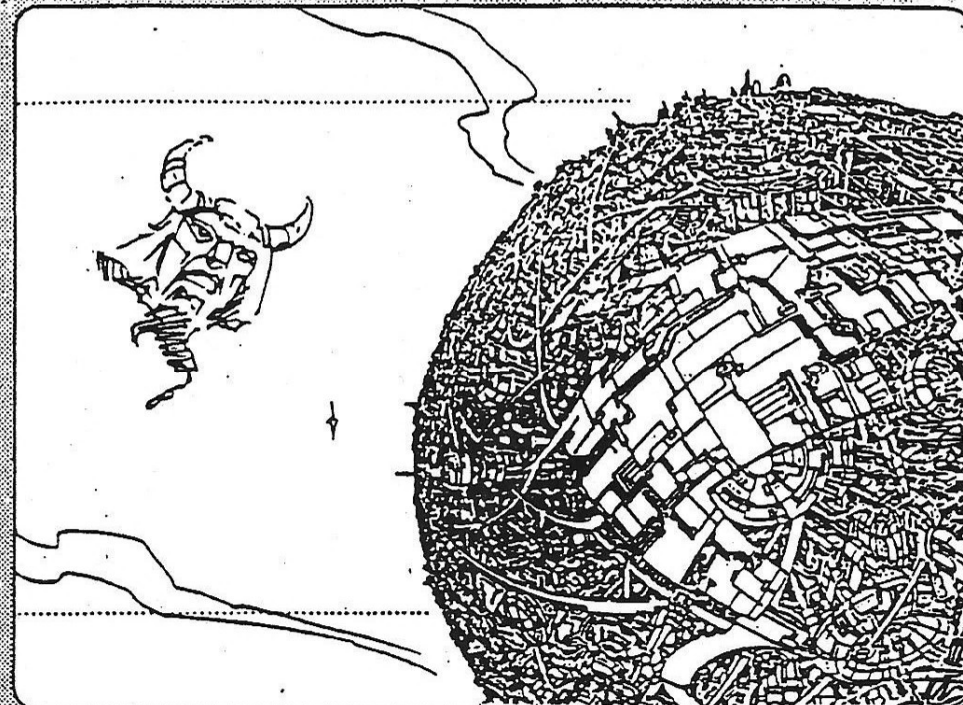
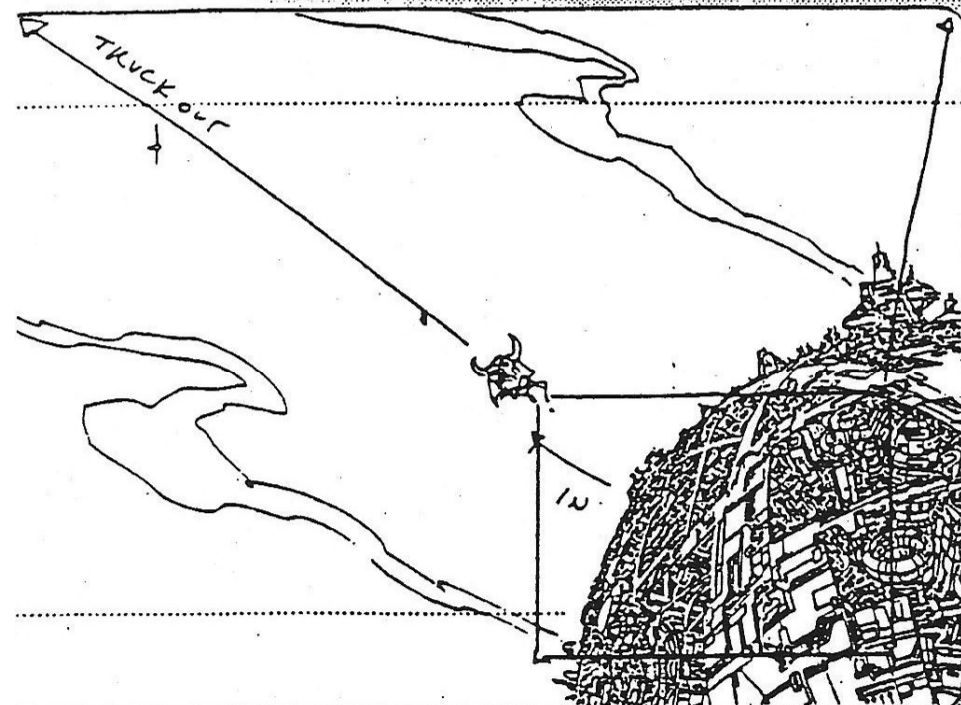
TRUCK OUT

SC. CONT

SEQ. 31

Page

74



ON WE DISSOLVE TO M.S. CYBERTRON. WE TRUCK OUT TO A WIDER VIEW OF CYBERTRON WITH THE MATRIX'S RAINBOW SKY. UNICRON'S HEAD COMES INTO VIEW FROM BEHIND CYBERTRON...

ACTION ...AND MOVES TOWARD US, AS CYBERTRON PASSES BELOW. WE FOLLOW THE HEAD OF UNICRON AS IT...

DIAL

MUSIC/SFX

CAMERA

C/SFX

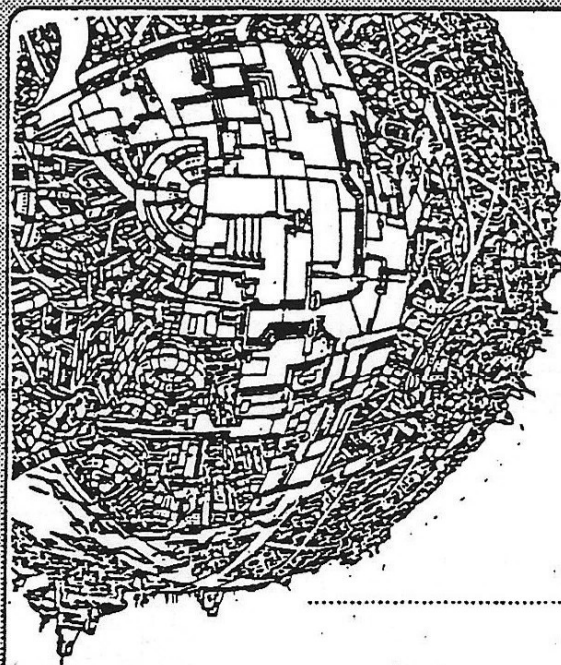
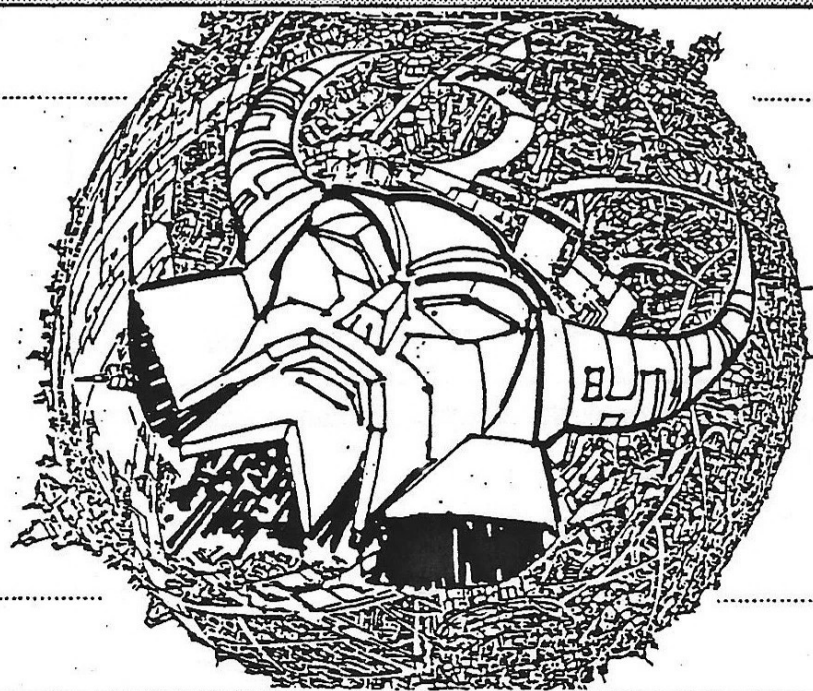
**TFRAW**  
ERA  
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 79

SC. CONT

SEQ 3)

Page 75



TION ...FLIES IN ITS CIRCULAR ORBIT PAST US...

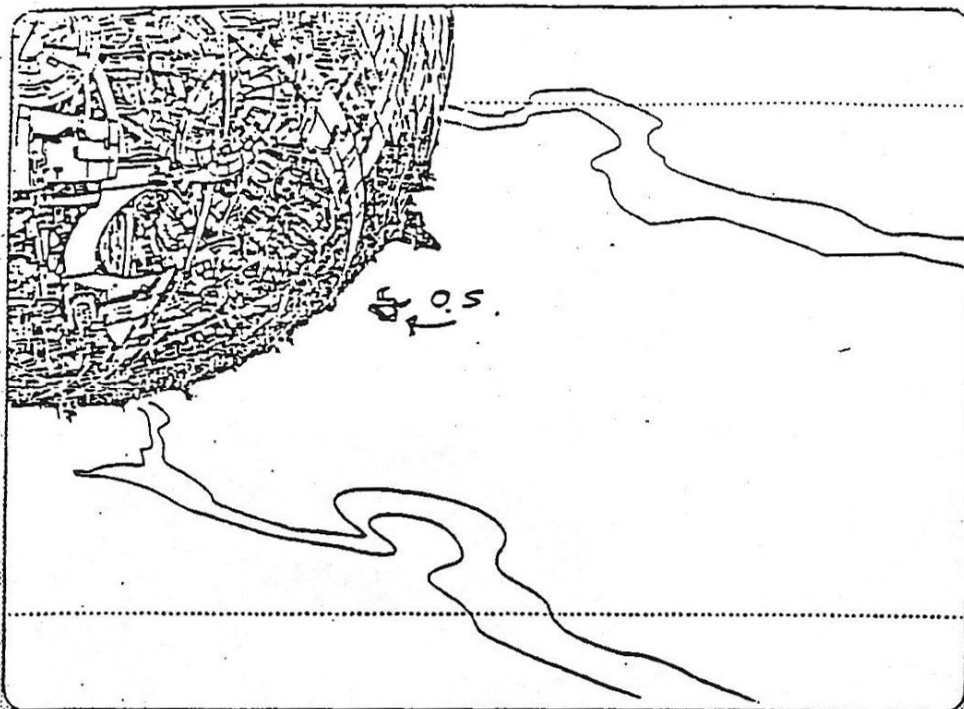
ACTION ...AND GLIDES AWAY...

DIAL

MUSIC/SFX

CAMERA

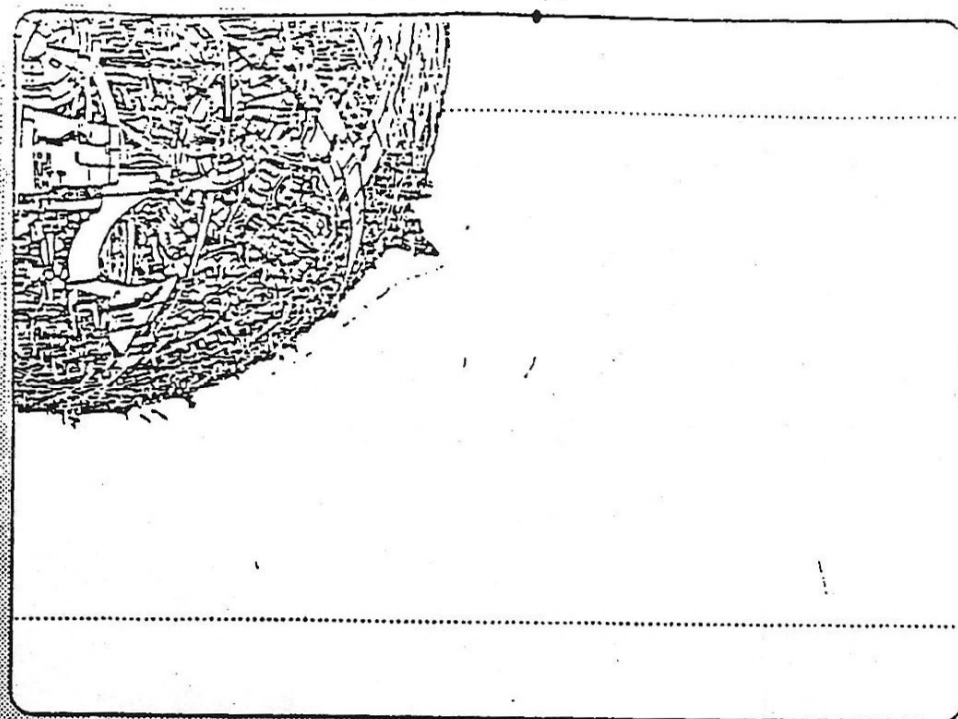
SC. Cont. 17



SC. Cont.

SEQ. 31

Page 10



ACTION UNTIL IT PASSES O.S. BEHIND CYBERTRON.

DIAL

MUSIC/SFX

CAMERA

TFRAW  
from Generation 1 to Beast Hunters and Beyond!!!!

ACTION CYBERTRON HOLDS IN ITS POSITION.

DIAL

MUSIC/SFX

CAMERA